

Tanoda

Generated by Doxygen 1.9.3

1 Namespace Index	1
1.1 Packages	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	11
3.1 Class List	11
4 Namespace Documentation	19
4.1 B83 Namespace Reference	19
4.2 B83.Win32 Namespace Reference	19
4.3 DitzelGames Namespace Reference	21
4.4 DitzelGames.FastIK Namespace Reference	21
4.5 GILES Namespace Reference	21
4.6 GILES.Interface Namespace Reference	21
4.7 RuntimeUnityEditor Namespace Reference	22
4.8 RuntimeUnityEditor.Core Namespace Reference	22
4.9 RuntimeUnityEditor.Core.ObjectTree Namespace Reference	22
4.10 TypeReferences Namespace Reference	22
4.10.1 Enumeration Type Documentation	22
4.10.1.1 ClassGrouping	22
5 Class Documentation	25
5.1 ActionAdderDropdown Class Reference	25
5.2 ActionObject Class Reference	26
5.2.1 Member Function Documentation	27
5.2.1.1 Triggered()	27
5.3 UserManager.AddedTrainings Struct Reference	28
5.4 AddItems Class Reference	28
5.5 AddNewCourseButton Class Reference	29
5.6 AnimatorTrigger Class Reference	29
5.7 AssignUsersHelper Class Reference	30
5.8 AutoIncrementBuildVersion Class Reference	30
5.9 AutoStageltem Class Reference	30
5.10 BeltSetterAction Class Reference	31
5.10.1 Member Function Documentation	32
5.10.1.1 GetObjectData()	32
5.10.1.2 Start()	32
5.10.1.3 Triggered()	32
5.11 BetterStage Class Reference	32
5.12 BlurTheScene Class Reference	33
5.13 CameraModeChanger Class Reference	34
5.14 CanvasManager Class Reference	34

5.15 CanvasSizeFitter Class Reference	35
5.16 ChangedTextureHolder Class Reference	35
5.17 ChangeHandMaterial Class Reference	36
5.18 ChangeScene Class Reference	36
5.19 CheckAction Class Reference	37
5.19.1 Member Function Documentation	37
5.19.1.1 GetObjectData()	38
5.19.1.2 Start()	38
5.19.1.3 Triggered()	38
5.20 CheckPlacement Class Reference	38
5.21 CheckPosition Class Reference	39
5.22 TypeReferences.ClassExtendsAttribute Class Reference	39
5.22.1 Detailed Description	40
5.22.2 Constructor & Destructor Documentation	40
5.22.2.1 ClassExtendsAttribute()	40
5.22.3 Member Function Documentation	40
5.22.3.1 IsConstraintSatisfied()	40
5.23 TypeReferences.ClassImplementsAttribute Class Reference	40
5.23.1 Detailed Description	41
5.23.2 Constructor & Destructor Documentation	41
5.23.2.1 ClassImplementsAttribute()	41
5.23.3 Member Function Documentation	41
5.23.3.1 IsConstraintSatisfied()	41
5.24 TypeReferences.ClassTypeConstraintAttribute Class Reference	42
5.24.1 Detailed Description	42
5.24.2 Member Function Documentation	42
5.24.2.1 IsConstraintSatisfied()	42
5.25 TypeReferences.ClassTypeReference Class Reference	43
5.25.1 Detailed Description	44
5.25.2 Constructor & Destructor Documentation	44
5.25.2.1 ClassTypeReference() [1/2]	44
5.25.2.2 ClassTypeReference() [2/2]	44
5.25.3 Property Documentation	44
5.25.3.1 Type	44
5.26 ClecoTrigger Class Reference	45
5.27 CollectorAction Class Reference	45
5.27.1 Member Function Documentation	46
5.27.1.1 GetObjectData()	46
5.27.1.2 InputAdded()	47
5.27.1.3 OutputAdded()	47
5.27.1.4 Reset()	47
5.27.1.5 Triggered()	47

5.28 CollisionEvents Class Reference	47
5.29 Connection Class Reference	48
5.30 ConstrainManager Class Reference	48
5.31 Controller Class Reference	49
5.32 ControllerToIris Class Reference	50
5.33 ConveyorBeltManager Class Reference	51
5.34 ConveyorTrigger Class Reference	52
5.35 CopyHeight Class Reference	52
5.36 CountdownAction Class Reference	53
5.36.1 Member Function Documentation	53
5.36.1.1 GetObjectData()	53
5.36.1.2 Triggered()	53
5.37 UserManager.CourseModuleType Struct Reference	54
5.38 CurseDataField Class Reference	54
5.39 CurseLoadManager Class Reference	54
5.40 B83.Win32.CWPSTRUCT Struct Reference	55
5.41 DeactivateAction Class Reference	55
5.41.1 Member Function Documentation	56
5.41.1.1 Triggered()	56
5.42 DelayAction Class Reference	56
5.43 DelayedDestroy Class Reference	57
5.44 DeleteLoader Class Reference	57
5.45 DeselectAllNode Class Reference	58
5.46 DisableDropCondition Class Reference	58
5.46.1 Member Function Documentation	58
5.46.1.1 Check()	58
5.47 DobotBruteforcer Class Reference	59
5.48 DobotEditorManager Class Reference	59
5.49 DobotGrabber Class Reference	60
5.50 DobotRelativeController Class Reference	60
5.51 DobotXMLSerializer Class Reference	61
5.52 DragIt Class Reference	61
5.53 DrawLine Class Reference	61
5.54 DropArea Class Reference	62
5.55 DropCondition Class Reference	62
5.56 DropDownController Class Reference	63
5.57 EasyRotator Class Reference	63
5.58 EditorSelectAllMissingMaterials Class Reference	64
5.59 EnableDisable Class Reference	64
5.60 EnableMovingChildren Class Reference	65
5.61 EnforceWindowSize Class Reference	65
5.62 EnviromentEditorToggle Class Reference	65

5.63 EquipmentSlot Class Reference	66
5.64 EventManager Class Reference	66
5.65 ExampleClass Class Reference	67
5.66 FadeOut Class Reference	67
5.67 DitzelGames.FastIK.FastIKDobot Class Reference	68
5.67.1 Detailed Description	69
5.68 DitzelGames.FastIK.FastIKFabric Class Reference	69
5.68.1 Detailed Description	70
5.69 FastIKLimit Class Reference	70
5.70 DitzelGames.FastIK.FastIKLook Class Reference	70
5.71 FastIKTargetTracer Class Reference	71
5.72 FileDragAndDrop Class Reference	71
5.73 FileMenu Class Reference	72
5.74 FindWhoDestroys Class Reference	73
5.75 FingerClamp Class Reference	73
5.76 FingerCollisionDetection Class Reference	74
5.77 FingerRestorer Class Reference	74
5.78 FinishAction Class Reference	74
5.78.1 Member Function Documentation	75
5.78.1.1 GetObjectData()	75
5.78.1.2 Triggered()	75
5.79 FollowMe Class Reference	76
5.80 FollowOtherHand Class Reference	76
5.81 FollowScript Class Reference	77
5.82 FoodPrintManager Class Reference	77
5.83 FPSCounter Class Reference	78
5.84 GameObjectAction Class Reference	78
5.84.1 Member Function Documentation	79
5.84.1.1 GetObjectData()	79
5.84.1.2 OnPointerEnter()	80
5.84.1.3 OnPointerExit()	80
5.84.1.4 Start()	80
5.85 GameObjectPreview Class Reference	80
5.86 RuntimeUnityEditor.Core.ObjectTree.GameObjectSearcher Class Reference	81
5.86.1 Detailed Description	81
5.87 GazePickupHelper Class Reference	81
5.88 GazeRestarter Class Reference	82
5.89 GetMeshInfo Class Reference	83
5.90 GlobalFile Class Reference	83
5.91 GlobalTagManager Class Reference	84
5.92 GlobalTextureHolder Class Reference	84
5.93 GLTFastInstantiator Class Reference	85

5.94 GLTFastLoader Class Reference	86
5.95 GOCondition Class Reference	86
5.96 GOSlot Class Reference	87
5.96.1 Member Function Documentation	87
5.96.1.1 Awake()	87
5.97 GroundItemResetter Class Reference	87
5.98 HackedHand Class Reference	88
5.99 HandAnimHelper Class Reference	89
5.100 HandCollisionManager Class Reference	89
5.101 HandColorer Class Reference	90
5.102 HandCopy Class Reference	90
5.103 HandCopyAvg Class Reference	91
5.104 HandCopyLeap Class Reference	92
5.105 HandCopySimple Class Reference	92
5.106 HandCopySkelet Class Reference	93
5.107 HandHeightFixer Class Reference	93
5.107.1 Detailed Description	93
5.108 HandHintSystem Class Reference	94
5.109 HandInventory Class Reference	94
5.110 HandMenu Class Reference	95
5.111 HandOffsetter Class Reference	95
5.112 HandStatistics Class Reference	96
5.113 HandSwitcher Class Reference	96
5.114 HashHolder Class Reference	97
5.115 HashingManager Class Reference	97
5.116 HeartBeatManager Class Reference	98
5.117 HierarchySorter Class Reference	98
5.118 HintAction Class Reference	99
5.118.1 Member Function Documentation	99
5.118.1.1 Deactivate()	99
5.118.1.2 GetObjectData()	99
5.118.1.3 Triggered()	100
5.119 HoldPositionAction Class Reference	100
5.119.1 Member Function Documentation	100
5.119.1.1 GetObjectData()	101
5.119.1.2 Start()	101
5.120 HoldToolAction Class Reference	101
5.120.1 Member Function Documentation	102
5.120.1.1 GetObjectData()	102
5.120.1.2 Start()	102
5.120.1.3 Triggered()	102
5.121 HotfixAction Class Reference	102

5.121.1 Member Function Documentation	103
5.121.1.1 Deactivate()	103
5.121.1.2 GetObjectData()	103
5.121.1.3 Triggered()	103
5.122 RuntimeUnityEditor.Core.ILoggerWrapper Interface Reference	104
5.123 IsDanaBuild Class Reference	104
5.124 IsGOCondition Class Reference	104
5.124.1 Member Function Documentation	105
5.124.1.1 Check()	105
5.125 ItemAction Class Reference	105
5.126 JSONPositioner Class Reference	105
5.127 JSONTransform Class Reference	106
5.128 KeepOnTop Class Reference	106
5.129 LanguageSelector Class Reference	107
5.130 LedAction Class Reference	107
5.130.1 Member Function Documentation	108
5.130.1.1 GetObjectData()	108
5.130.1.2 Triggered()	108
5.131 LerpToMe Class Reference	108
5.132 LevelEditorOnLoaded Class Reference	109
5.133 LightChanger Class Reference	110
5.134 LineDrawer Class Reference	110
5.135 LineObject Class Reference	111
5.136 LineRendererClick Class Reference	111
5.137 LoadHelpButton Class Reference	112
5.137.1 Member Function Documentation	112
5.137.1.1 OpenLoadPanel()	112
5.138 LoadingManager Class Reference	112
5.139 LoadLicenseButton Class Reference	113
5.139.1 Member Function Documentation	114
5.139.1.1 OpenLoadPanel()	114
5.140 LoadQuizButton Class Reference	114
5.140.1 Member Function Documentation	115
5.140.1.1 OpenLoadPanel()	115
5.141 LoadRemoteData Class Reference	115
5.142 LUAScriptingManager Class Reference	115
5.143 Macro Class Reference	116
5.144 ManipulatorArm Class Reference	117
5.145 ManipulatorHandle Class Reference	118
5.146 ChangedTextureHolder.MatSettings Struct Reference	118
5.147 MenuLoadScene Class Reference	118
5.148 MenuLoadSceneWebGL Class Reference	119

5.149 MeshCollHelper Class Reference	120
5.150 MeshInfo Class Reference	120
5.150.1 Member Function Documentation	120
5.150.1.1 SetVertex()	120
5.151 MeshSizeGetter Class Reference	121
5.152 MiscLogicManager Class Reference	121
5.153 ModelEditorLogicManager Class Reference	122
5.154 ModeSelect Class Reference	123
5.155 MouseDragBehaviour Class Reference	123
5.155.1 Member Function Documentation	124
5.155.1.1 OnDrag()	124
5.155.1.2 OnEndDrag()	125
5.156 MouseEvent Class Reference	125
5.157 MoveAction Class Reference	126
5.157.1 Member Function Documentation	127
5.157.1.1 GetObjectData()	127
5.157.1.2 Triggered()	127
5.158 B83.Win32.MSG Struct Reference	127
5.159 MyEventSystem Class Reference	128
5.160 NamedCollisionEvents Struct Reference	128
5.161 NAudioPlayer Class Reference	128
5.162 NetworkManager Class Reference	129
5.163 NetworkSwitch Class Reference	131
5.164 NeuroMatManager Class Reference	132
5.165 NeuroStatGUI Class Reference	132
5.166 NewCourseHelper Class Reference	133
5.167 NodeComment Class Reference	133
5.168 ObjectDroppedEvent Class Reference	134
5.169 RuntimeUnityEditor.Core.ObjectTree.ObjectTreeView Class Reference	134
5.170 ObjExporter Class Reference	134
5.171 OffsetCalcEditor Class Reference	135
5.172 OffsetHolder Class Reference	135
5.173 OpenCurseButton Class Reference	136
5.174 OpenUserStatWindow Class Reference	136
5.175 OptimizationHelper Class Reference	137
5.176 OptimizerInitializer Class Reference	137
5.177 PaintTest Class Reference	138
5.178 PanelActuator Class Reference	138
5.179 PanoramaAR Class Reference	139
5.180 PanoramaManager Class Reference	139
5.181 GILES.Interface.pb_VisualOffsetEditor Class Reference	140
5.182 PenaltyCounter Class Reference	140

5.183 PhysicsHand Class Reference	141
5.184 PhysicsTracker Class Reference	142
5.185 PickupHelper Class Reference	142
5.186 B83.Win32.POINT Struct Reference	142
5.187 MouseEvent.POINT Struct Reference	143
5.188 Pointer Class Reference	143
5.189 PointerInteractable Class Reference	144
5.190 PopupManager Class Reference	144
5.191 PositionAction Class Reference	145
5.191.1 Member Function Documentation	146
5.191.1.1 Deactivate()	147
5.191.1.2 GetObjectData()	147
5.191.1.3 InputAdded()	147
5.191.1.4 OnPointerEnter()	147
5.191.1.5 OnPointerExit()	147
5.191.1.6 Start()	147
5.191.1.7 Triggered()	148
5.192 PositionCopy Class Reference	148
5.193 Positioner Class Reference	148
5.194 PositionerResaver Class Reference	149
5.195 Preloader Class Reference	149
5.196 PreventDestroy Class Reference	150
5.197 PreviewCamerasHolder Class Reference	150
5.198 PreviewGenerator.PreviewFile Class Reference	151
5.199 PreviewGenerator Class Reference	151
5.200 PreviewHand Class Reference	152
5.201 PromoHelper Class Reference	153
5.202 PromoTimeDisplay Class Reference	153
5.203 PropertiesHelper Class Reference	154
5.204 PushShaderToBack Class Reference	154
5.205 QualityManager Class Reference	155
5.206 UserManager.Quiz Struct Reference	155
5.207 QuizAction Class Reference	155
5.207.1 Member Function Documentation	156
5.207.1.1 GetObjectData()	156
5.207.1.2 Start()	156
5.207.1.3 Triggered()	156
5.208 QuizManager.QuizData Class Reference	156
5.209 QuizManager Class Reference	157
5.210 StatisticManager.QuizStat Class Reference	158
5.211 RealToolAction Class Reference	158
5.211.1 Member Function Documentation	159

5.211.1.1	GetObjectData()	159
5.211.1.2	OnPointerEnter()	159
5.211.1.3	OnPointerExit()	159
5.211.1.4	Start()	160
5.211.1.5	Triggered()	160
5.212	Recorder Class Reference	160
5.213	B83.Win32.RECT Struct Reference	160
5.214	ScreneCapture.RECT Struct Reference	161
5.215	TestScript.RECT Struct Reference	161
5.216	ReferenceSaver Class Reference	161
5.217	Remove Class Reference	162
5.218	RemoveLine Class Reference	162
5.219	RemoveTagButton Class Reference	163
5.220	RenameObject Class Reference	163
5.221	ReplayLogic Class Reference	163
5.222	RepositionTo Class Reference	164
5.223	Reserved Class Reference	165
5.224	ResourceDeleter Class Reference	165
5.225	RestArea Class Reference	165
5.226	ResultCanvas Class Reference	166
5.227	ResultCanvasHelper Class Reference	166
5.228	Reticle Class Reference	167
5.229	ReticleVive Class Reference	167
5.230	NetworkManager.ReturnError Struct Reference	168
5.231	RotateAction Class Reference	168
5.231.1	Member Function Documentation	169
5.231.1.1	Deactivate()	169
5.231.1.2	GetObjectData()	169
5.231.1.3	InputAdded()	169
5.231.1.4	OnPointerEnter()	170
5.231.1.5	OnPointerExit()	170
5.231.1.6	Start()	170
5.231.1.7	Triggered()	170
5.232	RUEInvoker Class Reference	170
5.233	RuntimeCADLoader Class Reference	171
5.234	RuntimeTriLibLoader Class Reference	171
5.235	RuntimeUnityEditor.Core.RuntimeUnityEditorCore Class Reference	172
5.236	SavedUser Class Reference	172
5.237	SaveHelpButton Class Reference	173
5.237.1	Member Function Documentation	174
5.237.1.1	OpenSavePanel()	174
5.238	SaveSelectedUser Class Reference	174

5.239 GLTFastInstantiator.SceneInstance Class Reference	174
5.240 SceneNode Class Reference	175
5.241 ScreenshotGenerator Class Reference	175
5.242 ScreneCapture Class Reference	176
5.243 ScriptAction Class Reference	177
5.244 ScrollingText Class Reference	177
5.245 ScrollScaler Class Reference	178
5.246 SeegerHelper Class Reference	178
5.247 SerializableVector3 Struct Reference	179
5.247.1 Detailed Description	179
5.247.2 Constructor & Destructor Documentation	180
5.247.2.1 SerializableVector3()	180
5.247.3 Member Function Documentation	180
5.247.3.1 operator SerializableVector3()	180
5.247.3.2 operator Vector3()	180
5.247.3.3 ToString()	181
5.248 SerializableVector4 Struct Reference	181
5.248.1 Detailed Description	182
5.248.2 Constructor & Destructor Documentation	182
5.248.2.1 SerializableVector4()	182
5.248.3 Member Function Documentation	182
5.248.3.1 operator SerializableVector4()	182
5.248.3.2 operator Vector4()	183
5.248.3.3 ToString()	183
5.249 SetFileDialogFilePattern Class Reference	183
5.250 GLTFastInstantiator.Settings Class Reference	184
5.251 ShaderChanger Class Reference	184
5.252 ShowHideAction Class Reference	185
5.252.1 Member Function Documentation	185
5.252.1.1 Deactivate()	185
5.252.1.2 GetObjectData()	186
5.252.1.3 Triggered()	186
5.253 ShowSelection Class Reference	186
5.254 SimpleHandAnimHelper Class Reference	186
5.255 simpleTest Class Reference	187
5.256 SolveIK Class Reference	187
5.257 SoundAction Class Reference	188
5.257.1 Member Function Documentation	189
5.257.1.1 Deactivate()	189
5.257.1.2 GetObjectData()	189
5.257.1.3 Start()	189
5.257.1.4 Triggered()	190

5.258 SoundManager Class Reference	190
5.259 SpawningPOI Class Reference	190
5.260 StageCanvas Class Reference	191
5.261 StageManager Class Reference	191
5.262 StageManagerButton Class Reference	192
5.263 StatisticManager.StageStats Class Reference	192
5.264 StartAction Class Reference	193
5.264.1 Member Function Documentation	193
5.264.1.1 Start()	193
5.265 StartButton Class Reference	193
5.266 StartCanvas Class Reference	194
5.267 StartStageOnLoad Class Reference	194
5.268 StaticGO Class Reference	195
5.269 StatisticHelper Class Reference	195
5.270 StatisticManager Class Reference	196
5.271 WebSocketServerScript.SyncObjects Class Reference	196
5.272 SyncThis Class Reference	197
5.273 TablePositionSetter Class Reference	197
5.274 TagCloud Class Reference	198
5.275 TagInput Class Reference	198
5.276 TaktTimeHelper Class Reference	199
5.277 TaktTimeInitializer Class Reference	199
5.278 TargetHolder Class Reference	200
5.279 TestScript Class Reference	200
5.280 TextEditorHelper Class Reference	201
5.281 TextRoller Class Reference	202
5.282 TextureSteal Class Reference	202
5.283 ThrowableCanDisable Class Reference	202
5.284 ToggleFullscreen Class Reference	203
5.285 ToggleVR Class Reference	204
5.286 ToolAction Class Reference	204
5.286.1 Member Function Documentation	206
5.286.1.1 GetObjectData()	206
5.286.1.2 OnPointerEnter()	206
5.286.1.3 OnPointerExit()	206
5.286.1.4 Start()	207
5.286.1.5 Triggered()	207
5.287 ToolGO Class Reference	207
5.288 ToolPositioner Class Reference	207
5.289 TorqueWrench Class Reference	208
5.289.1 Member Function Documentation	209
5.289.1.1 StartMoving()	209

5.290 TorqueWrenchDigital Class Reference	209
5.291 TorqueWrenchSmol Class Reference	210
5.292 TrackerFinder Class Reference	211
5.293 TrackerHandPicker Class Reference	211
5.294 TrackerOffsetHelperEditor Class Reference	211
5.295 TrackerSetup Class Reference	212
5.296 UserManager.Training Struct Reference	212
5.297 TransformCopy Class Reference	212
5.298 TransformNormalizer Class Reference	213
5.299 TriggerAction Class Reference	213
5.299.1 Member Function Documentation	214
5.299.1.1 Deactivate()	215
5.299.1.2 GetObjectData()	215
5.299.1.3 OnPointerEnter()	215
5.299.1.4 OnPointerExit()	215
5.299.1.5 Remove()	215
5.299.1.6 Start()	215
5.299.1.7 Triggered()	216
5.299.1.8 TriggerNow()	216
5.300 TriggerActionHelper Class Reference	216
5.301 TriggerRemoteEvent Class Reference	216
5.302 TriLibLoader Class Reference	217
5.303 TurnOffImages Class Reference	217
5.304 TutorialCanvas Class Reference	218
5.305 TutorialInjector Class Reference	218
5.306 TutorialLoader Class Reference	219
5.307 TutorialManager Class Reference	219
5.308 TutorialStart Class Reference	220
5.309 TwoHandGrab Class Reference	220
5.310 UIShadowEdit Class Reference	221
5.311 UITabNavigator Class Reference	221
5.312 UpdateCanvasPosition Class Reference	221
5.313 UploadedFile Class Reference	222
5.314 UploadLevelObjects Class Reference	222
5.315 UserManager.User Struct Reference	223
5.316 UserManager Class Reference	223
5.317 UserStatManager Class Reference	225
5.318 VersionDisplay Class Reference	226
5.319 VertexEditor Class Reference	226
5.319.1 Member Function Documentation	226
5.319.1.1 AddVertexIndex()	226
5.320 VisualOffset Class Reference	227

5.321 ViveController Class Reference	227
5.322 VivePointer Class Reference	228
5.323 VivePointerTarget Class Reference	229
5.324 VoiceAction Class Reference	229
5.325 VoiceTTS Class Reference	230
5.326 UserManager.VRAction Struct Reference	230
5.327 VRControllerInputModule Class Reference	231
5.328 VRInput Class Reference	231
5.329 VRMonitorPopupManager Class Reference	232
5.330 VRMonitorTriggerHelper Class Reference	233
5.331 VRPopupManager Class Reference	233
5.332 WaiterAction Class Reference	233
5.332.1 Member Function Documentation	234
5.332.1.1 GetObjectData()	234
5.332.1.2 Reset()	234
5.332.1.3 Start()	234
5.332.1.4 Triggered()	235
5.333 WaitingRoomManager Class Reference	235
5.334 WebGLModelLoader Class Reference	235
5.335 WebGLQuit Class Reference	236
5.336 WebGLTable Class Reference	236
5.337 WebSocketDemo Class Reference	237
5.338 WebSocketServerScript Class Reference	237
5.339 WeldAction Class Reference	238
5.339.1 Member Function Documentation	238
5.339.1.1 Start()	238
5.339.1.2 Triggered()	238
5.340 UserManager.WSAction Struct Reference	239
5.341 UserManager.WSActions Struct Reference	239
5.342 NetworkManager.WSCourse Struct Reference	239
5.343 NetworkManager.WSCourses Struct Reference	240
5.344 NetworkManager.WSFile Struct Reference	240
5.345 NetworkManager.WSFiles Struct Reference	240
5.346 UserManager.WSGroup Struct Reference	241
5.347 UserManager.WSLogin Struct Reference	241
5.348 NetworkManager.WSReturnCourse Struct Reference	241
5.349 UserManager.WSUser Struct Reference	242
5.350 UserManager.WSUsers Struct Reference	242
5.351 YesNoPopupManager Class Reference	242
5.352 Zipper Class Reference	243

Chapter 1

Namespace Index

1.1 Packages

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

B83	19
B83.Win32	19
DitzelGames	21
DitzelGames.FastIK	21
GILES	21
GILES.Interface	21
RuntimeUnityEditor	22
RuntimeUnityEditor.Core	22
RuntimeUnityEditor.Core.ObjectTree	22
TypeReferences	22

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

UserManager.AddedTrainings	28
BaselInput	
VRInput	231
BaselInputModule	
VRControllerInputModule	231
Button	
GameObjectPreview	80
Connection	48
UserManager.CourseModuleType	54
B83.Win32.CWPSTRUCT	55
DropCondition	62
DisableDropCondition	58
IsGOCondition	104
EventSystem	
MyEventSystem	128
RuntimeUnityEditor.Core.ObjectTree.GameObjectSearcher	81
Valve.VR.InteractionSystem.Hand	
HackedHand	88
IBeginDragHandler	
DeselectAllNode	58
DrawLine	61
MouseDownBehaviour	123
IDragHandler	
DeselectAllNode	58
DrawLine	61
MouseDownBehaviour	123
IEndDragHandler	
DeselectAllNode	58
DrawLine	61
MouseDownBehaviour	123
IInitializePotentialDragHandler	
MouseDownBehaviour	123
IInstantiator	
GLTFastInstantiator	85
RuntimeUnityEditor.Core.ILoggerWrapper	104

IPointerClickHandler	
DeselectAllNode	58
LineRendererClick	111
MouseDownBehaviour	123
PointerInteractable	144
RemoveLine	162
IPointerDownHandler	
DeselectAllNode	58
MouseDownBehaviour	123
PointerInteractable	144
IPointerEnterHandler	
ActionObject	26
BeltSetterAction	31
CheckAction	37
CollectorAction	45
CountdownAction	53
DeactivateAction	55
FinishAction	74
GameObjectAction	78
HintAction	99
HotfixAction	102
LedAction	107
MoveAction	126
PositionAction	145
HoldPositionAction	100
QuizAction	155
RealToolAction	158
RotateAction	168
ScriptAction	177
ShowHideAction	185
SoundAction	188
StartAction	193
ToolAction	204
HoldToolAction	101
TriggerAction	213
VoiceAction	229
WaiterAction	233
WeldAction	238
ItemAction	105
PointerInteractable	144
ShowSelection	186
IPointerExitHandler	
ActionObject	26
ItemAction	105
PointerInteractable	144
ShowSelection	186
IPointerUpHandler	
DeselectAllNode	58
MouseDownBehaviour	123
PointerInteractable	144
ISerializable	
ActionObject	26
BeltSetterAction	31
ChangedTextureHolder	35
CheckAction	37
CollectorAction	45
Controller	49
ConveyorBeltManager	51

CountdownAction	53
DeactivateAction	55
FinishAction	74
GameObjectAction	78
HintAction	99
HotfixAction	102
LedAction	107
MoveAction	126
PanoramaManager	139
PositionAction	145
QuizAction	155
RealToolAction	158
RotateAction	168
ScriptAction	177
ShowHideAction	185
SoundAction	188
ToolAction	204
TriggerAction	213
VoiceAction	229
WaiterAction	233
WeldAction	238
ISerializationCallbackReceiver	
TypeReferences.ClassTypeReference	43
JSONTransform	106
LineObject	111
ChangedTextureHolder.MatSettings	118
MonoBehaviour	
ActionAdderDropdown	25
ActionObject	26
AddItems	28
AddNewCourseButton	29
AnimatorTrigger	29
AssignUsersHelper	30
AutoIncrementBuildVersion	30
AutoStageItem	30
BlurTheScene	33
CameraModeChanger	34
CanvasManager	34
CanvasSizeFitter	35
ChangeHandMaterial	36
ChangeScene	36
ChangedTextureHolder	35
CheckPlacement	38
CheckPosition	39
ClecoTrigger	45
CollisionEvents	47
ConstrainManager	48
Controller	49
ControllerTolris	50
ConveyorTrigger	52
CopyHeight	52
CurseDataField	54
CurseLoadManager	54
DelayAction	56
DelayedDestroy	57
DeleteLoader	57
DeselectAllNode	58
DitzelGames.FastIK.FastIKDobot	68

DitzelGames.FastIK.FastIKFabric	69
DitzelGames.FastIK.FastIKLook	70
DobotBruteforcer	59
DobotEditorManager	59
DobotGrabber	60
DobotRelativeController	60
DobotXMLSerializer	61
DragIt	61
VertexEditor	226
DrawLine	61
DropArea	62
DropDownController	63
EasyRotator	63
EditorSelectAllMissingMaterials	64
EnableDisable	64
EnableMovingChildren	65
EnforceWindowSize	65
EnvironmentEditorToggle	65
EquipmentSlot	66
GOSlot	87
EventManager	66
ExampleClass	67
FPSCounter	78
FadeOut	67
FastIKLimit	70
FastIKTargetTracer	71
FileDragAndDrop	71
FileMenu	72
FindWhoDestroys	73
FingerClamp	73
FingerCollisionDetection	74
FingerRestorer	74
FollowMe	76
FollowOtherHand	76
FollowScript	77
FoodPrintManager	77
GLTFastLoader	86
GOCondition	86
GazePickupHelper	81
GazeRestarter	82
GetMeshInfo	83
GlobalFile	83
GlobalTextureHolder	84
GroundItemResetter	87
HandAnimHelper	89
HandCollisionManager	89
HandColorer	90
HandCopy	90
HandCopyAvg	91
HandCopyLeap	92
HandCopySimple	92
HandCopySkelet	93
HandHeightFixer	93
HandHintSystem	94
HandInventory	94
HandMenu	95
HandOffsetter	95
HandSwitcher	96

HashHolder	97
HeartBeatManager	98
HierarchySorter	98
IsDanaBuild	104
ItemAction	105
JSONPositioner	105
KeepOnTop	106
LUAScriptingManager	115
LanguageSelector	107
LerpToMe	108
LevelEditorOnLoaded	109
LightChanger	110
LineDrawer	110
LineRendererClick	111
LoadRemoteData	115
Macro	116
ManipulatorArm	117
ManipulatorHandle	118
MenuLoadScene	118
MenuLoadSceneWebGL	119
MeshCollHelper	120
MeshInfo	120
MeshSizeGetter	121
ModeSelect	123
ModelEditorLogicManager	122
MouseDownBehaviour	123
MouseEvent	125
NAudioPlayer	128
NetworkSwitch	131
NeuroMatManager	132
NeuroStatGUI	132
NewCourseHelper	133
NodeComment	133
ObjExporter	134
ObjectDroppedEvent	134
OffsetCalcEditor	135
OffsetHolder	135
OpenCurseButton	136
OpenUserStatWindow	136
OptimizationHelper	137
OptimizerInitializer	137
PaintTest	138
PanelActuator	138
PanoramaAR	139
PenaltyCounter	140
PhysicsHand	141
PhysicsTracker	142
PickupHelper	142
Pointer	143
PointerInteractable	144
PositionCopy	148
Positioner	148
PositionerResaver	149
Preloader	149
PreventDestroy	150
PreviewCamerasHolder	150
PreviewGenerator	151
PreviewHand	152

PromoHelper	153
PromoTimeDisplay	153
PushShaderToBack	154
QualityManager	155
RUEInvoker	170
Recorder	160
ReferenceSaver	161
Remove	162
RemoveLine	162
RemoveTagButton	163
RenameObject	163
RepositionTo	164
Reserved	165
ResourceDeleter	165
RestArea	165
ResultCanvas	166
ResultCanvasHelper	166
Reticle	167
ReticleVive	167
RuntimeCADLoader	171
RuntimeTriLibLoader	171
SaveSelectedUser	174
ScreenshotGenerator	175
ScreneCapture	176
ScrollScaler	178
ScrollingText	177
SeegerHelper	178
SetFileDialogFilePattern	183
ShaderChanger	184
ShowSelection	186
SimpleHandAnimHelper	186
SolveIK	187
SoundManager	190
StageManagerButton	192
StartButton	193
StartCanvas	194
StartStageOnLoad	194
StaticGO	195
StatisticHelper	195
StatisticManager	196
SyncThis	197
TablePositionSetter	197
TagCloud	198
TagInput	198
TaktTimeHelper	199
TaktTimeInitializer	199
TargetHolder	200
TestScript	200
TextEditorHelper	201
TextRoller	202
TextureSteal	202
ToggleFullscreen	203
ToggleVR	204
ToolGO	207
ToolPositioner	207
TorqueWrench	208
TorqueWrenchDigital	209
TorqueWrenchSmol	210

TrackerFinder	211
TrackerHandPicker	211
TrackerOffsetHelperEditor	211
TrackerSetup	212
TransformCopy	212
TransformNormalizer	213
TriLibLoader	217
TriggerActionHelper	216
TriggerRemoteEvent	216
TurnOffImages	217
TutorialCanvas	218
TutorialInjector	218
TutorialLoader	219
TutorialManager	219
TutorialStart	220
TwoHandGrab	220
UIShadowEdit	221
UITabNavigator	221
UpdateCanvasPosition	221
UploadLevelObjects	222
UploadedFile	222
VRMonitorTriggerHelper	233
VersionDisplay	226
VisualOffset	227
ViveController	227
VivePointer	228
VivePointerTarget	229
VoiceTTS	230
WaitingRoomManager	235
WebGLModelLoader	235
WebGLQuit	236
WebGLTable	236
WebSocketServerScript	237
simpleTest	187
B83.Win32.MSG	127
NamedCollisionEvents	128
RuntimeUnityEditor.Core.ObjectTree.ObjectTreeView	134
pb_ComponentEditor	
GILES.Interface.pb_VisualOffsetEditor	140
pb_MonoBehaviourSingleton	
BetterStage	32
ConveyorBeltManager	51
GlobalTagManager	84
HandStatistics	96
HashingManager	97
LoadingManager	112
MiscLogicManager	121
NetworkManager	129
PanoramaManager	139
PopupManager	144
PropertiesHelper	154
QuizManager	157
ReplayLogic	163
SavedUser	172
SpawningPOI	190
StageCanvas	191
StageManager	191
UserManager	223

UserStatManager	225
VRMonitorPopupManager	232
VRPopupManager	233
WebSocketDemo	237
YesNoPopupManager	242
Zipper	243
pb_ToolbarButton	
LoadHelpButton	112
LoadLicenseButton	113
LoadQuizButton	114
SaveHelpButton	173
B83.Win32.POINT	142
MouseEvent.POINT	143
PreviewGenerator.PreviewFile	151
PropertyAttribute	
TypeReferences.ClassTypeConstraintAttribute	42
TypeReferences.ClassExtendsAttribute	39
TypeReferences.ClassImplementsAttribute	40
UserManager.Quiz	155
QuizManager.QuizData	156
StatisticManager.QuizStat	158
B83.Win32.RECT	160
ScreneCapture.RECT	161
TestScript.RECT	161
NetworkManager.ReturnError	168
RuntimeUnityEditor.Core.RuntimeUnityEditorCore	172
GLTFastInstantiator.SceneInstance	174
SceneNode	175
SerializableVector3	179
SerializableVector4	181
GLTFastInstantiator.Settings	184
StatisticManager.StageStats	192
Throwable	
ThrowableCanDisable	202
UserManager.Training	212
UserManager.User	223
UserManager.VRAction	230
WebSocketBehavior	
WebSocketServerScript.SyncObjects	196
UserManager.WSAction	239
UserManager.WSActions	239
NetworkManager.WSCourse	239
NetworkManager.WSCourses	240
NetworkManager.WSFile	240
NetworkManager.WSFiles	240
UserManager.WSGroup	241
UserManager.WSLogin	241
NetworkManager.WSReturnCourse	241
UserManager.WSUser	242
UserManager.WSUsers	242

Chapter 3

Class Index

3.1 Class List

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

ActionAdderDropdown	25
ActionObject	26
UserManager.AddedTrainings	28
AddItems	28
AddNewCourseButton	29
AnimatorTrigger	29
AssignUsersHelper	30
AutoIncrementBuildVersion	30
AutoStageItem	30
BeltSetterAction	31
BetterStage	32
BlurTheScene	33
CameraModeChanger	34
CanvasManager	34
CanvasSizeFitter	35
ChangedTextureHolder	35
ChangeHandMaterial	36
ChangeScene	36
CheckAction	37
CheckPlacement	38
CheckPosition	39
TypeReferences.ClassExtendsAttribute	
Constraint that allows selection of classes that extend a specific class when selecting a ClassTypeReference with the Unity inspector.	39
TypeReferences.ClassImplementsAttribute	
Constraint that allows selection of classes that implement a specific interface when selecting a ClassTypeReference with the Unity inspector.	40
TypeReferences.ClassTypeConstraintAttribute	
Base class for class selection constraints that can be applied when selecting a ClassTypeReference with the Unity inspector.	42
TypeReferences.ClassTypeReference	
Reference to a class <code>System.Type</code> with support for Unity serialization.	43
ClecoTrigger	45
CollectorAction	45
CollisionEvents	47

Connection	48
ConstrainManager	48
Controller	49
ControllerToIris	50
ConveyorBeltManager	51
ConveyorTrigger	52
CopyHeight	52
CountdownAction	53
UserManager.CourseModuleType	54
CurseDataField	54
CurseLoadManager	54
B83.Win32.CWPSTRUCT	55
DeactivateAction	55
DelayAction	56
DelayedDestroy	57
DeleteLoader	57
DeselectAllNode	58
DisableDropCondition	58
DobotBruteforcer	59
DobotEditorManager	59
DobotGrabber	60
DobotRelativeController	60
DobotXMLSerializer	61
DragIt	61
DrawLine	61
DropArea	62
DropCondition	62
DropDownController	63
EasyRotator	63
EditorSelectAllMissingMaterials	64
EnableDisable	64
EnableMovingChildren	65
EnforceWindowSize	65
EnvironmentEditorToggle	65
EquipmentSlot	66
EventManager	66
ExampleClass	67
FadeOut	67
DitzelGames.FastIK.FastIKDobot	
Fabrik IK Solver	68
DitzelGames.FastIK.FastIKFabric	
Fabrik IK Solver	69
FastIKLimit	70
DitzelGames.FastIK.FastIKLook	70
FastIKTargetTracer	71
FileDragAndDrop	71
FileMenu	72
FindWhoDestroys	73
FingerClamp	73
FingerCollisionDetection	74
FingerRestorer	74
FinishAction	74
FollowMe	76
FollowOtherHand	76
FollowScript	77
FoodPrintManager	77
FPSCounter	78
GameObjectAction	78

GameObjectPreview	80
RuntimeUnityEditor.Core.ObjectTree.GameObjectSearcher	
Keeps track of root gameobjects and allows searching objects in the scene	81
GazePickupHelper	81
GazeRestarter	82
GetMeshInfo	83
GlobalFile	83
GlobalTagManager	84
GlobalTextureHolder	84
GLTFastInstantiator	85
GLTFastLoader	86
GOCondition	86
GOSlot	87
GroundItemResetter	87
HackedHand	88
HandAnimHelper	89
HandCollisionManager	89
HandColorer	90
HandCopy	90
HandCopyAvg	91
HandCopyLeap	92
HandCopySimple	92
HandCopySkelet	93
HandHeightFixer	
DEPRECATED	93
HandHintSystem	94
HandInventory	94
HandMenu	95
HandOffsetter	95
HandStatistics	96
HandSwitcher	96
HashHolder	97
HashingManager	97
HeartBeatManager	98
HierarchySorter	98
HintAction	99
HoldPositionAction	100
HoldToolAction	101
HotfixAction	102
RuntimeUnityEditor.Core.ILoggerWrapper	104
IsDanaBuild	104
IsGOCondition	104
ItemAction	105
JSONPositioner	105
JSONTransform	106
KeepOnTop	106
LanguageSelector	107
LedAction	107
LerpToMe	108
LevelEditorOnLoaded	109
LightChanger	110
LineDrawer	110
LineObject	111
LineRendererClick	111
LoadHelpButton	112
LoadingManager	112
LoadLicenseButton	113
LoadQuizButton	114

LoadRemoteData	115
LUAScriptingManager	115
Macro	116
ManipulatorArm	117
ManipulatorHandle	118
ChangedTextureHolder.MatSettings	118
MenuLoadScene	118
MenuLoadSceneWebGL	119
MeshCollHelper	120
MeshInfo	120
MeshSizeGetter	121
MiscLogicManager	121
ModelEditorLogicManager	122
ModeSelect	123
MouseDragBehaviour	123
MouseEvent	125
MoveAction	126
B83.Win32.MSG	127
MyEventSystem	128
NamedCollisionEvents	128
NAudioPlayer	128
NetworkManager	129
NetworkSwitch	131
NeuroMatManager	132
NeuroStatGUI	132
NewCourseHelper	133
NodeComment	133
ObjectDroppedEvent	134
RuntimeUnityEditor.Core.ObjectTree.ObjectTreeView	134
ObjExporter	134
OffsetCalcEditor	135
OffsetHolder	135
OpenCurseButton	136
OpenUserStatWindow	136
OptimizationHelper	137
OptimizerInitializer	137
PaintTest	138
PanelActuator	138
PanoramaAR	139
PanoramaManager	139
GILES.Interface.pb_VisualOffsetEditor	140
PenaltyCounter	140
PhysicsHand	141
PhysicsTracker	142
PickupHelper	142
B83.Win32.POINT	142
MouseEvent.POINT	143
Pointer	143
PointerInteractable	144
PopupManager	144
PositionAction	145
PositionCopy	148
Positioner	148
PositionerResaver	149
Preloader	149
PreventDestroy	150
PreviewCamerasHolder	150
PreviewGenerator.PreviewFile	151

PreviewGenerator	151
PreviewHand	152
PromoHelper	153
PromoTimeDisplay	153
PropertiesHelper	154
PushShaderToBack	154
QualityManager	155
UserManager.Quiz	155
QuizAction	155
QuizManager.QuizData	156
QuizManager	157
StatisticManager.QuizStat	158
RealToolAction	158
Recorder	160
B83.Win32.RECT	160
ScreneCapture.RECT	161
TestScript.RECT	161
ReferenceSaver	161
Remove	162
RemoveLine	162
RemoveTagButton	163
RenameObject	163
ReplayLogic	163
RepositionTo	164
Reserved	165
ResourceDeleter	165
RestArea	165
ResultCanvas	166
ResultCanvasHelper	166
Reticle	167
ReticleVive	167
NetworkManager.ReturnError	168
RotateAction	168
RUEInvoker	170
RuntimeCADLoader	171
RuntimeTriLibLoader	171
RuntimeUnityEditor.Core.RuntimeUnityEditorCore	172
SavedUser	172
SaveHelpButton	173
SaveSelectedUser	174
GLTFastInstantiator.SceneInstance	174
SceneNode	175
ScreenshotGenerator	175
ScreneCapture	176
ScriptAction	177
ScrollingText	177
ScrollScaler	178
SeegerHelper	178
SerializableVector3	
Since unity doesn't flag the Vector3 as serializable, we need to create our own version. This one will automatically convert between Vector3 and SerializableVector3	179
SerializableVector4	
Since unity doesn't flag the Vector4 as serializable, we need to create our own version. This one will automatically convert between Vector4 and SerializableVector4	181
SetFileDialogFilePattern	183
GLTFastInstantiator.Settings	184
ShaderChanger	184
ShowHideAction	185

ShowSelection	186
SimpleHandAnimHelper	186
simpleTest	187
SolveIK	187
SoundAction	188
SoundManager	190
SpawningPOI	190
StageCanvas	191
StageManager	191
StageManagerButton	192
StatisticManager.StageStats	192
StartAction	193
StartButton	193
StartCanvas	194
StartStageOnLoad	194
StaticGO	195
StatisticHelper	195
StatisticManager	196
WebSocketServerScript.SyncObjects	196
SyncThis	197
TablePositionSetter	197
TagCloud	198
TagInput	198
TaktTimeHelper	199
TaktTimeInitializer	199
TargetHolder	200
TestScript	200
TextEditorHelper	201
TextRoller	202
TextureSteal	202
ThrowableCanDisable	202
ToggleFullscreen	203
ToggleVR	204
ToolAction	204
ToolGO	207
ToolPositioner	207
TorqueWrench	208
TorqueWrenchDigital	209
TorqueWrenchSmol	210
TrackerFinder	211
TrackerHandPicker	211
TrackerOffsetHelperEditor	211
TrackerSetup	212
UserManager.Training	212
TransformCopy	212
TransformNormalizer	213
TriggerAction	213
TriggerActionHelper	216
TriggerRemoteEvent	216
TriLibLoader	217
TurnOffImages	217
TutorialCanvas	218
TutorialInjector	218
TutorialLoader	219
TutorialManager	219
TutorialStart	220
TwoHandGrab	220
UIShadowEdit	221

UITabNavigator	221
UpdateCanvasPosition	221
UploadedFile	222
UploadLevelObjects	222
UserManager.User	223
UserManager	223
UserStatManager	225
VersionDisplay	226
VertexEditor	226
VisualOffset	227
ViveController	227
VivePointer	228
VivePointerTarget	229
VoiceAction	229
VoiceTTS	230
UserManager.VRAction	230
VRControllerInputModule	231
VRInput	231
VRMonitorPopupManager	232
VRMonitorTriggerHelper	233
VRPopupManager	233
WaiterAction	233
WaitingRoomManager	235
WebGLModelLoader	235
WebGLQuit	236
WebGLTable	236
WebSocketDemo	237
WebSocketServerScript	237
WeldAction	238
UserManager.WSAction	239
UserManager.WSActions	239
NetworkManager.WSCourse	239
NetworkManager.WSCourses	240
NetworkManager.WSFile	240
NetworkManager.WSFiles	240
UserManager.WSGroup	241
UserManager.WSLogin	241
NetworkManager.WSReturnCourse	241
UserManager.WSUser	242
UserManager.WSUsers	242
YesNoPopupManager	242
Zipper	243

Chapter 4

Namespace Documentation

4.1 B83 Namespace Reference

4.2 B83.Win32 Namespace Reference

Classes

- struct [CWPSTRUCT](#)
- struct [MSG](#)
- struct [POINT](#)
- struct [RECT](#)
- class [UnityDragAndDropHook](#)

Enumerations

- enum **HookType** : int {
WH_JOURNALRECORD = 0 , **WH_JOURNALPLAYBACK** = 1 , **WH_KEYBOARD** = 2 , **WH_GETMESSAGE** = 3 ,
WH_CALLWNDPROC = 4 , **WH_CBT** = 5 , **WH_SYSMSGFILTER** = 6 , **WH_MOUSE** = 7 ,
WH_HARDWARE = 8 , **WH_DEBUG** = 9 , **WH_SHELL** = 10 , **WH_FOREGROUNDIDLE** = 11 ,
WH_CALLWNDPROCRET = 12 , **WH_KEYBOARD_LL** = 13 , **WH_MOUSE_LL** = 14 }
- enum **WM** : uint {
NULL = 0x0000 , **CREATE** = 0x0001 , **DESTROY** = 0x0002 , **MOVE** = 0x0003 ,
SIZE = 0x0005 , **ACTIVATE** = 0x0006 , **SETFOCUS** = 0x0007 , **KILLFOCUS** = 0x0008 ,
ENABLE = 0x000A , **SETREDRAW** = 0x000B , **SETTEXT** = 0x000C , **GETTEXT** = 0x000D ,
GETTEXTLENGTH = 0x000E , **PAINT** = 0x000F , **CLOSE** = 0x0010 , **QUERYENDSESSION** = 0x0011 ,
QUERYOPEN = 0x0013 , **ENDSESSION** = 0x0016 , **QUIT** = 0x0012 , **ERASEBKGD** = 0x0014 ,
SYSCOLORCHANGE = 0x0015 , **SHOWWINDOW** = 0x0018 , **WININICHANGE** = 0x001A , **SETTINGCHANGE** = WININICHANGE ,
DEVMODECHANGE = 0x001B , **ACTIVATEAPP** = 0x001C , **FONTCHANGE** = 0x001D , **TIMECHANGE** = 0x001E ,
CANCELMODE = 0x001F , **SETCURSOR** = 0x0020 , **MOUSEACTIVATE** = 0x0021 , **CHILDACTIVATE** = 0x0022 ,
QUEUESYNC = 0x0023 , **GETMINMAXINFO** = 0x0024 , **PAINTICON** = 0x0026 , **ICONERASEBKGD** = 0x0027 ,
NEXTDLGCTL = 0x0028 , **SPOOLERSTATUS** = 0x002A , **DRAWITEM** = 0x002B , **MEASUREITEM** = 0x002C ,

DELETEITEM = 0x002D , **VKEYTOITEM** = 0x002E , **CHARTOITEM** = 0x002F , **SETFONT** = 0x0030 ,
GETFONT = 0x0031 , **SETHOTKEY** = 0x0032 , **GETHOTKEY** = 0x0033 , **QUERYDRAGICON** = 0x0037 ,
COMPAREITEM = 0x0039 , **GETOBJECT** = 0x003D , **COMPACTING** = 0x0041 , **COMMNOTIFY** = 0x0044 ,
WINDOWPOSCHANGING = 0x0046 , **WINDOWPOSCHANGED** = 0x0047 , **POWER** = 0x0048 , **COPYDATA**
= 0x004A ,
CANCELJOURNAL = 0x004B , **NOTIFY** = 0x004E , **INPUTLANGCHANGEREQUEST** = 0x0050 , **INPUT-**
LANGCHANGE = 0x0051 ,
TCARD = 0x0052 , **HELP** = 0x0053 , **USERCHANGED** = 0x0054 , **NOTIFYFORMAT** = 0x0055 ,
CONTEXTMENU = 0x007B , **STYLECHANGING** = 0x007C , **STYLECHANGED** = 0x007D , **DISPLAY-**
CHANGE = 0x007E ,
GETICON = 0x007F , **SETICON** = 0x0080 , **NCCREATE** = 0x0081 , **NCDESTROY** = 0x0082 ,
NCCALCSIZE = 0x0083 , **NCHITTEST** = 0x0084 , **NCPAINT** = 0x0085 , **NCACTIVATE** = 0x0086 ,
GETDLGCODE = 0x0087 , **SYNCPAINT** = 0x0088 , **NCMOUSEMOVE** = 0x00A0 , **NCLBUTTONDOWN** =
0x00A1 ,
NCLBUTTONUP = 0x00A2 , **NCLBUTTONDOWNBLCLK** = 0x00A3 , **NCRBUTTONDOWN** = 0x00A4 , **NCRBU-**
TIONUP = 0x00A5 ,
NCRBUTTONDOWNBLCLK = 0x00A6 , **NCMBUTTONDOWN** = 0x00A7 , **NCMBUTTONUP** = 0x00A8 , **NCM-**
BUTTONDBLCLK = 0x00A9 ,
NCXBUTTONDOWN = 0x00AB , **NCXBUTTONUP** = 0x00AC , **NCXBUTTONDOWNBLCLK** = 0x00AD , **INPUT↔**
_DEVICE_CHANGE = 0x00FE ,
INPUT = 0x00FF , **KEYFIRST** = 0x0100 , **KEYDOWN** = 0x0100 , **KEYUP** = 0x0101 ,
CHAR = 0x0102 , **DEADCHAR** = 0x0103 , **SYSKEYDOWN** = 0x0104 , **SYSKEYUP** = 0x0105 ,
SYSCHAR = 0x0106 , **SYSDEADCHAR** = 0x0107 , **UNICHAR** = 0x0109 , **KEYLAST** = 0x0108 ,
IME_STARTCOMPOSITION = 0x010D , **IME_ENDCOMPOSITION** = 0x010E , **IME_COMPOSITION** =
0x010F , **IME_KEYLAST** = 0x010F ,
INITDIALOG = 0x0110 , **COMMAND** = 0x0111 , **SYSCOMMAND** = 0x0112 , **TIMER** = 0x0113 ,
HSCROLL = 0x0114 , **VSCROLL** = 0x0115 , **INITMENU** = 0x0116 , **INITMENUPOPUP** = 0x0117 ,
MENUSELECT = 0x011F , **MENUCHAR** = 0x0120 , **ENTERIDLE** = 0x0121 , **MENURBUTTONUP** = 0x0122
,
MENUDRAG = 0x0123 , **MENUGETOBJECT** = 0x0124 , **UNINITMENUPOPUP** = 0x0125 , **MENUCOM-**
MAND = 0x0126 ,
CHANGEUISTATE = 0x0127 , **UPDATEUISTATE** = 0x0128 , **QUERYUISTATE** = 0x0129 , **CTLCOLORMS-**
GBOX = 0x0132 ,
CTLCOLOREDIT = 0x0133 , **CTLCOLORLISTBOX** = 0x0134 , **CTLCOLORBTN** = 0x0135 , **CTLCOL-**
ORDLG = 0x0136 ,
CTLCOLORSCROLLBAR = 0x0137 , **CTLCOLORSTATIC** = 0x0138 , **MOUSEFIRST** = 0x0200 , **MOUSE-**
MOVE = 0x0200 ,
LBUTTONDOWN = 0x0201 , **LBUTTONUP** = 0x0202 , **LBUTTONDOWNBLCLK** = 0x0203 , **RBUTTONDOWN** =
0x0204 ,
RBUTTONUP = 0x0205 , **RBUTTONDOWNBLCLK** = 0x0206 , **MBUTTONDOWN** = 0x0207 , **MBUTTONUP** =
0x0208 ,
MBUTTONDBLCLK = 0x0209 , **MOUSEWHEEL** = 0x020A , **XBUTTONDOWN** = 0x020B , **XBUTTONUP** =
0x020C ,
XBUTTONDOWNBLCLK = 0x020D , **MOUSEHWHEEL** = 0x020E , **MOUSELAST** = 0x020E , **PARENTNOTIFY** =
0x0210 ,
ENTERMENULOOP = 0x0211 , **EXITMENULOOP** = 0x0212 , **NEXTMENU** = 0x0213 , **SIZING** = 0x0214 ,
CAPTURECHANGED = 0x0215 , **MOVING** = 0x0216 , **POWERBROADCAST** = 0x0218 , **DEVICECHANGE**
= 0x0219 ,
MDICREATE = 0x0220 , **MDIDESTROY** = 0x0221 , **MDIACTIVATE** = 0x0222 , **MDIRESTORE** = 0x0223 ,
MDINEXT = 0x0224 , **MDIMAXIMIZE** = 0x0225 , **MDITILE** = 0x0226 , **MDICASCADE** = 0x0227 ,
MDIICONARRANGE = 0x0228 , **MDIGETACTIVE** = 0x0229 , **MDISETMENU** = 0x0230 , **ENTERSIZEMOVE**
= 0x0231 ,
EXITSIZEMOVE = 0x0232 , **DROPPFILES** = 0x0233 , **MDIREFRESHMENU** = 0x0234 , **IME_SETCONTEXT**
= 0x0281 ,
IME_NOTIFY = 0x0282 , **IME_CONTROL** = 0x0283 , **IME_COMPOSITIONFULL** = 0x0284 , **IME_SELECT**
= 0x0285 ,
IME_CHAR = 0x0286 , **IME_REQUEST** = 0x0288 , **IME_KEYDOWN** = 0x0290 , **IME_KEYUP** = 0x0291 ,
MOUSEHOVER = 0x02A1 , **MOUSELEAVE** = 0x02A3 , **NCMOUSEHOVER** = 0x02A0 , **NCMOUSELEAVE**

```

= 0x02A2 ,
WTSSESSION_CHANGE = 0x02B1 , TABLET_FIRST = 0x02c0 , TABLET_LAST = 0x02df , CUT = 0x0300
,
COPY = 0x0301 , PASTE = 0x0302 , CLEAR = 0x0303 , UNDO = 0x0304 ,
RENDERFORMAT = 0x0305 , RENDERALLFORMATS = 0x0306 , DESTROYCLIPBOARD = 0x0307 ,
DRAWCLIPBOARD = 0x0308 ,
PAINTCLIPBOARD = 0x0309 , VSCROLLCLIPBOARD = 0x030A , SIZECLIPBOARD = 0x030B , ASKCB-
FORMATNAME = 0x030C ,
CHANGECHAIN = 0x030D , HSCROLLCLIPBOARD = 0x030E , QUERYNEWPALETTE = 0x030F ,
PALETTEISCHANGING = 0x0310 ,
PALETTECHANGED = 0x0311 , HOTKEY = 0x0312 , PRINT = 0x0317 , PRINTCLIENT = 0x0318 ,
APPCOMMAND = 0x0319 , THEMECHANGED = 0x031A , CLIPBOARDUPDATE = 0x031D , DWMCOM-
POSITIONCHANGED = 0x031E ,
DWMNCRENDERINGCHANGED = 0x031F , DWMCOLORIZATIONCOLORCHANGED = 0x0320 ,
DWMWINDOWMAXIMIZEDCHANGE = 0x0321 , GETTITLEBARINFOEX = 0x033F ,
HANDHELDFIRST = 0x0358 , HANDHELDLAST = 0x035F , AFXFIRST = 0x0360 , AFXLAST = 0x037F ,
PENWINFIRST = 0x0380 , PENWINLAST = 0x038F , APP = 0x8000 , USER = 0x0400 ,
CPL_LAUNCH = USER + 0x1000 , CPL_LAUNCHED = USER + 0x1001 , SYSTIMER = 0x118 }

```

Functions

- delegate IntPtr **HookProc** (int code, IntPtr wParam, ref MSG lParam)
- delegate bool **EnumThreadDelegate** (IntPtr hwnd, IntPtr lParam)

4.3 DitzelGames Namespace Reference

4.4 DitzelGames.FastIK Namespace Reference

Classes

- class [FastIKDobot](#)
Fabrik IK Solver
- class [FastIKFabric](#)
Fabrik IK Solver
- class [FastIKLook](#)

4.5 GILES Namespace Reference

4.6 GILES.Interface Namespace Reference

Classes

- class [pb_VisualOffsetEditor](#)

4.7 RuntimeUnityEditor Namespace Reference

4.8 RuntimeUnityEditor.Core Namespace Reference

Classes

- interface [ILoggerWrapper](#)
- class [RuntimeUnityEditorCore](#)

Enumerations

- enum **LogLevel** {
None = 0 , **Fatal** = 1 , **Error** = 2 , **Warning** = 4 ,
Message = 8 , **Info** = 16 , **Debug** = 32 , **All** = Debug | Info | Message | Warning | Error | Fatal }

4.9 RuntimeUnityEditor.Core.ObjectTree Namespace Reference

Classes

- class [GameObjectSearcher](#)
Keeps track of root gameobjects and allows searching objects in the scene
- class [ObjectTreeView](#)

4.10 TypeReferences Namespace Reference

Classes

- class [ClassExtendsAttribute](#)
Constraint that allows selection of classes that extend a specific class when selecting a [ClassTypeReference](#) with the Unity inspector.
- class [ClassImplementsAttribute](#)
Constraint that allows selection of classes that implement a specific interface when selecting a [ClassTypeReference](#) with the Unity inspector.
- class [ClassTypeConstraintAttribute](#)
Base class for class selection constraints that can be applied when selecting a [ClassTypeReference](#) with the Unity inspector.
- class [ClassTypeReference](#)
Reference to a class System.Type with support for Unity serialization.

Enumerations

- enum [ClassGrouping](#) { **None** , **ByNamespace** , **ByNamespaceFlat** , **ByAddComponentMenu** }
Indicates how selectable classes should be collated in drop-down menu.

4.10.1 Enumeration Type Documentation

4.10.1.1 ClassGrouping

enum [TypeReferences.ClassGrouping](#)

Indicates how selectable classes should be collated in drop-down menu.

Enumerator

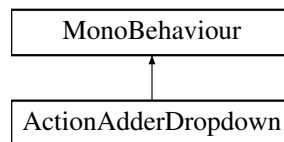
None	No grouping, just show type names in a list; for instance, "Some.Nested.Namespace.SpecialClass".
ByNamespace	Group classes by namespace and show foldout menus for nested namespaces; for instance, "Some > Nested > Namespace > SpecialClass".
ByNamespaceFlat	Group classes by namespace; for instance, "Some.Nested.Namespace > SpecialClass".
ByAddComponentMenu	Group classes in the same way as Unity does for its component menu. This grouping method must only be used for MonoBehaviour types.

Chapter 5

Class Documentation

5.1 ActionAdderDropdown Class Reference

Inheritance diagram for ActionAdderDropdown:



Public Member Functions

- void **onValueChanged** (int value)
- void **onValueChangedVR** (int value)

Public Attributes

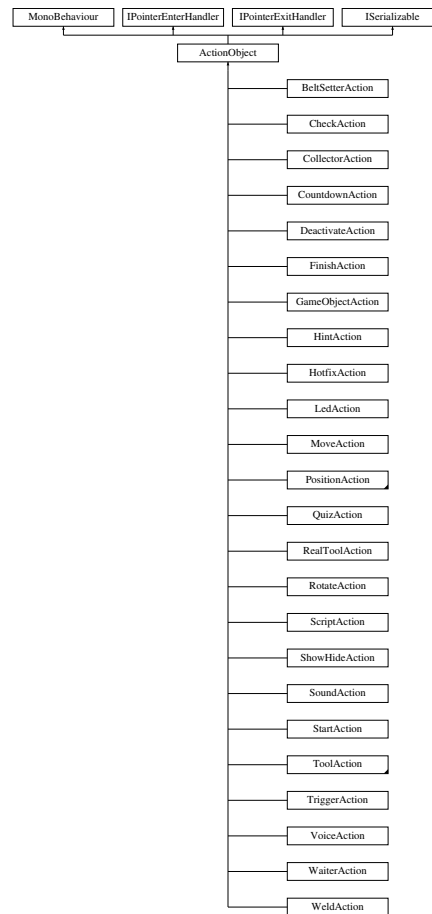
- GameObject **StageManagerVRContent**
- List< UnityEvent > **actions**

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

- ActionAdderDropdown.cs

5.2 ActionObject Class Reference

Inheritance diagram for ActionObject:



Public Member Functions

- void **ToggleWindowSize** ()
- IEnumerator **LateMinimize** ()
- void **InstaMinimize** ()
- void **Minimize** ()
- void **Maximize** ()
- void **GetOriginalHeight** ()
- List< Vector2 > **GetSides** ()
- virtual void **GetObjectData** (SerializationInfo info, StreamingContext context)
- **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** ()
- string **GetInput** (int index)
- 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 **ID**
- string **comment**
- List< GameObject > **hideOnMinimize** = new List<GameObject>()
- bool **IsCounting**

Protected Member Functions

- void **SaveOrigInPos** ()

Protected Attributes

- float **originalHeight** = 0.0f

5.2.1 Member Function Documentation

5.2.1.1 Triggered()

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

Reimplemented in [TriggerAction](#).

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

- ActionObject.cs

5.3 UserManager.AddedTrainings Struct Reference

Public Attributes

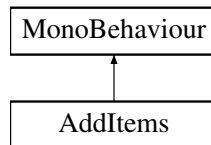
- string **TrainingName**
- string **Status**
- DateTime **CreationDate**
- DateTime **ModificationDate**

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

- UserManager.cs

5.4 AddItems Class Reference

Inheritance diagram for AddItems:



Public Member Functions

- void **Start** ()
- void **AddButton** ()
- GameObject **_AddButton** ()
- void **RemoveButton** ()
- void **scale** ()
- void **actionMinimalize** ()
- void **actionMaximalize** ()
- void **showPreviewGameObject** (GameObject value)
- void **hidePreviewGameObject** (GameObject value)
- void **showFullGameObject** (GameObject value)
- void **Counter** ()
- void **refreshConnectionPos** (GameObject ConnectedGO)
- int **ActionCount** ()

Public Attributes

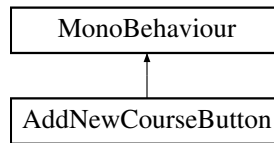
- GameObject **ASlot**
- GameObject **ActionSlot**
- GameObject **GOSlot**
- GameObject **GameObjectSlot**
- Vector2 **OriginalSize**
- GameObject **AddNewButton**
- GameObject **ItemGO**
- GameObject **ItemAction**
- Text **textfield**
- GameObject **Count**

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

- AddItems.cs

5.5 AddNewCourseButton Class Reference

Inheritance diagram for AddNewCourseButton:



Public Member Functions

- void **AddCourse** ()

Public Attributes

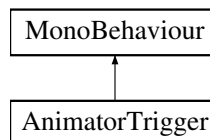
- GameObject **ManageUsersWindow**

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

- AddNewCourseButton.cs

5.6 AnimatorTrigger Class Reference

Inheritance diagram for AnimatorTrigger:



Public Member Functions

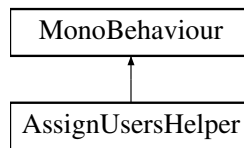
- void **Trigger** (string trigger)

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

- AnimatorTrigger.cs

5.7 AssignUsersHelper Class Reference

Inheritance diagram for AssignUsersHelper:



Public Member Functions

- void **ApplyChanges** ()

Public Attributes

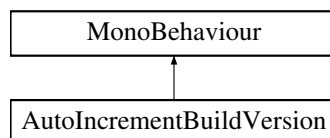
- GameObject **userPrefab**
- GameObject **ScrollViewContent**

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

- AssignUsersHelper.cs

5.8 AutoIncrementBuildVersion Class Reference

Inheritance diagram for AutoIncrementBuildVersion:

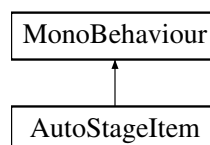


The documentation for this class was generated from the following file:

- AutoIncrementBuildVersion.cs

5.9 AutoStageItem Class Reference

Inheritance diagram for AutoStageItem:



Public Member Functions

- void **SetStage** (int value)
- void **SetStage** ()
- void **SetStage1** (bool value)
- void **SetStage2** (bool value)
- void **SetStage3** (bool value)
- void **SetStage4** (bool value)
- void **SetStage5** (bool value)
- void **SetStage6** (bool value)

Public Attributes

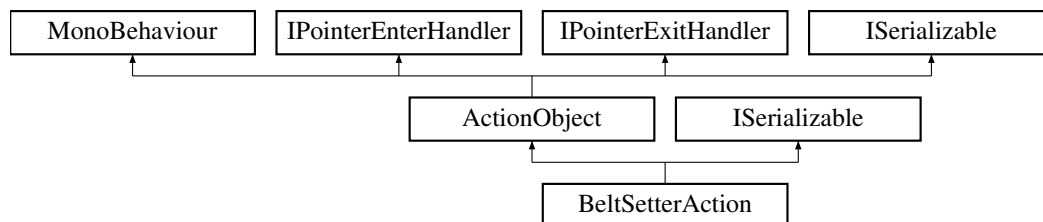
- int **stage** = -1

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

- AutoStageItem.cs

5.10 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

5.10.1 Member Function Documentation

5.10.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.10.1.2 Start()

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

Reimplemented from [ActionObject](#).

5.10.1.3 Triggered()

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

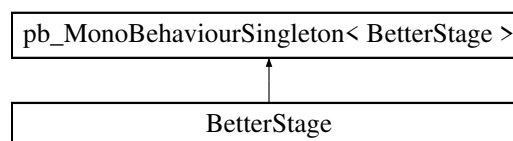
Reimplemented from [ActionObject](#).

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

- [BeltSetterAction.cs](#)

5.11 BetterStage Class Reference

Inheritance diagram for BetterStage:



Public Member Functions

- void **SetStage** (GameObject go, int stage=1, bool move=true)

Public Attributes

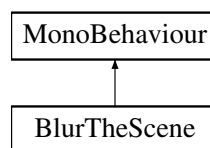
- Transform **stage1**
- Transform **stage2**
- Transform **stage3**
- Transform **stage4**
- Transform **stage5**
- Transform **stage6**

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

- BetterStage.cs

5.12 BlurTheScene Class Reference

Inheritance diagram for BlurTheScene:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **showBlur** (Process p, string text)
- void **hideBlur** ()

Public Attributes

- GameObject **canvas**
- GameObject **blurlImage**
- GameObject **blurlImage2**
- GameObject **blur**
- GameObject **Sound2**
- GameObject **Sound3**
- GameObject **Sound4**
- GameObject[] **Elements**
- GameObject **OtherElements**
- Text **Command**

Static Public Attributes

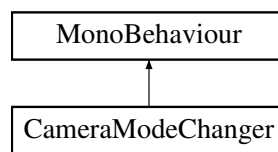
- static [BlurTheScene](#) Instance

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

- BlurTheScene.cs

5.13 CameraModeChanger Class Reference

Inheritance diagram for CameraModeChanger:

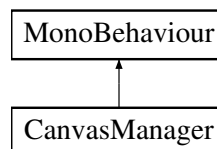


The documentation for this class was generated from the following file:

- CameraModeChanger.cs

5.14 CanvasManager Class Reference

Inheritance diagram for CanvasManager:



Public Member Functions

- void **SwitchToMain** ()
- void **SwitchToModelEditor** ()

Public Attributes

- GameObject **MainCanvas**
- GameObject **ModelEditorCanvas**

Static Public Attributes

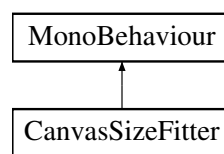
- static [CanvasManager](#) instance

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

- CanvasManager.cs

5.15 CanvasSizeFitter Class Reference

Inheritance diagram for CanvasSizeFitter:



Public Attributes

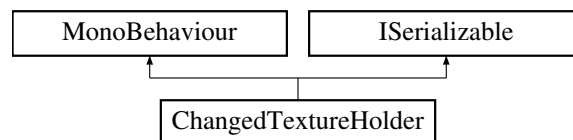
- Text **displayText**

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

- CanvasSizeFitter.cs

5.16 ChangedTextureHolder Class Reference

Inheritance diagram for ChangedTextureHolder:



Classes

- struct [MatSettings](#)

Public Member Functions

- **ChangedTextureHolder** (SerializationInfo info, StreamingContext context)
- void **GetObjectData** (SerializationInfo info, StreamingContext context)

Public Attributes

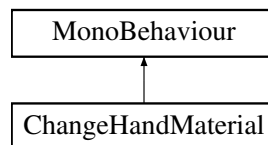
- List< [MatSettings](#) > **matSettings** = new List<[MatSettings](#)>()

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

- [ChangedTextureHolder.cs](#)

5.17 ChangeHandMaterial Class Reference

Inheritance diagram for ChangeHandMaterial:



Public Attributes

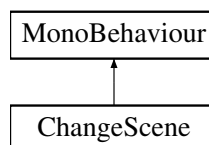
- SkinnedMeshRenderer **RightHand**
- SkinnedMeshRenderer **LeftHand**
- Material **OrigRight**
- Material **OrigLeft**
- Material **OnTopRight**
- Material **OnTopLeft**

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

- [ChangeHandMaterial.cs](#)

5.18 ChangeScene Class Reference

Inheritance diagram for ChangeScene:



Public Member Functions

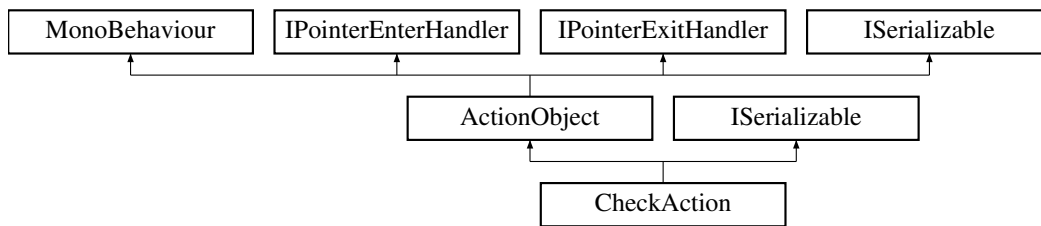
- void **LoadScene** (int index)
- void **LoadScene** (string scenename)

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

- [ChangeScene.cs](#)

5.19 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**

5.19.1 Member Function Documentation

5.19.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.19.1.2 Start()

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

Reimplemented from [ActionObject](#).

5.19.1.3 Triggered()

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

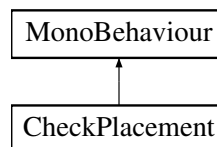
Reimplemented from [ActionObject](#).

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

- [CheckAction.cs](#)

5.20 CheckPlacement Class Reference

Inheritance diagram for CheckPlacement:



Public Attributes

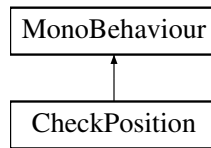
- `bool Good = true`

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

- [CheckPlacement.cs](#)

5.21 CheckPosition Class Reference

Inheritance diagram for CheckPosition:



Public Attributes

- Vector3 **lastPosition**

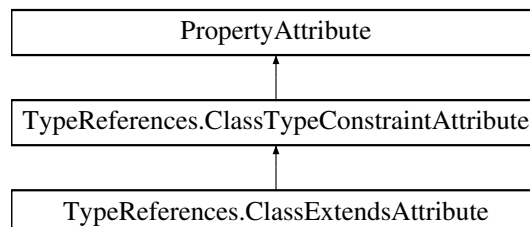
The documentation for this class was generated from the following file:

- CheckPosition.cs

5.22 TypeReferences.ClassExtendsAttribute Class Reference

Constraint that allows selection of classes that extend a specific class when selecting a [ClassTypeReference](#) with the Unity inspector.

Inheritance diagram for TypeReferences.ClassExtendsAttribute:



Public Member Functions

- **ClassExtendsAttribute** ()
Initializes a new instance of the [ClassExtendsAttribute](#) class.
- **ClassExtendsAttribute** (Type baseType)
Initializes a new instance of the [ClassExtendsAttribute](#) class.
- override bool **IsConstraintSatisfied** (Type type)
Determines whether the specified Type satisfies filter constraint.

Properties

- Type **BaseType** [get]
Gets the type of class that selectable classes must derive from.

5.22.1 Detailed Description

Constraint that allows selection of classes that extend a specific class when selecting a [ClassTypeReference](#) with the Unity inspector.

5.22.2 Constructor & Destructor Documentation

5.22.2.1 ClassExtendsAttribute()

```
TypeReferences.ClassExtendsAttribute.ClassExtendsAttribute (
    Type baseType )
```

Initializes a new instance of the [ClassExtendsAttribute](#) class.

Parameters

<i>baseType</i>	Type of class that selectable classes must derive from.
-----------------	---

5.22.3 Member Function Documentation

5.22.3.1 IsConstraintSatisfied()

```
override bool TypeReferences.ClassExtendsAttribute.IsConstraintSatisfied (
    Type type ) [virtual]
```

Determines whether the specified Type satisfies filter constraint.

Reimplemented from [TypeReferences.ClassTypeConstraintAttribute](#).

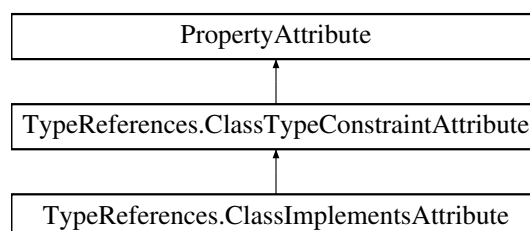
The documentation for this class was generated from the following file:

- [ClassTypeConstraintAttribute.cs](#)

5.23 TypeReferences.ClassImplementsAttribute Class Reference

Constraint that allows selection of classes that implement a specific interface when selecting a [ClassTypeReference](#) with the Unity inspector.

Inheritance diagram for `TypeReferences.ClassImplementsAttribute`:



Public Member Functions

- **ClassImplementsAttribute** ()
Initializes a new instance of the [ClassImplementsAttribute](#) class.
- **ClassImplementsAttribute** (Type interfaceType)
Initializes a new instance of the [ClassImplementsAttribute](#) class.
- override bool **IsConstraintSatisfied** (Type type)
Determines whether the specified Type satisfies filter constraint.

Properties

- Type **InterfaceType** [get]
Gets the type of interface that selectable classes must implement.

5.23.1 Detailed Description

Constraint that allows selection of classes that implement a specific interface when selecting a [ClassTypeReference](#) with the Unity inspector.

5.23.2 Constructor & Destructor Documentation

5.23.2.1 ClassImplementsAttribute()

```
TypeReferences.ClassImplementsAttribute.ClassImplementsAttribute (  
    Type interfaceType )
```

Initializes a new instance of the [ClassImplementsAttribute](#) class.

Parameters

<i>interfaceType</i>	Type of interface that selectable classes must implement.
----------------------	---

5.23.3 Member Function Documentation

5.23.3.1 IsConstraintSatisfied()

```
override bool TypeReferences.ClassImplementsAttribute.IsConstraintSatisfied (  
    Type type ) [virtual]
```

Determines whether the specified Type satisfies filter constraint.

Reimplemented from [TypeReferences.ClassTypeConstraintAttribute](#).

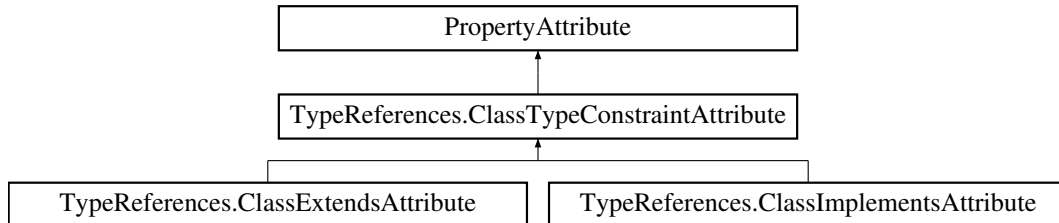
The documentation for this class was generated from the following file:

- `ClassTypeConstraintAttribute.cs`

5.24 TypeReferences.ClassTypeConstraintAttribute Class Reference

Base class for class selection constraints that can be applied when selecting a [ClassTypeReference](#) with the Unity inspector.

Inheritance diagram for `TypeReferences.ClassTypeConstraintAttribute`:



Public Member Functions

- virtual bool [IsConstraintSatisfied](#) (Type type)
Determines whether the specified Type satisfies filter constraint.

Properties

- [ClassGrouping Grouping](#) [get, set]
Gets or sets grouping of selectable classes. Defaults to [ClassGrouping.ByNamespaceFlat](#) unless explicitly specified.
- bool [AllowAbstract](#) [get, set]
Gets or sets whether abstract classes can be selected from drop-down. Defaults to a value of `false` unless explicitly specified.

5.24.1 Detailed Description

Base class for class selection constraints that can be applied when selecting a [ClassTypeReference](#) with the Unity inspector.

5.24.2 Member Function Documentation

5.24.2.1 IsConstraintSatisfied()

```
virtual bool TypeReferences.ClassTypeConstraintAttribute.IsConstraintSatisfied (
    Type type ) [virtual]
```

Determines whether the specified Type satisfies filter constraint.

Parameters

<i>type</i>	Type to test.
-------------	---------------

Returns

A bool value indicating if the type specified by *type* satisfies this constraint and should thus be selectable.

Reimplemented in [TypeReferences.ClassExtendsAttribute](#), and [TypeReferences.ClassImplementsAttribute](#).

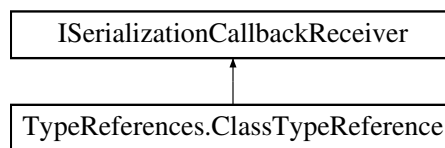
The documentation for this class was generated from the following file:

- [ClassTypeConstraintAttribute.cs](#)

5.25 TypeReferences.ClassTypeReference Class Reference

Reference to a class System.Type with support for Unity serialization.

Inheritance diagram for TypeReferences.ClassTypeReference:



Public Member Functions

- **ClassTypeReference** ()
Initializes a new instance of the [ClassTypeReference](#) class.
- **ClassTypeReference** (string assemblyQualifiedClassName)
Initializes a new instance of the [ClassTypeReference](#) class.
- **ClassTypeReference** (Type type)
Initializes a new instance of the [ClassTypeReference](#) class.
- override string **Tostring** ()

Static Public Member Functions

- static string **GetClassRef** (Type type)
- static implicit **operator string** ([ClassTypeReference](#) typeReference)
- static implicit **operator Type** ([ClassTypeReference](#) typeReference)
- static implicit **operator ClassTypeReference** (Type type)

Properties

- Type **Type** [get, set]
Gets or sets type of class reference.

5.25.1 Detailed Description

Reference to a class System.Type with support for Unity serialization.

5.25.2 Constructor & Destructor Documentation

5.25.2.1 ClassTypeReference() [1/2]

```
TypeReferences.ClassTypeReference.ClassTypeReference (
    string assemblyQualifiedClassName )
```

Initializes a new instance of the [ClassTypeReference](#) class.

Parameters

<i>assemblyQualifiedClassName</i>	Assembly qualified class name.
-----------------------------------	--------------------------------

5.25.2.2 ClassTypeReference() [2/2]

```
TypeReferences.ClassTypeReference.ClassTypeReference (
    Type type )
```

Initializes a new instance of the [ClassTypeReference](#) class.

Parameters

<i>type</i>	Class type.
-------------	-------------

Exceptions

<i>System.ArgumentException</i>	If <i>type</i> is not a class type.
---------------------------------	-------------------------------------

5.25.3 Property Documentation

5.25.3.1 Type

```
Type TypeReferences.ClassTypeReference.Type [get], [set]
```

Gets or sets type of class reference.

Exceptions

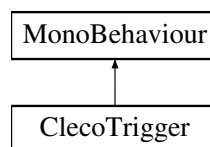
<code>System.ArgumentException</code>	If <i>value</i> is not a class type.
---------------------------------------	--------------------------------------

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

- `ClassTypeReference.cs`

5.26 ClecoTrigger Class Reference

Inheritance diagram for ClecoTrigger:



Public Attributes

- `UnityEvent< Collider > triggerEnter = new UnityEvent<Collider>()`
- `UnityEvent< Collider > triggerExit = new UnityEvent<Collider>()`

Static Public Attributes

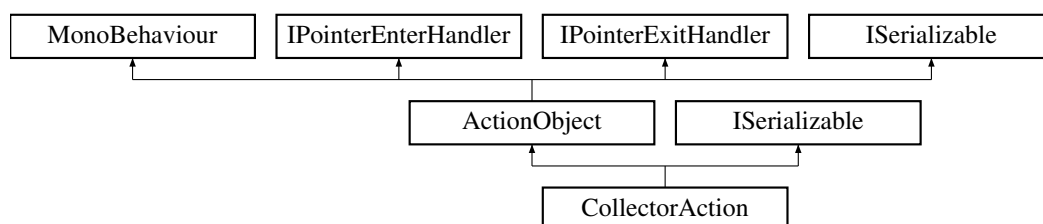
- static `ClecoTrigger` instance

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

- `ClecoTrigger.cs`

5.27 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

5.27.1 Member Function Documentation

5.27.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.27.1.2 InputAdded()

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

Reimplemented from [ActionObject](#).

5.27.1.3 OutputAdded()

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

Reimplemented from [ActionObject](#).

5.27.1.4 Reset()

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

Reimplemented from [ActionObject](#).

5.27.1.5 Triggered()

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

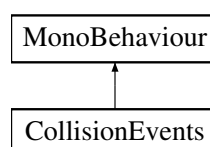
Reimplemented from [ActionObject](#).

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

- CollectorAction.cs

5.28 CollisionEvents Class Reference

Inheritance diagram for CollisionEvents:



Public Attributes

- bool **inOrder** = false
- List< [NamedCollisionEvents](#) > **collisions**

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

- CollisionEvents.cs

5.29 Connection Class Reference

Public Attributes

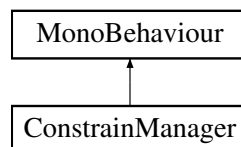
- string **fromId**
- string **told**
- string **connectionId**

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

- Controller.cs

5.30 ConstrainManager Class Reference

Inheritance diagram for ConstrainManager:



Public Attributes

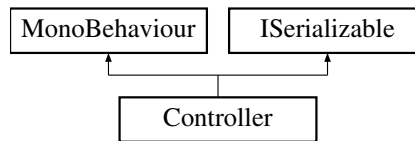
- Camera **cam**
- GameObject **cube**
- Image **icon**
- Image **background**

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

- ConstrainManager.cs

5.31 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](#)[] **GetActionsByOut** (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

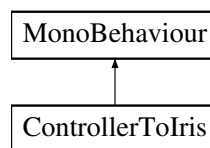
- TriggerHandler **OnTrigger**

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

- Controller.cs

5.32 ControllerToIris Class Reference

Inheritance diagram for ControllerToIris:



Static Public Member Functions

- static string **GetHmdTypeSteamVRToString** ()

Public Attributes

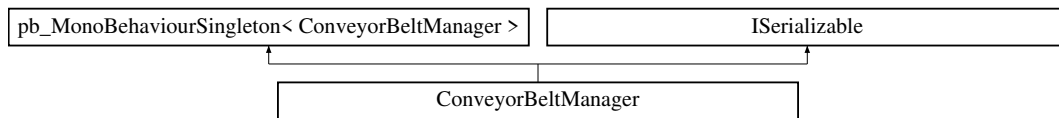
- List< GameObject > **controllersTrackers**
- GameObject **iris**
- Vector3 **offsetPos** = Vector3.zero
- Vector3 **offsetRotation** = Vector3.zero
- int **lerpCount** = 32
- GameObject **cosmosController**
- bool **forceCosmos** = false
- bool **staticPosition** = false
- bool **forceTrackerPositionOnFound** = false
- bool **developerLateReposition** = true
- UnityEvent **IsViveCosmos**
- UnityEvent **IsNotCosmos**
- Vector3 **lateRepositionOffset** = Vector3.zero

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

- ControllerToIris.cs

5.33 ConveyorBeltManager Class Reference

Inheritance diagram for ConveyorBeltManager:



Public Member Functions

- void **BeltUsageChanged** ()
- void **AddBad** (GameObject go)
- void **ClearBad** ()
- void **SelectGoodModel** ()
- void **SelectBadModel** ()
- void **OnRepeatTimesEdited** (string value)
- void **InitItems** ()
- void **StopItem** ()
- void **Continue** ()
- void **CanSpawnNext** ()
- void **SelectBelt** ()
- void **SetSpeed** (float value)
- void **SetSpawnRate** (string value)
- void **SetSpawnPercent** (string value)
- void **SetStopTime** (string value)
- void **SetStopInterval** (string value)
- void **SetBeltLength** (float size)
- void **SetBeltWidth** (float size)
- void **GetObjectData** (SerializationInfo info, StreamingContext context)
- **ConveyorBeltManager** (SerializationInfo info, StreamingContext context)

Public Attributes

- GameObject **conveyorBelt**
- bool **isEnabled** = false
- bool **started** = false
- RawImage **goodImage**
- RawImage **badImage**
- Material **beltEndMaterial**
- GameObject **BeltStart**
- GameObject **BeltEnd**
- float **speed** = 1.0f
- float **SpeedFalloff** = 0.5f
- float **StopInterval** = 4.0f
- float **StopTime** = 2.0f
- float **BeltLength** = 1.0f
- float **BeltWidth** = 0.1f
- Transform **SpawnPoint**
- GameObject **SpawnGood**
- float **SpawnPercent**

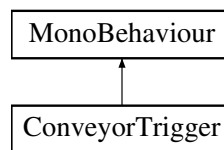
- float **SpawnInterval** = 3f
- InputField **InputPercent**
- InputField **InputInterval**

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

- ConveyorBeltManager.cs

5.34 ConveyorTrigger Class Reference

Inheritance diagram for ConveyorTrigger:

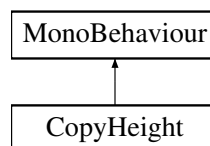


The documentation for this class was generated from the following file:

- ConveyorTrigger.cs

5.35 CopyHeight Class Reference

Inheritance diagram for CopyHeight:



Public Attributes

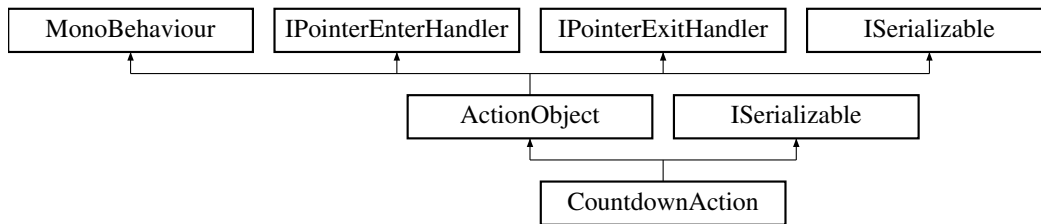
- RectTransform **from**
- RectTransform **to**
- float **extra** = 0

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

- CopyHeight.cs

5.36 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

5.36.1 Member Function Documentation

5.36.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.36.1.2 Triggered()

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

Reimplemented from [ActionObject](#).

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

- CountdownAction.cs

5.37 UserManager.CourseModuleType Struct Reference

Public Attributes

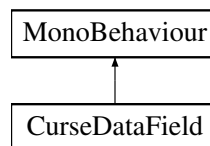
- int **id**
- string **name**

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

- UserManager.cs

5.38 CurseDataField Class Reference

Inheritance diagram for CurseDataField:



Public Attributes

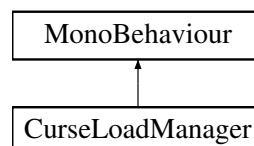
- Text **curseName**
- Text **status**
- Text **creationDate**
- Text **modificationDate**

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

- CurseDataField.cs

5.39 CurseLoadManager Class Reference

Inheritance diagram for CurseLoadManager:



Public Member Functions

- void **OpenLoadingWindow** ()

Public Attributes

- GameObject **userManager**
- GameObject **ModeSelect**
- GameObject **MenuWindow**
- GameObject **Preloader**
- GameObject **ManageCurse**
- bool **isTraining**
- bool **isExam**

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

- CurseLoadManager.cs

5.40 B83.Win32.CWPSTRUCT Struct Reference

Public Attributes

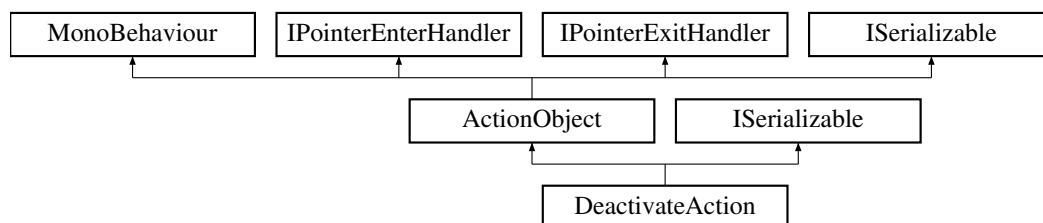
- IntPtr **IParam**
- IntPtr **wParam**
- WM **message**
- IntPtr **hwnd**

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

- B83.Win32.cs

5.41 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

5.41.1 Member Function Documentation

5.41.1.1 Triggered()

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

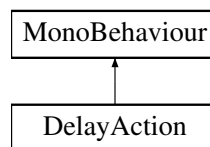
Reimplemented from [ActionObject](#).

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

- DeactivateAction.cs

5.42 DelayAction Class Reference

Inheritance diagram for DelayAction:



Public Member Functions

- void **Trigger** ()

Public Attributes

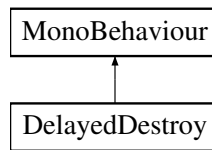
- bool **autostart** = false
- float **delay** = 1.0f
- UnityEvent **action**

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

- DelayAction.cs

5.43 DelayedDestroy Class Reference

Inheritance diagram for DelayedDestroy:



Public Member Functions

- void **DestroyNow** ()

Public Attributes

- bool **DeactOnly** = false
- float **delay**

Static Public Attributes

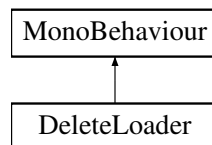
- static GameObject **EpilepsyFixer**

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

- DelayedDestroy.cs

5.44 DeleteLoader Class Reference

Inheritance diagram for DeleteLoader:

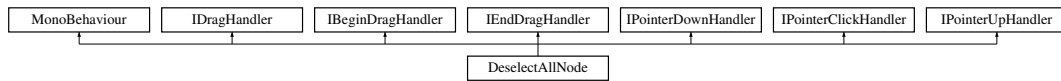


The documentation for this class was generated from the following file:

- DeleteLoader.cs

5.45 DeselectAllNode Class Reference

Inheritance diagram for DeselectAllNode:



Public Member Functions

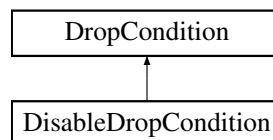
- void **OnPointerDown** (PointerEventData eventData)
- void **OnPointerClick** (PointerEventData eventData)
- void **OnPointerUp** (PointerEventData eventData)
- void **OnDrag** (PointerEventData eventData)
- void **OnBeginDrag** (PointerEventData eventData)
- void **OnEndDrag** (PointerEventData eventData)

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

- DeselectAllNode.cs

5.46 DisableDropCondition Class Reference

Inheritance diagram for DisableDropCondition:



Public Member Functions

- override bool **Check** ([MouseDownBehaviour](#) draggable)

5.46.1 Member Function Documentation

5.46.1.1 Check()

```

override bool DisableDropCondition.Check (
    MouseDragBehaviour draggable ) [virtual]
  
```

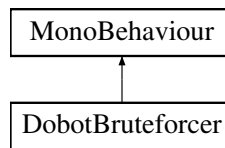
Implements [DropCondition](#).

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

- DisableDropCondition.cs

5.47 DobotBruteforcer Class Reference

Inheritance diagram for DobotBruteforcer:



Public Attributes

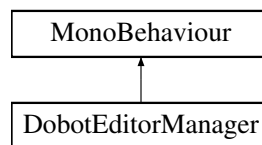
- SerialControllerBytes **serial**
- Vector2 **FromToX**
- Vector2 **FromToY**
- Vector2 **FromToZ**

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

- DobotBruteforcer.cs

5.48 DobotEditorManager Class Reference

Inheritance diagram for DobotEditorManager:



Public Member Functions

- void **SelectRobot** ()
- GameObject **GetRobot** ()

Public Attributes

- GameObject **dobotRobot**

Static Public Attributes

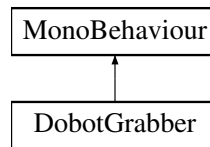
- static [DobotEditorManager](#) **instance**

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

- DobotEditorManager.cs

5.49 DobotGrabber Class Reference

Inheritance diagram for DobotGrabber:



Public Member Functions

- void **GrabNow** ()
- void **ReleaseNow** ()

Public Attributes

- Transform **from**
- Transform **to**
- GameObject **grabbedObject**

Static Public Attributes

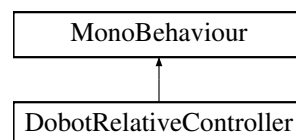
- static [DobotGrabber](#) **instance**

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

- DobotGrabber.cs

5.50 DobotRelativeController Class Reference

Inheritance diagram for DobotRelativeController:



Public Attributes

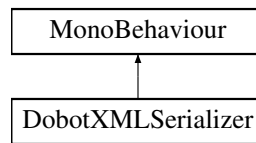
- SerialControllerBytes **serial**

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

- DobotRelativeController.cs

5.51 DobotXMLSerializer Class Reference

Inheritance diagram for DobotXMLSerializer:



Static Public Member Functions

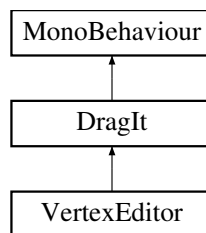
- static void **SaveToFile** (string path, [SerializableVector4\[\]](#) content)
- static void **SaveToFile** (string path, List< [SerializableVector4](#) > content)

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

- DobotXMLSerializer.cs

5.52 DragIt Class Reference

Inheritance diagram for DragIt:



Protected Member Functions

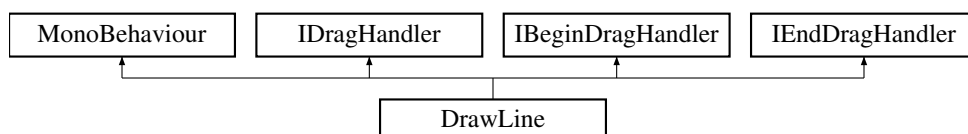
- void **OnMouseDown** ()
- void **OnMouseDown** ()

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

- DragIt.cs

5.53 DrawLine Class Reference

Inheritance diagram for DrawLine:



Public Member Functions

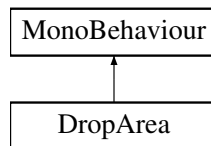
- void **OnBeginDrag** (PointerEventData eventData)
- void **OnDrag** (PointerEventData eventData)
- void **OnEndDrag** (PointerEventData eventData)
- void **OnPointerClick** (PointerEventData eventData)

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

- DrawLine.cs

5.54 DropArea Class Reference

Inheritance diagram for DropArea:



Public Member Functions

- bool **Accepts** ([MouseDownBehaviour](#) draggable)
- void **Drop** ([MouseDownBehaviour](#) draggable)

Public Attributes

- List< [DropCondition](#) > **DropConditions** = new List<[DropCondition](#)>()

Events

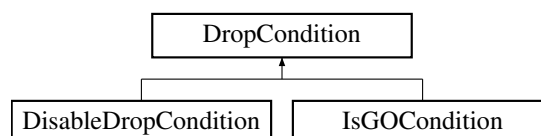
- Action< [MouseDownBehaviour](#) > **OnDropHandler**

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

- DropArea.cs

5.55 DropCondition Class Reference

Inheritance diagram for DropCondition:



Public Member Functions

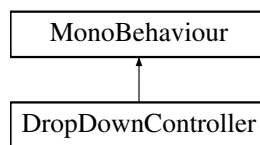
- abstract bool **Check** ([MouseDownBehaviour](#) draggable)

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

- DropCondition.cs

5.56 DropDownController Class Reference

Inheritance diagram for DropDownController:



Public Member Functions

- void **DropDownClick** ()

Public Attributes

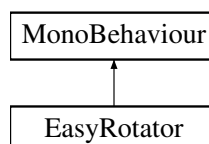
- GameObject **StageManagerVRContent**

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

- DropDownController.cs

5.57 EasyRotator Class Reference

Inheritance diagram for EasyRotator:



Public Attributes

- UnityEvent **delayedEvent** = new UnityEvent()
- Vector3 **axisSpeed** = Vector3.zero

Protected Member Functions

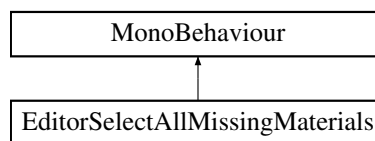
- void **Update** ()

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

- EasyRotator.cs

5.58 EditorSelectAllMissingMaterials Class Reference

Inheritance diagram for EditorSelectAllMissingMaterials:

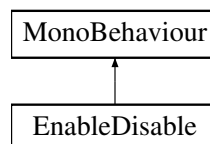


The documentation for this class was generated from the following file:

- EditorSelectAllMissingMaterials.cs

5.59 EnableDisable Class Reference

Inheritance diagram for EnableDisable:



Public Member Functions

- void **ChangeState** (bool value)
- void **Toggle** ()

Public Attributes

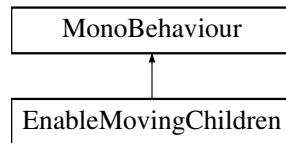
- GameObject **go**
- UnityEvent **onChanged**

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

- EnableDisable.cs

5.60 EnableMovingChildren Class Reference

Inheritance diagram for EnableMovingChildren:



Public Member Functions

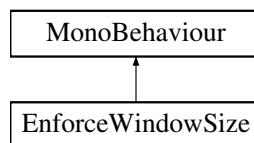
- void **EnableChildren** ()
- void **DisableChildren** ()

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

- EnableMovingChildren.cs

5.61 EnforceWindowSize Class Reference

Inheritance diagram for EnforceWindowSize:



Public Attributes

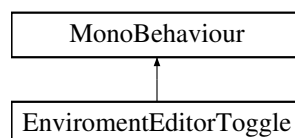
- int **X**
- int **Y**

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

- EnforceWindowSize.cs

5.62 EnviromentEditorToggle Class Reference

Inheritance diagram for EnviromentEditorToggle:



Public Member Functions

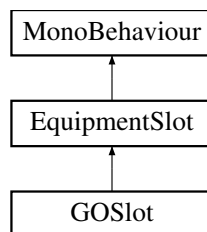
- void **ToggleEdit** ()

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

- EnviromentEditorToggle.cs

5.63 EquipmentSlot Class Reference

Inheritance diagram for EquipmentSlot:



Public Member Functions

- void **Initialize** ([MouseDownBehaviour](#) currentItem)

Protected Member Functions

- virtual void **Awake** ()

Protected Attributes

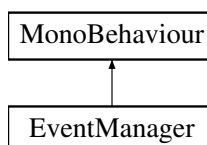
- [DropArea](#) **DropArea**
- [MouseDownBehaviour](#) **CurrentItem** = null

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

- EquipmentSlot.cs

5.64 EventManager Class Reference

Inheritance diagram for EventManager:



Public Attributes

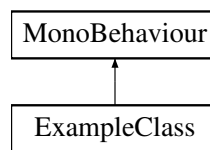
- UnityEvent **DelayedHide**

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

- EventManager.cs

5.65 ExampleClass Class Reference

Inheritance diagram for ExampleClass:

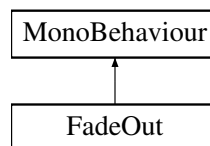


The documentation for this class was generated from the following file:

- ExampleClass.cs

5.66 FadeOut Class Reference

Inheritance diagram for FadeOut:



Public Member Functions

- void **FadeOutNow** ()
- void **FadeInNow** ()
- void **WhiteAwayNow** ()

Public Attributes

- bool **stillWhite** = true
- bool **allBlack** = false

Static Public Attributes

- static [FadeOut](#) instance

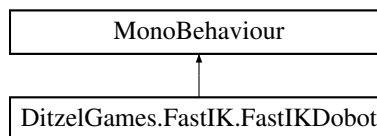
The documentation for this class was generated from the following file:

- FadeOut.cs

5.67 DitzelGames.FastIK.FastIKDobot Class Reference

Fabrik IK Solver

Inheritance diagram for DitzelGames.FastIK.FastIKDobot:



Public Attributes

- int **ChainLength** = 2
Chain length of bones
- Transform **Target**
Target the chain should bent to
- Transform **Pole**
- Vector3 **Offset**
- byte **Mode**
- bool **keepLocalX** = true
- int **Iterations** = 10
Solver iterations per update
- float **Delta** = 0.001f
Distance when the solver stops
- float **SnapBackStrength** = 1f
Strength of going back to the start position.
- bool **UseLerp** = true
- float **LerpStep** = 0.1f
- bool **ResolveNow** = true

Protected Attributes

- float[] **BonesLength**
- float **CompleteLength**
- Transform[] **Bones**
- Vector3[] **Positions**
- Vector3[] **StartDirectionSucc**
- Quaternion[] **StartRotationBone**
- Quaternion **StartRotationTarget**
- Transform **Root**

5.67.1 Detailed Description

Fabrik IK Solver

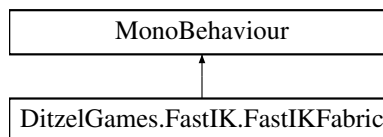
The documentation for this class was generated from the following file:

- FastIKDobot.cs

5.68 DitzelGames.FastIK.FastIKFabric Class Reference

Fabrik IK Solver

Inheritance diagram for DitzelGames.FastIK.FastIKFabric:



Public Attributes

- int **ChainLength** = 2
Chain length of bones
- Transform **Target**
Target the chain should bent to
- Transform **Pole**
- Transform **Sphere**
- Vector3 **Offset**
- byte **Mode**
- int **Iterations** = 10
Solver iterations per update
- float **Delta** = 0.001f
Distance when the solver stops
- float **SnapBackStrength** = 1f
Strength of going back to the start position.
- bool **UseLerp** = true
- float **LerpStep** = 0.1f
- bool **ResolveNow** = true

Protected Attributes

- float[] **BonesLength**
- float **CompleteLength**
- Transform[] **Bones**
- Vector3[] **Positions**
- Vector3[] **StartDirectionSucc**
- Quaternion[] **StartRotationBone**
- Quaternion **StartRotationTarget**
- Transform **Root**

5.68.1 Detailed Description

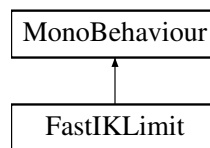
Fabrik IK Solver

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

- FastIKFabric.cs

5.69 FastIKLimit Class Reference

Inheritance diagram for FastIKLimit:



Public Attributes

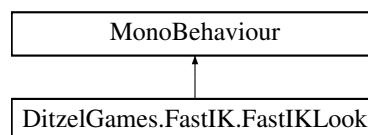
- Vector3 **min**
- Vector3 **max**

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

- FastIKLimit.cs

5.70 DitzelGames.FastIK.FastIKLook Class Reference

Inheritance diagram for DitzelGames.FastIK.FastIKLook:



Public Attributes

- Transform **Target**
Look at target

Protected Attributes

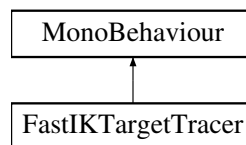
- Vector3 **StartDirection**
Initial direction
- Quaternion **StartRotation**
Initial Rotation

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

- FastIKLook.cs

5.71 FastIKTargetTracer Class Reference

Inheritance diagram for FastIKTargetTracer:



Public Member Functions

- void **SetTrackingState** (bool enabled)

Public Attributes

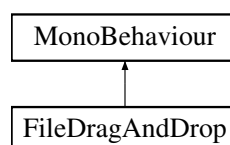
- GameObject **target**
- GameObject **toFollow**
- float **maxDistance** = 0.05f
- bool **useCurve** = false
- int **numberOfCurves** = 3
- float **curveAngle** = 30
- Vector3 **rotateAxis** = Vector3.right

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

- FastIKTargetTracer.cs

5.72 FileDragAndDrop Class Reference

Inheritance diagram for FileDragAndDrop:



Public Member Functions

- bool **GetUploadedGOFromName** (string value, out GameObject retval)
- IEnumerator **ThreadedLoad** (List< string > aFiles, bool recursive=false)
- bool **alreadyLoaded** (string aFile)
- void **OnFiles** (List< string > aFiles, [POINT](#) aPos)
- void **OpenFileUploadDialog** ()
- void **OnFileData** (byte[] fileData, string fileName, string modified, [NetworkManager.WSFile](#) wsFile=default, bool global=false, bool newUpload=false)
- void **StartLateRebuild** (bool force=false)
- void **SetLoading** (bool value)
- IEnumerator **LateRebuild** ()

Public Attributes

- pb_PrefabBrowser **prefabBrowser**
- string **DebugLoadThis** = ""

Static Public Attributes

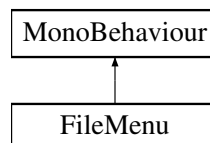
- static [FileDragAndDrop](#) **instance**

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

- FileDragAndDrop.cs

5.73 FileMenu Class Reference

Inheritance diagram for FileMenu:



Public Member Functions

- void **FileHandleInput** (int val)
- void **EditHandleInput** (int val)
- void **showHideEdit** ()
- void **showHideScene** ()
- void **showHideTools** ()
- void **showHideFiles** ()
- void **showHideStage** ()
- void **HideAll** ()

Public Attributes

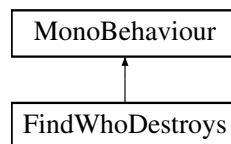
- GameObject **edit**
- GameObject **scene**
- GameObject **tools**
- GameObject **files**
- GameObject **closeBackground**
- GameObject **stage**

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

- FileMenu.cs

5.74 FindWhoDestroys Class Reference

Inheritance diagram for FindWhoDestroys:

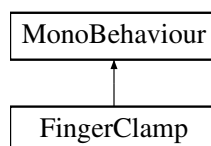


The documentation for this class was generated from the following file:

- FindWhoDestroys.cs

5.75 FingerClamp Class Reference

Inheritance diagram for FingerClamp:



Public Attributes

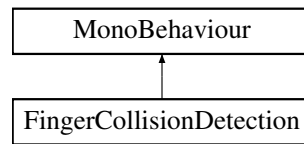
- Vector3 **MinLimit**
- Vector3 **MaxLimit**

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

- FingerClamp.cs

5.76 FingerCollisionDetection Class Reference

Inheritance diagram for FingerCollisionDetection:



Public Attributes

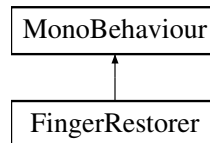
- AudioClip **success**

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

- FingerCollisionDetection.cs

5.77 FingerRestorer Class Reference

Inheritance diagram for FingerRestorer:



Public Attributes

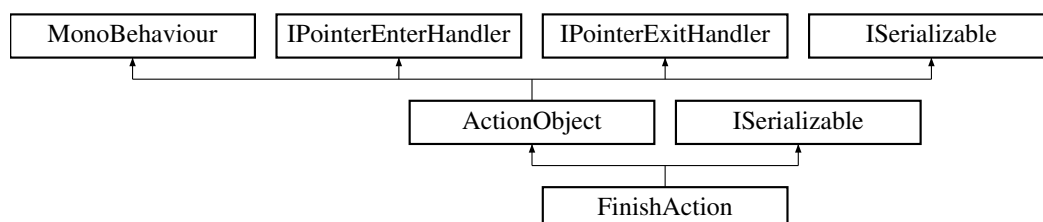
- GameObject **leftHud**
- GameObject **rightHud**

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

- FingerRestorer.cs

5.78 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)
- IEnumerator **WaitAFrame** ()
- void **InputEnded** (string input)
- new void **GetObjectData** (SerializationInfo info, StreamingContext context)
- **FinishAction** (SerializationInfo info, StreamingContext context)

Public Attributes

- bool **Failed**
- bool **FailAfter**
- float **Timer**
- Text **currTime**
- Toggle **alwaysFailToggle**
- InputField **inputTime**

Additional Inherited Members

5.78.1 Member Function Documentation

5.78.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.78.1.2 Triggered()

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

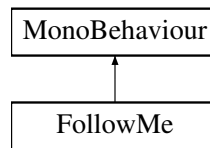
Reimplemented from [ActionObject](#).

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

- FinishAction.cs

5.79 FollowMe Class Reference

Inheritance diagram for FollowMe:



Public Member Functions

- void **StopFollowing** ()
- void **StartFollowing** (Vector3 EndPosition, GameObject TargetObject)
- void **TurnOnOffGuide** (bool newValue)

Public Attributes

- GameObject **Player**
- GameObject **particleSystem**
- Toggle **toggle**
- Camera **VRCamera**

Properties

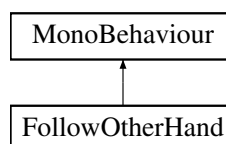
- static **FollowMe Instance** [get]

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

- FollowMe.cs

5.80 FollowOtherHand Class Reference

Inheritance diagram for FollowOtherHand:



Public Attributes

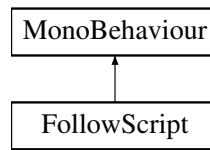
- GameObject **otherHandAttachPoint**

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

- FollowOtherHand.cs

5.81 FollowScript Class Reference

Inheritance diagram for FollowScript:



Public Attributes

- Camera **followMe**
- bool **TryCorrectParentRotation** = false
- bool **FollowPosition** = true
- bool **IgnoreY** = false
- bool **FollowRotation** = true
- bool **OnlyY** = false
- bool **OnlyFollowAfterAngleDifference** = false
- bool **OnlyFollowAfterAngleDifferenceY** = false
- float **AngleDifference** = 10.0f

Properties

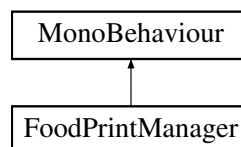
- float **WindowFollowSpeed** [get, set]
- float **WindowExtraDistance** [get, set]
- TextAnchor **WindowAnchor** [get, set]
- Vector2 **WindowOffset** [get, set]

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

- FollowScript.cs

5.82 FoodPrintManager Class Reference

Inheritance diagram for FoodPrintManager:



Public Member Functions

- void **showSteps** ()
- IEnumerator **ShowHistory** ()

Public Attributes

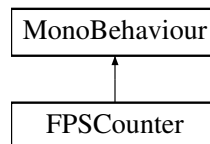
- GameObject **RightFoot**
- GameObject **LeftFoot**
- GameObject **VRCamera**
- GameObject **History**
- GameObject **ResultCanvas**
- GameObject **ReplayCanvas**
- float **freq**

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

- FoodPrintManager.cs

5.83 FPSCounter Class Reference

Inheritance diagram for FPSCounter:



Public Attributes

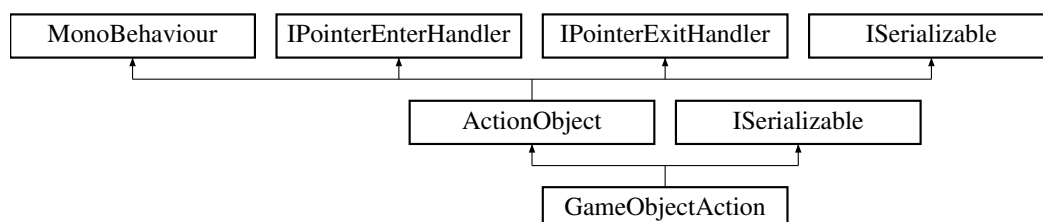
- Text **counterText**
- Transform **graph**
- int **frameUpdate** = 60
- int **highestPossibleFPS** = 300
- int **maxLines** = 60
- float **graphUpdate** = 0.5f
- Color **graphColor** = new Color(1, 1, 1, 0.5f)

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

- FPSCounter.cs

5.84 GameObjectAction Class Reference

Inheritance diagram for GameObjectAction:



Public Member Functions

- override void [Start](#) ()
- void **EnterOffsetEditor** ()
- void **EnterLeftOffsetEditor** ()
- 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**
- Vector3 **Offset**
- Vector3 **Rotation**
- Vector3 **LeftOffset**
- Vector3 **LeftRotation**

Additional Inherited Members

5.84.1 Member Function Documentation

5.84.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.84.1.2 OnPointerEnter()

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

Reimplemented from [ActionObject](#).

5.84.1.3 OnPointerExit()

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

Reimplemented from [ActionObject](#).

5.84.1.4 Start()

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

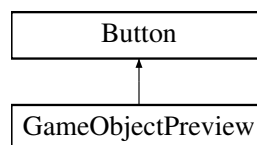
Reimplemented from [ActionObject](#).

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

- [GameObjectAction.cs](#)

5.85 GameObjectPreview Class Reference

Inheritance diagram for `GameObjectPreview`:



Public Member Functions

- void **Reinitialize** ()
- void **Initialize** (bool reinitialize=false)
- override void **OnPointerEnter** (PointerEventData eventData)
- override void **OnPointerExit** (PointerEventData eventData)

Static Public Member Functions

- static Vector2 **SizeToParent** (RawImage image, float padding=0)

Public Attributes

- GameObject **asset**
- float **cameraRotateSpeed** = 50f
- UnityEvent **OnAssetNull** = new UnityEvent()

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

- GameObjectPreview.cs

5.86 RuntimeUnityEditor.Core.ObjectTree.GameObjectSearcher Class Reference

Keeps track of root gameobjects and allows searching objects in the scene

Public Member Functions

- IEnumerable< GameObject > **GetRootObjects** ()
- IEnumerable< GameObject > **GetSearchedOrAllObjects** ()
- void **Refresh** (bool full, Predicate< GameObject > objectFilter)
- void **Search** (string searchString, bool searchProperties)

Static Public Member Functions

- static IEnumerable< GameObject > **FindAllRootGameObjects** ()
- static bool **SearchInComponent** (string searchString, Component c, bool searchProperties)

5.86.1 Detailed Description

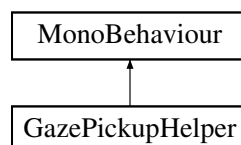
Keeps track of root gameobjects and allows searching objects in the scene

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

- GameObjectSearcher.cs

5.87 GazePickupHelper Class Reference

Inheritance diagram for GazePickupHelper:



Public Attributes

- Transform **Crosshair**
- GameObject **target**
- bool **logHit** = false

Static Public Attributes

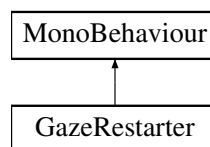
- static [GazePickupHelper](#) **instance**

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

- GazePickupHelper.cs

5.88 GazeRestarter Class Reference

Inheritance diagram for GazeRestarter:



Public Member Functions

- void **OnLevelEnded** ()

Public Attributes

- GameObject[] **hide**
- bool **done** = false
- UnityEvent **OnStart**

Static Public Attributes

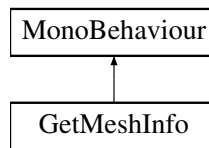
- static [GazeRestarter](#) **instance**

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

- GazeRestarter.cs

5.89 GetMeshInfo Class Reference

Inheritance diagram for GetMeshInfo:



Public Member Functions

- void **DrawTheTriangles** ()
- void **newScale** (GameObject theGameObject, float newSize)
- void **OnDrawGizmos** ()

Public Attributes

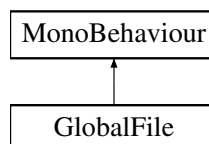
- GameObject **Hole**
- int **HoleSize**
- float **PercentOfModel**
- Vector3 **TesztA** = new Vector3()
- Vector3 **TesztB** = new Vector3()
- Vector3 **TesztC** = new Vector3()
- float **distanceAB**
- float **distanceBC**
- float **distanceCA**
- int **t**

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

- GetMeshInfo.cs

5.90 GlobalFile Class Reference

Inheritance diagram for GlobalFile:

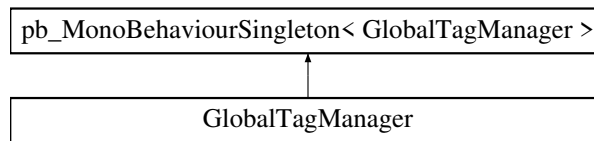


The documentation for this class was generated from the following file:

- GlobalFile.cs

5.91 GlobalTagManager Class Reference

Inheritance diagram for GlobalTagManager:



Public Member Functions

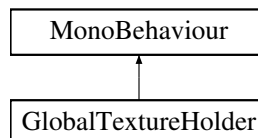
- void **Save** (string fileName, List< string > tags)
- string[] **GetTags** (string fileName)
- byte[] **GetData** ()
- void **LoadData** (byte[] data)

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

- GlobalTagManager.cs

5.92 GlobalTextureHolder Class Reference

Inheritance diagram for GlobalTextureHolder:



Public Member Functions

- void **AddTexture** (string filename, Texture2D texture)
- bool **HasTexture** (string filename)
- Texture2D **GetFullRes** (string filename)
- Texture2D **GetLowRes** (string filename)

Static Public Attributes

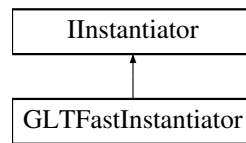
- static [GlobalTextureHolder](#) **instance**

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

- GlobalTextureHolder.cs

5.93 GLTFastInstantiator Class Reference

Inheritance diagram for GLTFastInstantiator:



Classes

- class [SceneInstance](#)
- class [Settings](#)

Public Member Functions

- **GLTFastInstantiator** (IGltfReadable gltf, Transform parent, ICodeLogger logger=null, [Settings](#) settings=null)
- virtual void **Init** ()
- void **CreateNode** (uint nodeIndex, Vector3 position, Quaternion rotation, Vector3 scale)
- void **SetParent** (uint nodeIndex, uint parentIndex)
- virtual void **SetNodeName** (uint nodeIndex, string name)
- virtual void **AddPrimitive** (uint nodeIndex, string meshName, Mesh mesh, int[] materialIndices, uint[] joints=null, uint? rootJoint=null, float[] morphTargetWeights=null, int primitiveNumeration=0)
- void **AddPrimitiveInstanced** (uint nodeIndex, string meshName, Mesh mesh, int[] materialIndices, uint instanceCount, NativeArray< Vector3 >? positions, NativeArray< Quaternion >? rotations, NativeArray< Vector3 >? scales, int primitiveNumeration=0)
- virtual void **AddScene** (string name, uint[] nodeIndices)
- void **AddCamera** (uint nodeIndex, uint cameraIndex)
- void **AddScene** (string name, uint[] nodeIndices, AnimationClip[] animationClips)

Protected Attributes

- [Settings](#) **settings**
- ICodeLogger **logger**
- IGltfReadable **gltf**
- Transform **parent**
- Dictionary< uint, GameObject > **nodes**

Properties

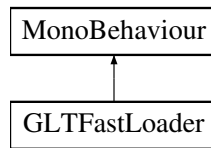
- [SceneInstance](#) **sceneInstance** [get, protected set]
Contains information about the latest instance of a glTF scene

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

- GLTFastInstantiator.cs

5.94 GLTFastLoader Class Reference

Inheritance diagram for GLTFastLoader:



Public Member Functions

- GameObject **Load** (byte[] data, string filename, GameObject wrapper=null, bool singleModel=false, bool global=false)

Public Attributes

- string **CurrentFileName** = ""
- GameObject **LastLoadedGameObject** = null

Static Public Attributes

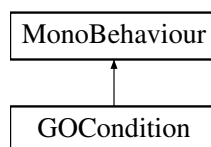
- static [GLTFastLoader](#) **instance**

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

- GLTFastLoader.cs

5.95 GOCondition Class Reference

Inheritance diagram for GOCondition:

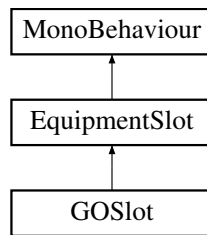


The documentation for this class was generated from the following file:

- GOCondition.cs

5.96 GOSlot Class Reference

Inheritance diagram for GOSlot:



Protected Member Functions

- override void [Awake](#) ()

Additional Inherited Members

5.96.1 Member Function Documentation

5.96.1.1 Awake()

```
override void GOSlot.Awake ( ) [protected], [virtual]
```

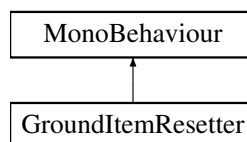
Reimplemented from [EquipmentSlot](#).

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

- GOSlot.cs

5.97 GroundItemResetter Class Reference

Inheritance diagram for GroundItemResetter:

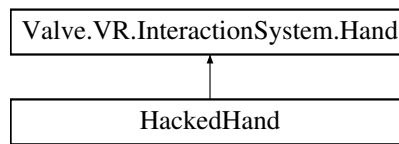


The documentation for this class was generated from the following file:

- GroundItemResetter.cs

5.98 HackedHand Class Reference

Inheritance diagram for HackedHand:



Public Member Functions

- override GrabTypes **GetGrabStarting** (GrabTypes explicitType=GrabTypes.None)
- override bool **IsGrabbingWithType** (GrabTypes type)
- override void **DetachObject** (GameObject objectToDetach, bool restoreOriginalParent=true)
- override void **AttachObject** (GameObject objectToAttach, GrabTypes grabbedWithType, AttachmentFlags flags=defaultAttachmentFlags, Transform attachmentOffset=null)
- override void **HideGrabHint** ()
- override void **TriggerHapticPulse** (ushort microSecondsDuration)
- void **ForceDrop** ()

Public Attributes

- Transform **FingerJointBoneParent**
- Camera **VRCamera**
- new bool **isPoseValid** = true
- float **timeout** = 0.0f
- UnityEvent **onDetachObject**
- UnityEvent **onAttachObject**
- bool **returnItem** = true
- Transform **forceAttachPosition**
- Transform **forceAttachParent**
- bool **flyInHand** = false
- bool **dropFive** = false
- bool **HandExchange** = false
- bool **exchangeSuccess** = true
- GameObject **handHudLed**
- GameObject **InstantiatedHand**

Protected Member Functions

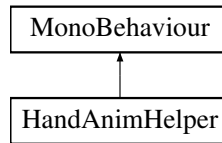
- override IEnumerator **Start** ()
- new void **InitController** ()
- override void **Update** ()
- override void **UpdateHovering** ()
- bool **isGrabbed** ()

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

- HackedHand.cs

5.99 HandAnimHelper Class Reference

Inheritance diagram for HandAnimHelper:



Public Member Functions

- void **SetAnimPinch** ()
- void **SetAnimFist** ()
- void **SetAnimIdle** ()
- void **SetScrewdriver** ()
- void **SetSeegerPlier** ()
- void **GrabItem** ()
- void **SetAllIdle** ()

Public Attributes

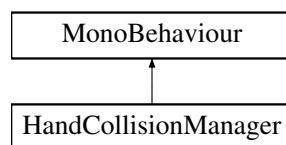
- GameObject **handSimpleCopy**
- SkinnedMeshRenderer **handRenderer**

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

- HandAnimHelper.cs

5.100 HandCollisionManager Class Reference

Inheritance diagram for HandCollisionManager:



Public Member Functions

- void **SetLayer** (GameObject[] gameobjects)
- void **SetLayer** (Collider[] colliders)
- void **ResetLayer** (GameObject[] gameobjects)

Static Public Attributes

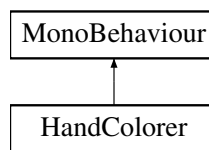
- static [HandCollisionManager](#) instance

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

- HandCollisionManager.cs

5.101 HandColorer Class Reference

Inheritance diagram for HandColorer:



Public Member Functions

- void **ChangeColor** (Color value)

Public Attributes

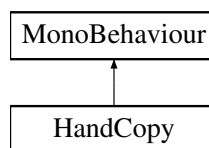
- SkinnedMeshRenderer **smr**
- Material **alpha**
- Material **standard**

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

- HandColorer.cs

5.102 HandCopy Class Reference

Inheritance diagram for HandCopy:



Public Attributes

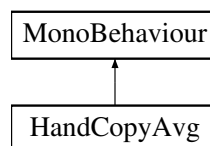
- bool **clampFingers** = false
- int **AvgClamp** = 5
- Vector3 **thumbOffset** = new Vector3(90, 0, 0f)
- GameObject[] **from**
- GameObject[] **to**
- GameObject[] **thumb1**
- GameObject[] **thumb2**

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

- HandCopy.cs

5.103 HandCopyAvg Class Reference

Inheritance diagram for HandCopyAvg:



Public Member Functions

- bool **release** ()

Public Attributes

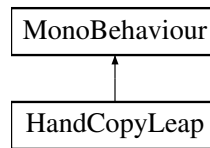
- bool **clampFingers** = false
- int **AvgClamp** = 5
- int **AvgHand** = 5
- Vector3 **thumbOffset** = new Vector3(90, 0, 0f)
- GameObject[] **from**
- GameObject[] **to**
- GameObject[] **thumb1**
- GameObject[] **thumb2**
- int **angle**
- float **speed** = 0
- Transform **OriginalTransform**
- GameObject **ActiveHand**

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

- HandCopyAvg.cs

5.104 HandCopyLeap Class Reference

Inheritance diagram for HandCopyLeap:



Public Attributes

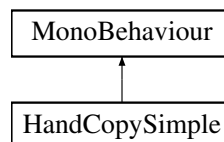
- Vector3 **thumbOffset** = new Vector3(70, 0, 0f)
- GameObject[] **from**
- GameObject[] **to**
- GameObject[] **thumb1**
- GameObject[] **thumb2**
- GameObject **middlepoint**

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

- HandCopyLeap.cs

5.105 HandCopySimple Class Reference

Inheritance diagram for HandCopySimple:



Public Member Functions

- void **AddFrame** ()

Public Attributes

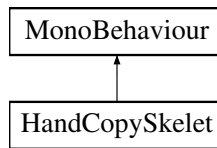
- bool **clampFingers** = true
- int **AvgClamp** = 8
- int[] **dontClamp**
- bool **copyPosition** = false
- GameObject[] **from**
- GameObject[] **to**

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

- HandCopySimple.cs

5.106 HandCopySkelet Class Reference

Inheritance diagram for HandCopySkelet:



Public Attributes

- Material **highlightMaterial**
- GameObject **hand**
- GameObject **finish**
- GameObject **result**

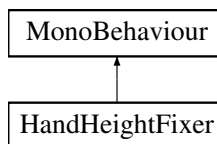
The documentation for this class was generated from the following file:

- HandCopySkelet.cs

5.107 HandHeightFixer Class Reference

DEPRECATED

Inheritance diagram for HandHeightFixer:



5.107.1 Detailed Description

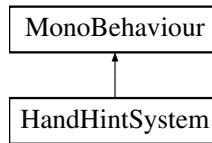
DEPRECATED

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

- HandHeightFixer.cs

5.108 HandHintSystem Class Reference

Inheritance diagram for HandHintSystem:



Public Attributes

- GameObject **leftHand**
- GameObject **rightHand**
- GameObject[] **leftNodes**
- GameObject[] **rightNodes**
- bool **autoPilot** = false

Static Public Attributes

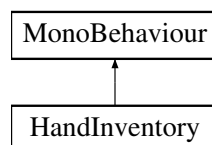
- static [HandHintSystem](#) **instance**

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

- HandHintSystem.cs

5.109 HandInventory Class Reference

Inheritance diagram for HandInventory:



Public Member Functions

- bool **IsInInventory** ([ThrowableCanDisable](#) tcd)

Public Attributes

- GameObject **root**
- Hand[] **hands**

Static Public Attributes

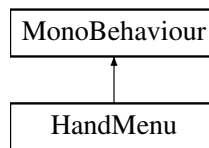
- static [HandInventory](#) instance

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

- HandInventory.cs

5.110 HandMenu Class Reference

Inheritance diagram for HandMenu:



Public Member Functions

- void **StageManagerCanvasShowHide** ()
- void **ModelBrowserShowHide** ()

Public Attributes

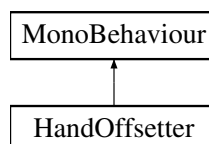
- GameObject **StageManagerWindow**
- GameObject **StageManagerCanvas**
- GameObject **ModelList**
- GameObject **Buttons**
- GameObject **ModelBrowser**
- [FileDragAndDrop](#) **FileDragAndDrop**
- pb_StageManagerButton **StgBtn**

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

- HandMenu.cs

5.111 HandOffsetter Class Reference

Inheritance diagram for HandOffsetter:

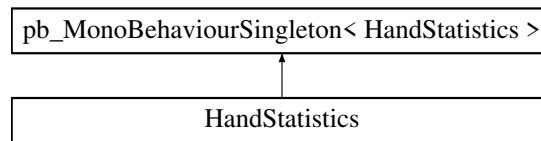


The documentation for this class was generated from the following file:

- HandOffsetter.cs

5.112 HandStatistics Class Reference

Inheritance diagram for HandStatistics:



Public Member Functions

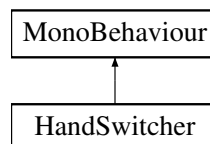
- float **GetPercent** ()
- void **StopCollecting** (bool purge=true)
- void **StartCollecting** (bool clear=true)

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

- HandStatistics.cs

5.113 HandSwitcher Class Reference

Inheritance diagram for HandSwitcher:



Public Attributes

- UnityEvent **OnDefault**
- UnityEvent **OnSkeleton**
- UnityEvent **OnV1**
- UnityEvent **OnV2**
- UnityEvent **OnV3**

Static Public Attributes

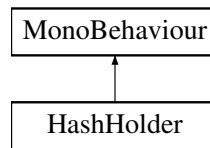
- static [HandSwitcher](#) **instance**

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

- HandSwitcher.cs

5.114 HashHolder Class Reference

Inheritance diagram for HashHolder:



Public Attributes

- Vector3 **origLocalPos**
- Vector3 **origLocalEuler**
- string **oldLoadedHash** = ""

Properties

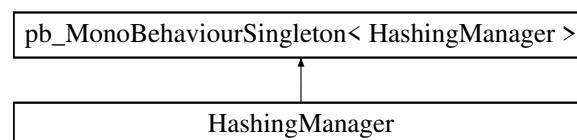
- string **Hash** [get, set]

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

- HashHolder.cs

5.115 HashingManager Class Reference

Inheritance diagram for HashingManager:



Public Member Functions

- void **ClearHashTable** ()
- string **GetHash4GameObject** (GameObject go, bool doNotStore=false)
- GameObject **GetGOFromHash** (string hash)
- void **AddHash** (string hash)

Static Public Member Functions

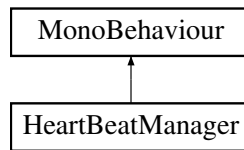
- static byte[] **GetHash** (string inputString)
- static string **GetHashString** (string inputString)

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

- HashingManager.cs

5.116 HeartBeatManager Class Reference

Inheritance diagram for HeartBeatManager:



Public Attributes

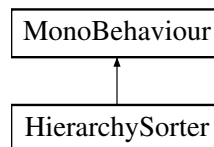
- GameObject **head**
- GameObject **rightHand**
- GameObject **leftHand**
- float **distance**

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

- HeartBeatManager.cs

5.117 HierarchySorter Class Reference

Inheritance diagram for HierarchySorter:



Public Member Functions

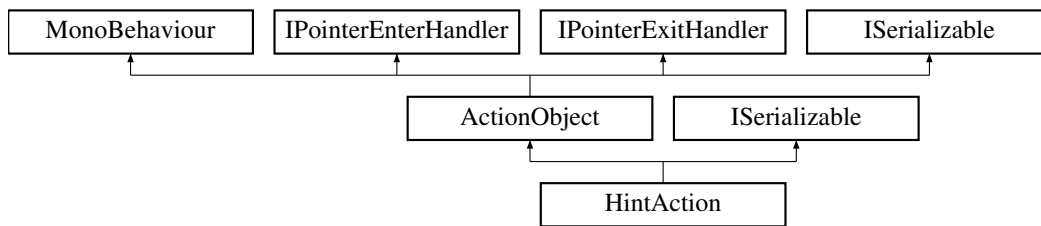
- void **SendToTop** ()
- void **SendToBottom** ()

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

- HierarchySorter.cs

5.118 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

5.118.1 Member Function Documentation

5.118.1.1 Deactivate()

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

Reimplemented from [ActionObject](#).

5.118.1.2 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.118.1.3 Triggered()

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

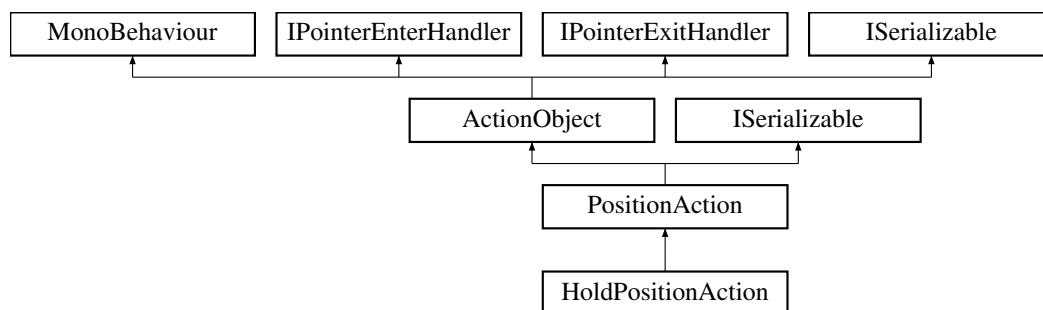
Reimplemented from [ActionObject](#).

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

- HintAction.cs

5.119 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

5.119.1 Member Function Documentation

5.119.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.119.1.2 Start()

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

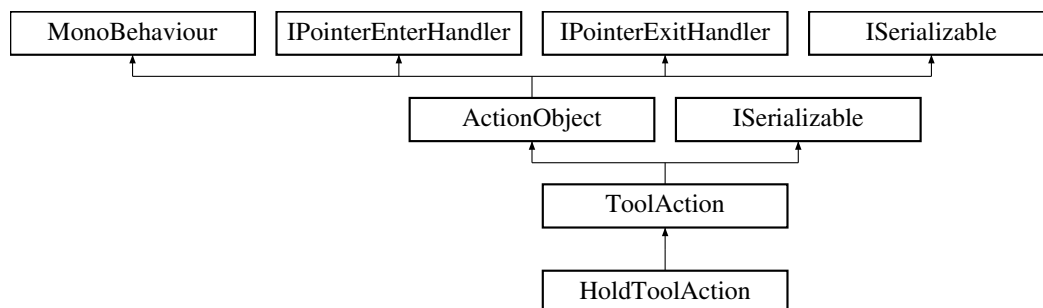
Reimplemented from [ActionObject](#).

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

- HoldPositionAction.cs

5.120 HoldToolAction Class Reference

Inheritance diagram for HoldToolAction:



Public Member Functions

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

Public Attributes

- InputField [holdInput](#)

Additional Inherited Members

5.120.1 Member Function Documentation

5.120.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.120.1.2 Start()

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

Reimplemented from [ActionObject](#).

5.120.1.3 Triggered()

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

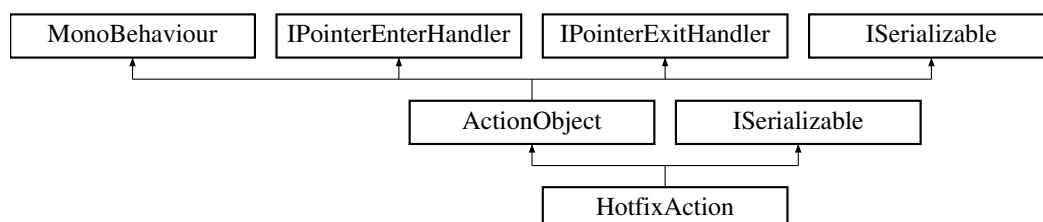
Reimplemented from [ActionObject](#).

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

- HoldToolAction.cs

5.121 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

5.121.1 Member Function Documentation

5.121.1.1 Deactivate()

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

Reimplemented from [ActionObject](#).

5.121.1.2 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.121.1.3 Triggered()

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

Reimplemented from [ActionObject](#).

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

- HotfixAction.cs

5.122 RuntimeUnityEditor.Core.ILoggerWrapper Interface Reference

Public Member Functions

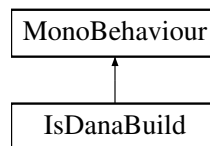
- void **Log** (LogLevel logLogLevel, object content)

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

- ILoggerWrapper.cs

5.123 IsDanaBuild Class Reference

Inheritance diagram for IsDanaBuild:



Public Attributes

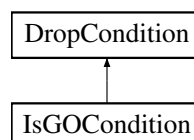
- UnityEvent **isDanaBuild**

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

- IsDanaBuild.cs

5.124 IsGOCondition Class Reference

Inheritance diagram for IsGOCondition:



Public Member Functions

- override bool **Check** (MouseDownBehaviour draggable)

5.124.1 Member Function Documentation

5.124.1.1 Check()

```
override bool IsGOCondition.Check (
    MouseDragBehaviour draggable ) [virtual]
```

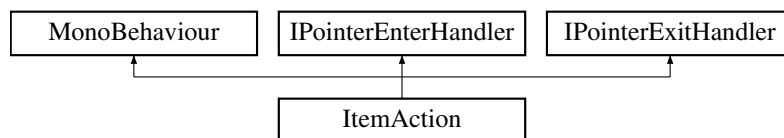
Implements [DropCondition](#).

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

- IsGOCondition.cs

5.125 ItemAction Class Reference

Inheritance diagram for ItemAction:



Public Member Functions

- void **OnPointerEnter** (PointerEventData eventData)
- void **OnPointerExit** (PointerEventData eventData)

Public Attributes

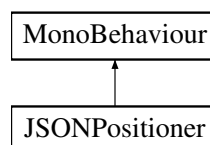
- Button **ExtendButton**

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

- ItemAction.cs

5.126 JSONPositioner Class Reference

Inheritance diagram for JSONPositioner:



Public Member Functions

- void **PassData** ([SceneNode](#) json)

Public Attributes

- string **Hash** = ""
- Vector3 **finalPos**
- Vector3 **worldPos**
- Vector3 **finalEulerAngle**

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

- JSONPositioner.cs

5.127 JSONTransform Class Reference

Public Attributes

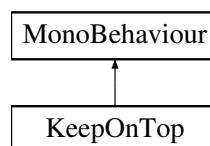
- Vector3 **position**
- Quaternion **rotation**
- Vector3 **scale**

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

- LoadRemoteData.cs

5.128 KeepOnTop Class Reference

Inheritance diagram for KeepOnTop:

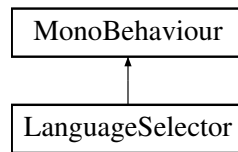


The documentation for this class was generated from the following file:

- KeepOnTop.cs

5.129 LanguageSelector Class Reference

Inheritance diagram for LanguageSelector:



Public Member Functions

- void **HandleInputData** (int val)
- int **selectedLanguage** ()

Public Attributes

- GameObject **hunFlag**
- GameObject **engFlag**
- GameObject **dropdown**

Static Public Attributes

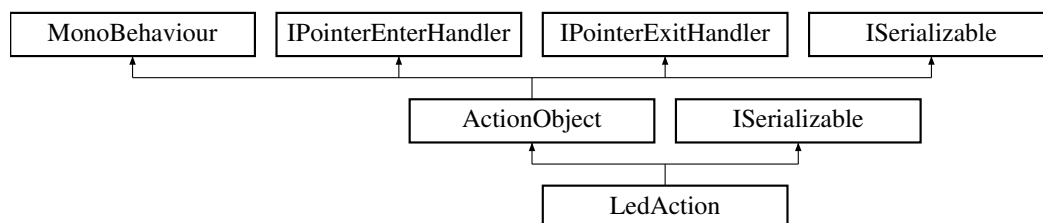
- static [LanguageSelector Instance](#)

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

- [LanguageSelector.cs](#)

5.130 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

5.130.1 Member Function Documentation

5.130.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.130.1.2 Triggered()

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

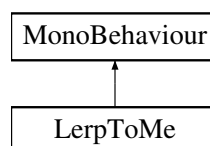
Reimplemented from [ActionObject](#).

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

- LedAction.cs

5.131 LerpToMe Class Reference

Inheritance diagram for LerpToMe:



Public Member Functions

- void **DoTheLerp** (GameObject o)

Public Attributes

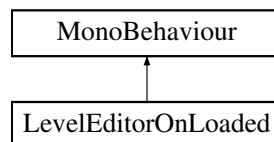
- bool **reparent** = false
- bool **skipDestroy** = false
- Transform **newParent**
- UnityEvent **onFinished**

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

- LerpToMe.cs

5.132 LevelEditorOnLoaded Class Reference

Inheritance diagram for LevelEditorOnLoaded:



Public Member Functions

- IEnumerator **Replay** ()
- IEnumerator **Start** ()
- void **StartStages** ()
- void **HotFixForStartWithMoreStartActions** ()

Public Attributes

- bool **AutoStartStages** = false
- GameObject[] **hideFromUser**

Static Public Attributes

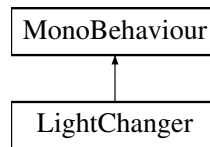
- static [LevelEditorOnLoaded](#) **instance**

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

- LevelEditorOnLoaded.cs

5.133 LightChanger Class Reference

Inheritance diagram for LightChanger:



Public Member Functions

- void **ChangeToGreen** ()
- void **ChangeToRed** ()
- void **LerpColor** (Color color)
- void **StartClicked** ()

Public Attributes

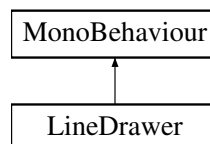
- UnityEvent **OnStart**

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

- LightChanger.cs

5.134 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]

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

- LineDrawer.cs

5.135 LineObject Class Reference

Public Attributes

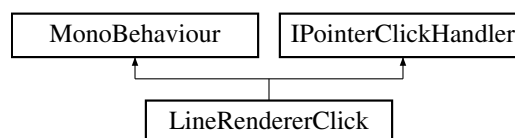
- string **id**
- ULineRenderer **lineRenderer**
- string **startID**
- string **endID**
- RectTransform **startRect**
- RectTransform **endRect**

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

- LineDrawer.cs

5.136 LineRendererClick Class Reference

Inheritance diagram for LineRendererClick:



Public Member Functions

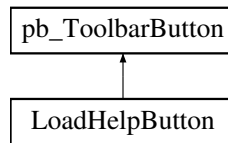
- void **OnPointerClick** (PointerEventData eventData)

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

- LineRendererClick.cs

5.137 LoadHelpButton Class Reference

Inheritance diagram for LoadHelpButton:



Public Member Functions

- void [OpenLoadPanel](#) ()

Public Attributes

- pb_FileDialog **dialogPrefab**
- TmpPro.TMP_InputField **inField**

Properties

- override string **tooltip** [get]

5.137.1 Member Function Documentation

5.137.1.1 OpenLoadPanel()

```
void LoadHelpButton.OpenLoadPanel ( )
```

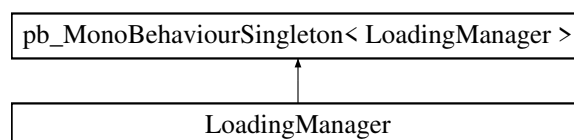
Open the load dialog.

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

- LoadHelpButton.cs

5.138 LoadingManager Class Reference

Inheritance diagram for LoadingManager:



Public Member Functions

- void **ShowWindow** ()
- void **HideWindow** (bool ignoreDelayedEvents=false)
- void **SetSyncing** ()
- void **SetConnecting** ()
- void **SetLoading** ()

Public Attributes

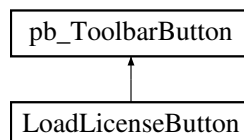
- float **rotatingAngle** = 10.0f
- float **timeout** = 10.0f
- bool **MainLoading** = false
- UnityEvent **onTimeOut**
- UnityEvent **onCompleted**
- UnityEvent **onDelayedCompleted**
- bool **isLoading** = false

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

- LoadingManager.cs

5.139 LoadLicenseButton Class Reference

Inheritance diagram for LoadLicenseButton:



Public Member Functions

- void **OpenLoadPanel** ()
- void **Open** (string path)

Public Attributes

- pb_FileDialog **dialogPrefab**

Properties

- override string **tooltip** [get]

5.139.1 Member Function Documentation

5.139.1.1 OpenLoadPanel()

```
void LoadLicenseButton.OpenLoadPanel ( )
```

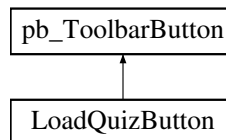
Open the load dialog.

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

- LoadLicenseButton.cs

5.140 LoadQuizButton Class Reference

Inheritance diagram for LoadQuizButton:



Public Member Functions

- void [OpenLoadPanel](#) ()

Public Attributes

- pb_FileDialog **dialogPrefab**
- InputField **Q**
- InputField **A**
- InputField **B**
- InputField **C**
- InputField **D**
- Dropdown **type**
- Toggle **Ta**
- Toggle **Tb**
- Toggle **Tc**
- Toggle **Td**
- InputField **timeout**

Properties

- override string **tooltip** [get]

5.140.1 Member Function Documentation

5.140.1.1 OpenLoadPanel()

```
void LoadQuizButton.OpenLoadPanel ( )
```

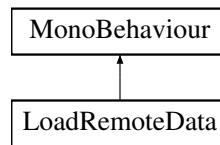
Open the load dialog.

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

- LoadQuizButton.cs

5.141 LoadRemoteData Class Reference

Inheritance diagram for LoadRemoteData:

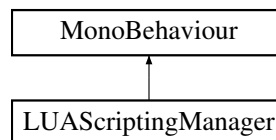


The documentation for this class was generated from the following file:

- LoadRemoteData.cs

5.142 LUA scriptingManager Class Reference

Inheritance diagram for LUA scriptingManager:

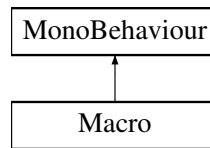


The documentation for this class was generated from the following file:

- LUA scriptingManager.cs

5.143 Macro Class Reference

Inheritance diagram for Macro:



Static Public Member Functions

- static string **T** (string key)
- static float **StoF** (string value)
- static string **FtoS** (float value, char separator='.')
- static string **DecodeEncodedUTF8String** (string encoded)
- static string **GetFileNameForGameObject** (GILES.Serialization.pb_SceneNode sn, string go, out string modelName)
- static bool **IsSupported** (string ext)
- static Transform **FindDeepChild** (Transform aParent, string aName)
- static string **NormalizeFraction** (string value)
- static string **NormalizeFraction** (string value, char separator)
- static string **StripPath** (string value)
- static float **SmallestAxis** (Vector3 v)
- static float **LargestAxis** (Vector3 v)
- static void **GetAllPossibleFileName** (GILES.Serialization.pb_SceneNode node, ref List< string > list)
- static int **FindClosingBracketIndex** (string text, char openedBracket='{', char closedBracket=}')')
- static void **ChangeMaterialsModeToFadeMode** (Material[] mats)
- static void **SetMaterialAlpha** (Material[] mats, float value)
- static Vector3 **LerpAngle** (Vector3 from, Vector3 to, float t)
- static Vector3 **ClampAngle** (Vector3 value)
- static float **MinMaxClamp** (float value, float min, float max)
- static float **ClampAngle** (float value)
- static void **Resize** (Texture2D texture2D, int targetX, int targetY, bool mipmap=true, FilterMode filter=FilterMode.Bilinear)
- static void **SetStatic** (GameObject go)
- static void **cacheAllTCD** ()
- static void **SetInteractable** (GameObject go, bool isKinematic=true)
- static Bounds **GetBounds** (GameObject go)
- static byte[] **Compress** (byte[] byteArray)
- static byte[] **Decompress** (byte[] bytes)
- static void **SetLayerRecursive** (GameObject go, string layerName)
- static void **SetLayer** (GameObject go, string layerName)
- static bool **IsInChild** (Transform t, string childName)
- static Collider[] **CollidesWithWhat** (Bounds bounds, bool skipHand=true)
- static bool **CollidesWithActiveTCD** (GameObject bounds, bool skipHand=true)
- static bool **CollidesWithTwoHandGrab** (GameObject bounds, bool skipHand=true)
- static bool **CollidesWithSnapOnAttach** (GameObject bounds, bool skipHand=true)
- static List< GameObject > **CollidesWithFingersColliders** (GameObject bounds, bool skipHand=true)
- static List< GameObject > **CollidesWithFingers** (GameObject bounds, bool skipHand=true)
- static GameObject[] **CollidesWithWhat** (Collider[] allCollider, Renderer renderer, Vector3 targetPos, Vector3 targetRot, bool breakAtFirstFind=true)
- static bool **IsInside** (Collider c, Vector3 point)

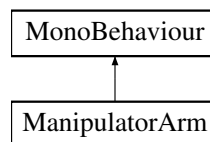
- static Vector3 **RotatePointAroundPivot** (Vector3 point, Vector3 pivot, Vector3 angles)
- static Vector3 **ProjectPointLine** (Vector3 point, Vector3 lineStart, Vector3 lineEnd)
- static float **DistancePointLine** (Vector3 point, Vector3 lineStart, Vector3 lineEnd)
- static bool **VectorCompare** (Vector3 me, Vector3 other, float percentage)
- static Vector3 **AngleLerp** (Vector3 StartAngle, Vector3 FinishAngle, float t)

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

- Macro.cs

5.144 ManipulatorArm Class Reference

Inheritance diagram for ManipulatorArm:



Public Member Functions

- void **HideMe** ()
- void **ShowMe** ()
- void **ResetCleco** (bool disable=false)

Public Attributes

- Vector2 **limitsV**
- Vector2 **limitsH**
- GameObject **verticalMover**
- GameObject **horizontalBar**
- GameObject **followObject**
- GameObject **helper**
- GameObject **verticalHelper**
- bool **toolEnabled** = false
- bool **rotate** = false
- UnityEvent **onPickUp**
- UnityEvent **onDelayPickUp**
- UnityEvent **onDetach**
- float **delayEventSeconds** = 1.0f

Static Public Attributes

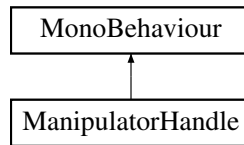
- static [ManipulatorArm](#) **instance**

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

- ManipulatorArm.cs

5.145 ManipulatorHandle Class Reference

Inheritance diagram for ManipulatorHandle:



Public Attributes

- GameObject **handAttachmentPoint**

Static Public Attributes

- static [ManipulatorHandle](#) **instance**

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

- ManipulatorHandle.cs

5.146 ChangedTextureHolder.MatSettings Struct Reference

Public Attributes

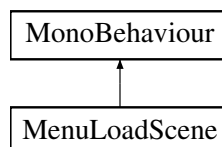
- string **textureName**
- string **metallicName**
- string **normalName**
- string **occlusionName**
- float **metallic**
- float **smoothness**
- Color **color**

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

- ChangedTextureHolder.cs

5.147 MenuLoadScene Class Reference

Inheritance diagram for MenuLoadScene:



Public Member Functions

- void **OpenLoadPanel** ()
- void **OpenAddPanel** ([UserManager.User](#) user)
- void **Open** (string path)
- void **Add** (string path)

Static Public Member Functions

- static void **OpenTutorial** (string path)

Public Attributes

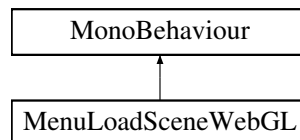
- pb_FileDialog **dialogPrefab**
- Dropdown **StageType**

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

- MenuLoadScene.cs

5.148 MenuLoadSceneWebGL Class Reference

Inheritance diagram for MenuLoadSceneWebGL:



Public Member Functions

- void **OpenLoadPanel** ()
- void **Open** (string path)

Public Attributes

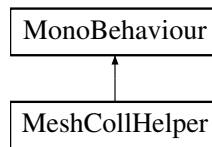
- pb_FileDialog **selectorWindow**

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

- MenuLoadSceneWebGL.cs

5.149 MeshCollHelper Class Reference

Inheritance diagram for MeshCollHelper:

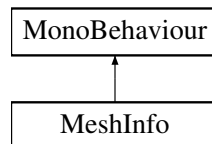


The documentation for this class was generated from the following file:

- MeshCollHelper.cs

5.150 MeshInfo Class Reference

Inheritance diagram for MeshInfo:



Public Member Functions

- void [SetVertex](#) (List< int > vertexIndex, Vector3 position)
After moving a [VertexEditor](#), it should change all vertices position
- void [TestSave](#) ()

Public Attributes

- [VertexEditor](#) m_MiniCubePrefab

5.150.1 Member Function Documentation

5.150.1.1 SetVertex()

```
void MeshInfo.SetVertex (  
    List< int > vertexIndex,  
    Vector3 position )
```

After moving a [VertexEditor](#), it should change all vertices position

Parameters

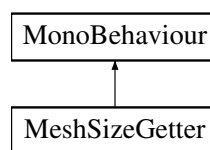
<i>vertexIndex</i>	This array should contain indexes of referenced vertices
<i>position</i>	the local position of this Vertex Editor

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

- MeshInfo.cs

5.151 MeshSizeGetter Class Reference

Inheritance diagram for MeshSizeGetter:

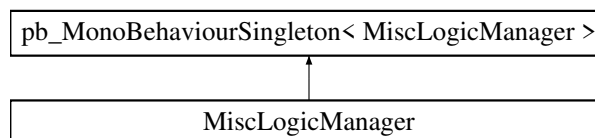


The documentation for this class was generated from the following file:

- MeshSizeGetter.cs

5.152 MiscLogicManager Class Reference

Inheritance diagram for MiscLogicManager:



Public Types

- enum **CurrentMode** { **Training** , **Exam** , **Optimization** }

Public Member Functions

- void **HideTrackerAndPrompt** ()
- void **CanUseTeleport** (bool value)
- void **SetTeleportSize** ()
- void **SetTeleportSize** (Vector3 size)
- Vector3 **GetTeleportSize** ()
- void **LevelFailed** (float time=0.0f)
- void **LevelEnded** (float time=0.0f, float accuracy=0.0f, float focus=0.0f, float performance=0.0f)
- void **OffsetEditorHelper** (Transform attachPoint, GameObject objectToGrab, [OffsetHolder](#) offsetHolder, Canvas canvas, Canvas canvasOffsetEditor, bool editingLeft)
- void **OffsetEditorHelper** (Transform attachPoint, GameObject objectToGrab, [GameObjectAction](#) offsetHolder, Canvas canvas, Canvas canvasOffsetEditor, bool editingLeft)

Public Attributes

- bool **LowMemoryMode** = false
- CurrentMode **mode** = CurrentMode.Training
- GameObject[] **right**
- GameObject[] **left**
- GameObject[] **teleport**
- GameObject **handPicker**
- bool **UseItemCollision** = false
- UnityEvent **onDobotMode**
- UnityEvent **onVarjoFound**
- UnityEvent **OnEnded** = new UnityEvent()
- bool **previewLock** = false

Events

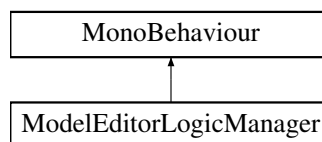
- Callback **onLoadingFinished**

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

- MiscLogicManager.cs

5.153 ModelEditorLogicManager Class Reference

Inheritance diagram for ModelEditorLogicManager:



Public Member Functions

- void **SetVertex** (List< int > vertexIndex, Vector3 position)
- void **Save** ()
- void **Cancel** ()

Public Attributes

- GameObject **currentModel**

Static Public Attributes

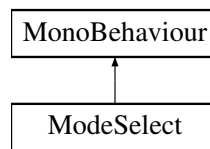
- static [ModelEditorLogicManager](#) **instance**

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

- ModelEditorLogicManager.cs

5.154 ModeSelect Class Reference

Inheritance diagram for ModeSelect:



Public Member Functions

- void **EnviromentMode** ()
- void **ToolMode** ()
- void **StageManagerMode** ()

Public Attributes

- Text **ModeEditor**
- GameObject **EditorSelect**

Static Public Attributes

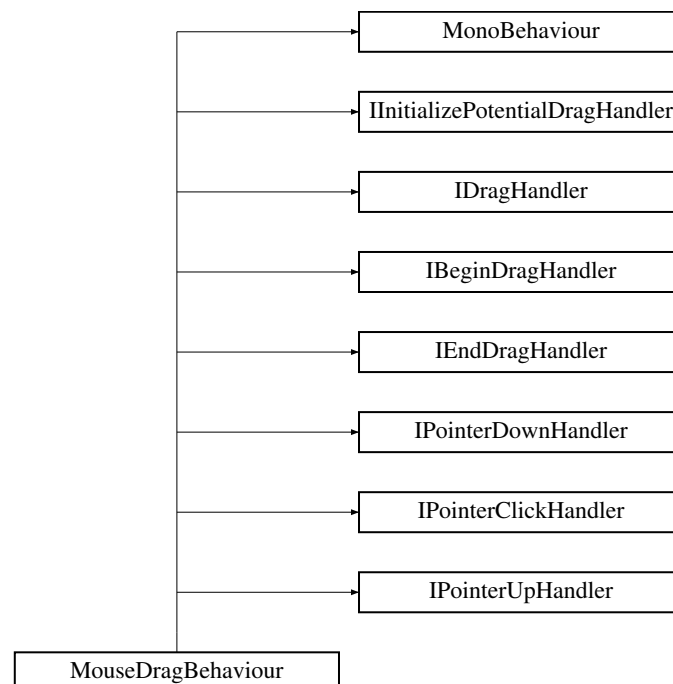
- static [ModeSelect](#) instance

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

- ModeSelect.cs

5.155 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 **MouseDragBehaviour Instance**

Properties

- bool **FollowCursor** = true [get, set]
- bool **CanDrag** = true [get, set]

Events

- Action< PointerEventData > **OnBeginDragHandler**
- Action< PointerEventData > **OnDragHandler**
- Action< PointerEventData, bool > **OnEndDragHandler**

5.155.1 Member Function Documentation

5.155.1.1 OnDrag()

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

This method will be called during the mouse drag

Parameters

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

5.155.1.2 OnEndDrag()

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

This method will be called at the end of mouse drag

Parameters

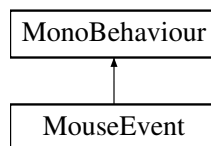
<i>eventData</i>	
------------------	--

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

- MouseDragBehaviour.cs

5.156 MouseEvent Class Reference

Inheritance diagram for MouseEvent:



Classes

- struct [POINT](#)

Public Member Functions

- static bool **ClientToScreen** (IntPtr hWnd, ref System.Drawing.Point lpPoint)

Static Public Member Functions

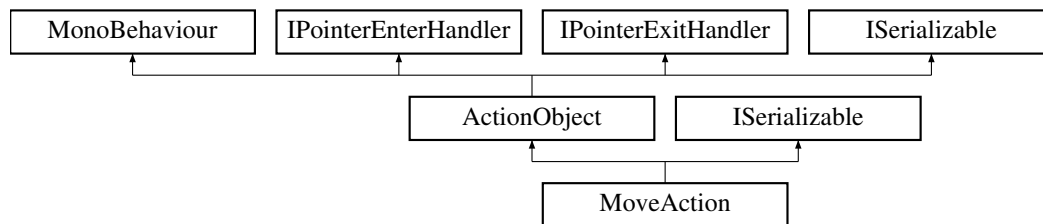
- static void **MoveMouse** (int x, int y)
- static void **ClickMouse** ()
- static void **MouseDown** ()
- static void **Mouseup** ()
- static void **Scroll** (uint value)

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

- MouseEvent.cs

5.157 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

5.157.1 Member Function Documentation

5.157.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.157.1.2 Triggered()

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

Reimplemented from [ActionObject](#).

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

- MoveAction.cs

5.158 B83.Win32.MSG Struct Reference

Public Attributes

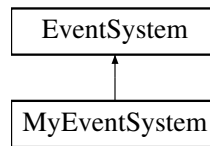
- IntPtr **hwnd**
- WM **message**
- IntPtr **wParam**
- IntPtr **lParam**
- ushort **time**
- [POINT](#) **pt**

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

- B83.Win32.cs

5.159 MyEventSystem Class Reference

Inheritance diagram for MyEventSystem:



Static Public Attributes

- static [MyEventSystem](#) instance

Protected Member Functions

- override void **Start** ()
- override void **OnEnable** ()
- override void **Update** ()

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

- MyEventSystem.cs

5.160 NamedCollisionEvents Struct Reference

Public Attributes

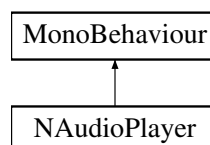
- string **colliderName**
- UnityEvent **onTriggerEnter**

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

- CollisionEvents.cs

5.161 NAudioPlayer Class Reference

Inheritance diagram for NAudioPlayer:



Public Member Functions

- string **GetFileName** ()
- void **SetFilePath** (string path)
- void **PlayAudio** ()
- void **StopAudio** ()

Public Attributes

- bool **isPlaying** = false

Protected Member Functions

- virtual void **OnSoundStopped** (EventArgs e)

Events

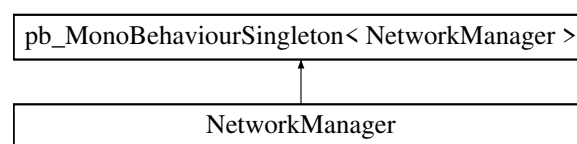
- EventHandler **SoundStopped**

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

- NAudioPlayer.cs

5.162 NetworkManager Class Reference

Inheritance diagram for NetworkManager:



Classes

- struct [ReturnError](#)
- struct [WSCourse](#)
- struct [WSCourses](#)
- struct [WSFile](#)
- struct [WSFiles](#)
- struct [WSReturnCourse](#)

Public Member Functions

- void **SetAdminToken** ()
- void **SaveToken** (string token)
- IEnumerator **Login** (string user, string pw, Action< [UserManager.WSLogin](#) > success, Action< string > fail)
- IEnumerator **LoginWithQR** (string qr, Action< [UserManager.WSLogin](#) > success, Action< string > fail)
- void **AuthWebRequest** (ref UnityWebRequest req)
- IEnumerator **CreateCourse** (string name, string description, Action< [WSCourse](#) > success)
- IEnumerator **CreateQualityCourse** (string name, string description, Action< [WSCourse](#) > success)
- IEnumerator **CreateDobotCourse** (string name, string description, Action< [WSCourse](#) > success)
- string **Compress** (string uncompressedString)
- string **Decompress** (string compressedString)
- IEnumerator **SaveCourse** (int id, string data, Action< [WSCourse](#) > success)
- IEnumerator **AddUsersToCourse** (int[] userIds, int courseId, Action success)
- IEnumerator **GetMyCourses** (Action< [WSCourses](#) > success)
- IEnumerator **GetQualityMyCourses** (Action< [WSCourses](#) > success)
- IEnumerator **GetDobotMyCourses** (Action< [WSCourses](#) > success)
- IEnumerator **GetGlobalFiles** (Action< [WSFiles](#) > success)
- string **GetDataFromCourseNameInCache** (string name)
- string **GetDataFromIdInCache** (string id)
- [WSCourse](#) **GetCourseFromIdInCache** (string id)
- IEnumerator **GetCourseById** (int id, Action< [WSCourse](#) > success)
- IEnumerator **DeleteCourseById** (int id, Action success)
- IEnumerator **DeleteFileByName** (string fileName, Action success)
- IEnumerator **DeleteFileById** (int fileId, Action success)
- IEnumerator **DeleteGlobalFileById** (int fileId, Action success)
- IEnumerator **LoadAllFilesForThisCourse** (Action success, Action< string > failed)
- IEnumerator **LoadAllGlobalFiles** (Action success, Action< string > failed)
- string **WSFileToUrl** ([WSFile](#) file)
- IEnumerator **GetAllFilesForThisCourse** (Action< [WSFiles](#) > success, Action< string > failed)
- IEnumerator **GetUserById** (int id, Action< [UserManager.WSUser](#) > success, Action< string > failed)
- IEnumerator **GetFile** (string name, Action< byte[] > success)
- IEnumerator **UploadJson** ([UserManager.WSActions](#) wsActions)
- IEnumerator **AddUser** (string email, string name, int groupId, Action< [UserManager.WSUser](#) > success)
- IEnumerator **SetFilesToCourse** (int[] fileIdArray, Action success=null)
- IEnumerator **SetFilesToCourse** (int courseId, int[] fileIdArray, Action success=null)
- IEnumerator **GetAllUserWOAdmin** (Action< [UserManager.WSUsers](#) > success)
- IEnumerator **UploadFileToCurrent** (byte[] file, string filename, bool global, Action onSuccess, Action onFailed)
- IEnumerator **UploadFileToCurrent** (byte[] file, string filename, bool global, Action< [WSFile](#) > onSuccess, Action onFailed)
- IEnumerator **UploadFileToCourse** (int courseId, byte[] file, string filename, bool global, Action< [WSFile](#) > onSuccess, Action onFailed)
- IEnumerator **SetUserCourseStatus** (int courseId, int userId, int courseTypeId, bool isSuccess, bool isFinished, float timeSpent, Action onSuccess, Action onFailed)
- IEnumerator **SetUserCourseStatus** (int courseTypeId, bool isSuccess, bool isFinished, float timeSpent, Action onSuccess, Action onFailed)
- IEnumerator **UploadScreenshotCourse** (byte[] file, Action onSuccess, Action onFailed)
- List< string > **CourseArrayToNameList** ([WSCourses](#) courses, out List< int > ids)
- void **LoginTeszt** ()
- void **GetMyCoursesTeszt** ()
- void **UploadTeszt** ()
- void **UploadTeszt2** ()
- void **DeleteTeszt2** ()
- void **GetMyCoursesTesztLocal** ()
- void **UploadTolltarto** ()
- void **Teszt** ()

Public Attributes

- string **url**
- string **demoUrl**
- bool **forceDemo** = false
- [WSCourse](#) **selectedLevel**
- int **deleteFileID** "E:\quiz1.qiz"

Protected Member Functions

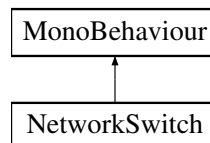
- override void **Awake** ()

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

- NetworkManager.cs

5.163 NetworkSwitch Class Reference

Inheritance diagram for NetworkSwitch:



Public Member Functions

- void **SwitchOn** ()
- void **SwitchOff** ()

Public Attributes

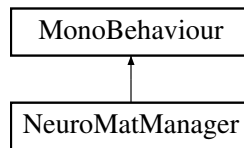
- bool **Polling** = true
- float **PollingInterval** = 0.5f
- string **ipAddress**
- UnityEvent **On**
- UnityEvent **Off**

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

- NetworkSwitch.cs

5.164 NeuroMatManager Class Reference

Inheritance diagram for NeuroMatManager:



Public Attributes

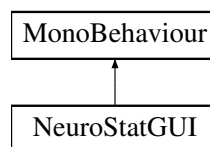
- GameObject **teszt**
- Material **standardNeuro**

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

- NeuroMatManager.cs

5.165 NeuroStatGUI Class Reference

Inheritance diagram for NeuroStatGUI:



Public Member Functions

- void **OnConfidenceChanged** (float value)
- void **OnTriggered** ()
- void **OnMaintained** ()
- void **OnReleased** ()
- void **OnBecameActivated** ()
- void **OnBecameDeactivated** ()

Public Attributes

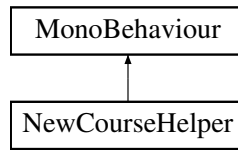
- Text **text**

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

- NeuroStatGUI.cs

5.166 NewCourseHelper Class Reference

Inheritance diagram for NewCourseHelper:



Public Member Functions

- void **OkClicked** ()

Public Attributes

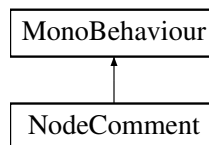
- InputField **coureName**
- InputField **courseDesc**
- Button **ok**
- CanvasGroup **cg**

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

- NewCourseHelper.cs

5.167 NodeComment Class Reference

Inheritance diagram for NodeComment:



Public Member Functions

- void **ToggleEditor** ()
- void **InputFieldEditEnded** (string value)
- void **InputFieldEdited** (string value)

Public Attributes

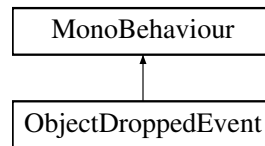
- Button **editButton**
- Text **displayText**
- InputField **inputField**

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

- NodeComment.cs

5.168 ObjectDroppedEvent Class Reference

Inheritance diagram for ObjectDroppedEvent:



Public Attributes

- Text **NameText**

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

- `ObjectDroppedEvent.cs`

5.169 RuntimeUnityEditor.Core.ObjectTree.ObjectTreeView Class Reference

Public Member Functions

- void **SelectAndShowObject** (Transform target)
- **ObjectTreeView** (MonoBehaviour pluginObject, [GameObjectSearcher](#) gameObjectSearcher)
- void **ClearCaches** ()
- void **UpdateWindowSize** (Rect windowRect)
- void **DisplayViewer** ()

Properties

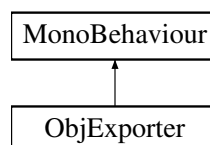
- bool **Enabled** [get, set]
- Transform **SelectedTransform** [get, set]

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

- `ObjectTreeView.cs`

5.170 ObjExporter Class Reference

Inheritance diagram for ObjExporter:



Static Public Member Functions

- static string **MeshToText** (GameObject go, bool wtf)

Static Public Attributes

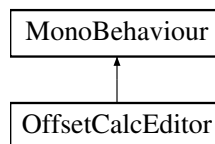
- static bool **applyPosition** = true
- static bool **applyRotation** = true
- static bool **applyScale** = true
- static bool **generateMaterials** = true
- static bool **exportTextures** = true
- static bool **splitObjects** = true
- static bool **autoMarkTexReadable** = false
- static bool **objNameAddIdNum** = false

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

- ObjExporter.cs

5.171 OffsetCalcEditor Class Reference

Inheritance diagram for OffsetCalcEditor:

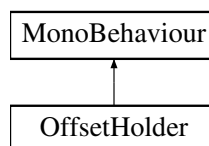


The documentation for this class was generated from the following file:

- OffsetCalcEditor.cs

5.172 OffsetHolder Class Reference

Inheritance diagram for OffsetHolder:



Public Attributes

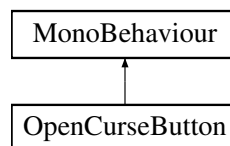
- Vector3 **Offset**
- Vector3 **Rotation**
- Vector3 **LeftOffset**
- Vector3 **LeftRotation**

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

- OffsetHolder.cs

5.173 OpenCurseButton Class Reference

Inheritance diagram for OpenCurseButton:



Public Member Functions

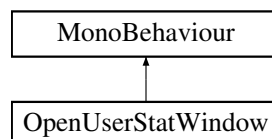
- void **openCurse** ()

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

- OpenCurseButton.cs

5.174 OpenUserStatWindow Class Reference

Inheritance diagram for OpenUserStatWindow:



Public Member Functions

- void **Clicked** ()
- void **Select** ()

Public Attributes

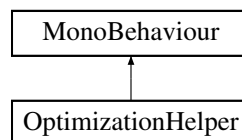
- GameObject **UserHandle**
- GameObject **ManageUsersWindow**

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

- OpenUserStatWindow.cs

5.175 OptimizationHelper Class Reference

Inheritance diagram for OptimizationHelper:



Public Attributes

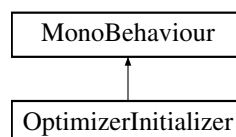
- Text **actionName**
- Text **time**
- GameObject **OptimizeWindow**

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

- OptimizationHelper.cs

5.176 OptimizerInitializer Class Reference

Inheritance diagram for OptimizerInitializer:



Static Public Member Functions

- static void **ShowOptimizer** ([UserManager.Training](#) lastTraining)

Properties

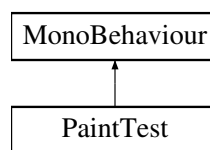
- static [OptimizerInitializer Instance](#) [get]

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

- [OptimizerInitializer.cs](#)

5.177 PaintTest Class Reference

Inheritance diagram for PaintTest:



Public Attributes

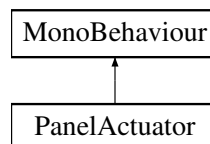
- `GameObject` **ring**
- `List< GameObject >` **paintableObjects**
- `Vector3` **planeNormals**

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

- [PaintTest.cs](#)

5.178 PanelActuator Class Reference

Inheritance diagram for PanelActuator:



Public Member Functions

- `void` **RefreshPanel** ()

Public Attributes

- `GameObject` **PrefabPanel**

Static Public Attributes

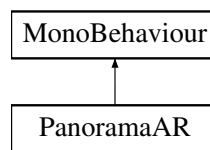
- static [PanelActuator](#) instance

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

- PanelActuator.cs

5.179 PanoramaAR Class Reference

Inheritance diagram for PanoramaAR:



Public Member Functions

- void **OnValueChanged** (bool value)

Public Attributes

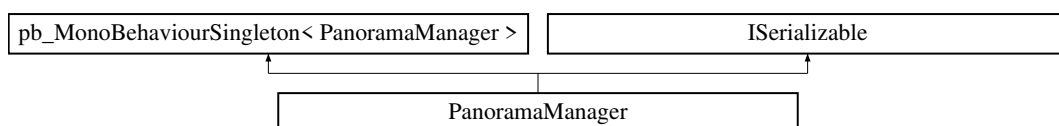
- UnityEvent **onAr**
- UnityEvent **onPanorama**

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

- PanoramaAR.cs

5.180 PanoramaManager Class Reference

Inheritance diagram for PanoramaManager:



Public Member Functions

- void **SelectMe** ()
- void **SetRotation** (float value)
- void **SetTextureName** (string value)
- void **SetTexture** (Texture value)
- void **ClearImage** ()
- void **SetHeight** (string text)
- void **GetObjectData** (SerializationInfo info, StreamingContext context)
- **PanoramaManager** (SerializationInfo info, StreamingContext context)

Public Attributes

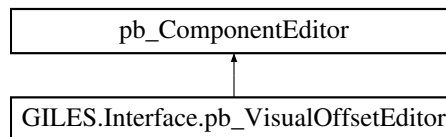
- float **SavedRotation** = 0
- RawImage **PreviewImage**

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

- PanoramaManager.cs

5.181 GILES.Interface.pb_VisualOffsetEditor Class Reference

Inheritance diagram for GILES.Interface.pb_VisualOffsetEditor:



Protected Member Functions

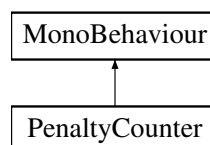
- override void **InitializeGUI** ()

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

- pb_VisualOffsetEditor.cs

5.182 PenaltyCounter Class Reference

Inheritance diagram for PenaltyCounter:



Static Public Attributes

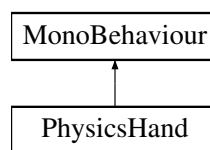
- static [PenaltyCounter](#) Instance

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

- PenaltyCounter.cs

5.183 PhysicsHand Class Reference

Inheritance diagram for PhysicsHand:



Public Member Functions

- void **MoveTo** (Vector3 position, Quaternion rotation)
- void **SetHoldItemRadius** (float r)
- void **SetHoldItemBounds** (Bounds b)
- void **SetHoldItemRenderer** (Renderer r)

Public Attributes

- bool **MasterSwitch** = true
- LayerMask **collisionMask**
- float **VelocityMagic** = 6000f

Protected Member Functions

- void **ExecuteFixedUpdate** ()
- bool **GetTargetVelocities** (out Vector3 velocityTarget, out Vector3 angularTarget)

Static Protected Attributes

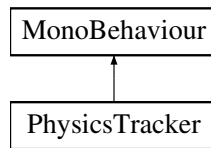
- const float **MaxVelocityChange** = 10f
- const float **AngularVelocityMagic** = 50f
- const float **MaxAngularVelocityChange** = 20f
- const float **HandRadius** = 0.05f

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

- PhysicsHand.cs

5.184 PhysicsTracker Class Reference

Inheritance diagram for PhysicsTracker:



Public Member Functions

- void **FollowThis** ([PhysicsHand](#) hand)

Public Attributes

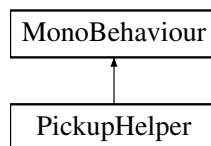
- Vector3 **offset**
- Vector3 **offsetRotation**

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

- PhysicsTracker.cs

5.185 PickupHelper Class Reference

Inheritance diagram for PickupHelper:



Public Attributes

- Transform **planB**

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

- PickupHelper.cs

5.186 B83.Win32.POINT Struct Reference

Public Member Functions

- **POINT** (int aX, int aY)
- override string **Tostring** ()

Public Attributes

- int **x**
- int **y**

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

- B83.Win32.cs

5.187 MouseEvent.POINT Struct Reference

Public Member Functions

- **POINT** (int x, int y)

Static Public Member Functions

- static implicit **operator System.Drawing.Point** ([POINT](#) p)
- static implicit **operator POINT** (System.Drawing.Point p)

Public Attributes

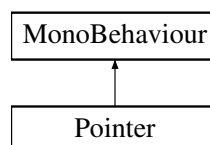
- int **X**
- int **Y**

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

- MouseEvent.cs

5.188 Pointer Class Reference

Inheritance diagram for Pointer:



Public Attributes

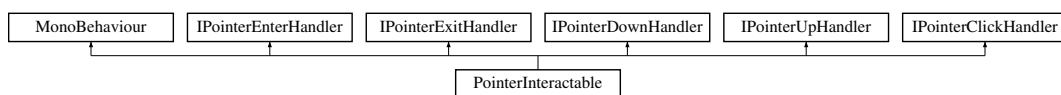
- float **defaultLength** = 3.0f
- float **time**
- EventSystem **eventSystem** = null
- StandaloneInputModule **inputModule** = null
- LayerMask **interactableMask** = 0
- UnityAction< Vector3, bool > **OnPointerUpdate** = null
- Button **buttonToFire**
- SteamVR_Action_Boolean **uiInteractAction** = SteamVR_Input.GetAction<SteamVR_Action_Boolean>("Interact←UI")

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

- Pointer.cs

5.189 PointerInteractable Class Reference

Inheritance diagram for PointerInteractable:



Public Member Functions

- void **OnPointerEnter** (PointerEventData eventData)
- void **OnPointerExit** (PointerEventData eventData)
- void **OnPointerDown** (PointerEventData eventData)
- void **OnPointerUp** (PointerEventData eventData)
- void **OnPointerClick** (PointerEventData eventData)

Public Attributes

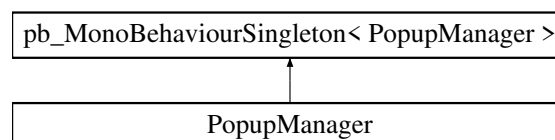
- UnityEvent **OnClick** = new UnityEvent()

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

- PointerInteractable.cs

5.190 PopupManager Class Reference

Inheritance diagram for PopupManager:



Public Member Functions

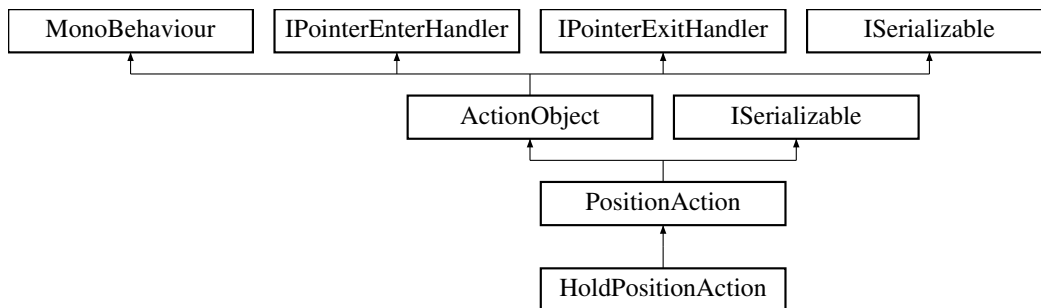
- void **ShowPopup** (string title, string text)
- void **HidePopup** ()
- void **InvokeOnOK** (Action action)

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

- PopupManager.cs

5.191 PositionAction Class Reference

Inheritance diagram for PositionAction:



Public Member Functions

- override void **Triggered** (string id)
- override void **Deactivate** ()
- void **Reactivate** ()
- override void **InputAdded** (string id)
- void **StartPosition** ()
- void **FinalPosition** ()
- override void **Start** ()
- override void **OnPointerEnter** (PointerEventData eventData)
- override void **OnPointerExit** (PointerEventData eventData)
- void **FillCurrentTransform** ()
- void **SelectObjectToPosition** ()
- void **onPosChanged** (string value)
- void **onRotChanged** (string value)
- void **RefreshTargetDisplay** ()
- void **onToleranceChanged** (string value)
- void **onTaktTimeChanged** (string value)
- void **OneHandToggle** (bool value)
- new void **TriggerOutput** (string id)
- bool **GetHandOffsets** (out Vector3 offset, out Vector3 rotation, out Vector3 leftoffset, out Vector3 leftrotation)
- 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**
- InputField **taktTimeInput**
- Vector3 **originalPosition**
- Vector3 **targetPosition**
- Vector3 **originalRotation**
- Vector3 **targetRotation**
- Material **highlightMaterial**
- Material **originalHighlightMat**
- Material **imageHighlight**
- Toggle **HandToggle**
- Vector3 **localpos**
- Vector3 **fwdoffset**
- Vector3 **upoffset**
- Vector3 **localrot**

Protected Member Functions

- IEnumerator **ShowHighLight** ([ThrowableCanDisable](#) tcd)
- IEnumerator **ShowSelectedHighLight** ([ThrowableCanDisable](#) tcd)
- IEnumerator **ShowHighLightOptimization** ()
- IEnumerator **ShowHighLightOriginal** ()
- IEnumerator **ShowHighLightOriginalOptimization** ()
- void **RemoveHighlight** ()
- void **RemoveSelectedHighlight** ()
- bool **InGoodPos** (Transform t)
- bool **InGoodRot** (Transform t)
- new void **Update** ()

Protected Attributes

- float **chill**
- bool **canReturnNow**
- List< Transform > **allSame**
- GameObject **highlightObject**
- GameObject **highlightObjectOriginal**
- GameObject **highlightSelected**
- GameObject **followGo**
- Object **highlightCurrentObject**
- Object **highlightCurrentSelectedObject**

5.191.1 Member Function Documentation

5.191.1.1 Deactivate()

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

Reimplemented from [ActionObject](#).

5.191.1.2 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.191.1.3 InputAdded()

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

Reimplemented from [ActionObject](#).

5.191.1.4 OnPointerEnter()

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

Reimplemented from [ActionObject](#).

5.191.1.5 OnPointerExit()

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

Reimplemented from [ActionObject](#).

5.191.1.6 Start()

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

Reimplemented from [ActionObject](#).

5.191.1.7 Triggered()

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

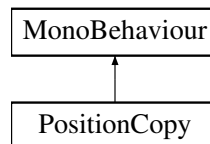
Reimplemented from [ActionObject](#).

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

- PositionAction.cs

5.192 PositionCopy Class Reference

Inheritance diagram for PositionCopy:



Public Attributes

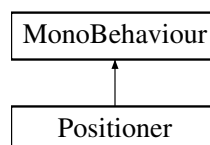
- `GameObject[] from`
- `GameObject[] to`

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

- PositionCopy.cs

5.193 Positioner Class Reference

Inheritance diagram for Positioner:



Public Attributes

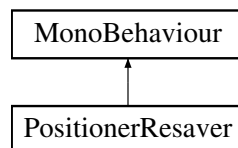
- Vector3 **FinalPosition**
- Vector3 **FinalRotation**
- Vector3 **FinalForward**
- Vector3 **FinalRight**
- Vector3 **FinalUp**
- float **TolerancePos** = 0.1f
- float **ToleranceRot** = 25
- bool **isScrew** = false
- int **ActiveInStage** = 0
- UnityEvent **InGoodPosition**

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

- Positioner.cs

5.194 PositionerResaver Class Reference

Inheritance diagram for PositionerResaver:

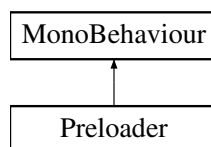


The documentation for this class was generated from the following file:

- PositionerResaver.cs

5.195 Preloader Class Reference

Inheritance diagram for Preloader:



Public Member Functions

- bool **HasFileLoaded** (string filepath, out GameObject go)
- void **StopLoading** ()
- void **Update** ()

Public Attributes

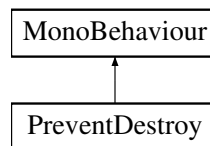
- Text **ProgressText**
- Slider **ProgressBar**
- GameObject **LoadRoot**
- GameObject **LoadingCanvas**

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

- Preloader.cs

5.196 PreventDestroy Class Reference

Inheritance diagram for PreventDestroy:

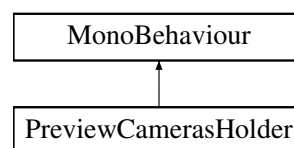


The documentation for this class was generated from the following file:

- PreventDestroy.cs

5.197 PreviewCamerasHolder Class Reference

Inheritance diagram for PreviewCamerasHolder:



Public Attributes

- GameObject **holder**
- Transform **holderTransform**

Static Public Attributes

- static [PreviewCamerasHolder](#) **instance**

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

- PreviewCamerasHolder.cs

5.198 PreviewGenerator.PreviewFile Class Reference

Public Member Functions

- **PreviewFile** (byte[] data)
- void **AddFile** (string filename, byte[] data)
- byte[] **GetFile** (int index)
- byte[] **GetFile** (string name)

Public Attributes

- byte[] **Data**

Properties

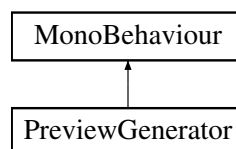
- int **FileNumber** [get]

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

- PreviewGenerator.cs

5.199 PreviewGenerator Class Reference

Inheritance diagram for PreviewGenerator:



Classes

- class [PreviewFile](#)

Public Member Functions

- void **AddWork** (GameObject asset, RawImage t)
- void **StartWork** ()
- void **RenderSpin** (GameObject asset, RawImage previewComponent)
- void **NoMoreSpin** ()
- void **Compress** (string filename, byte[] byteArray)
- byte[] **Decompress** (string fileName)

Public Attributes

- float **cameraRotateSpeed** = 50f
- GameObject **tesztRenderGO**

Properties

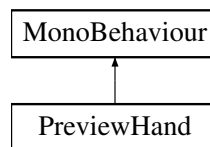
- static [PreviewGenerator](#) **Instance** [get]

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

- PreviewGenerator.cs

5.200 PreviewHand Class Reference

Inheritance diagram for PreviewHand:



Public Member Functions

- void **EnterOffsetEditor** (GameObject objectToGrab, [ActionObject](#) action, Vector3 TargetPos, Vector3 TargetRot)
- void **hideHandPreview** (GameObject objectToGrab)
- Vector3 **GetHandRootPos** ([OffsetHolder](#) oh, bool left=false)
- void **TurnOffOnPreviewHand** (bool newValue)

Public Attributes

- GameObject **handPrefab**
- GameObject **leftHandPrefab**
- GameObject **turnableHand**
- GameObject **leftTurnableHand**
- GameObject **handPrefab2**
- GameObject **leftHandPrefab2**
- Toggle **toggle**

Properties

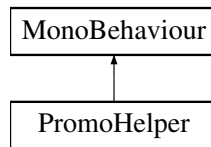
- static [PreviewHand](#) **Instance** [get]

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

- PreviewHand.cs

5.201 PromoHelper Class Reference

Inheritance diagram for PromoHelper:



Public Member Functions

- void **PlaySound** (int index)

Public Attributes

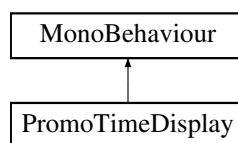
- AudioClip **Base**
- AudioClip **BaseInPlace**
- AudioClip **Csavar**
- AudioClip **Csavar2**
- AudioClip **Oszlop**
- AudioClip **OszlopInPlace**
- AudioClip **TopBack**

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

- PromoHelper.cs

5.202 PromoTimeDisplay Class Reference

Inheritance diagram for PromoTimeDisplay:



Public Attributes

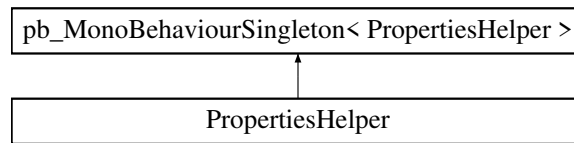
- TextMesh **tm**
- Text **txt**
- Text **txt2**

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

- PromoTimeDisplay.cs

5.203 PropertiesHelper Class Reference

Inheritance diagram for PropertiesHelper:



Public Member Functions

- void **Close** ()
- void **RemoveTag** (string tagName)
- void **AddNewTag** ()

Public Attributes

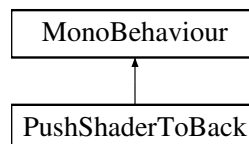
- GameObject **propertiesWindow**
- GameObject **tagCloud**
- GameObject **tagPrefab**
- GameObject **addnewButton**
- GameObject **inputPrefab**
- GameObject **makeGlobalButton**
- pb_PrefabBrowserItemButton **preview**
- Text **fileName**
- Text **fileType**

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

- PropertiesHelper.cs

5.204 PushShaderToBack Class Reference

Inheritance diagram for PushShaderToBack:



Public Attributes

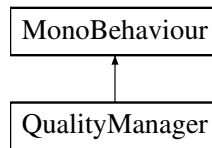
- int **renderQueue** = 0

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

- PushShaderToBack.cs

5.205 QualityManager Class Reference

Inheritance diagram for QualityManager:



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

- QualityManager.cs

5.206 UserManager.Quiz Struct Reference

Public Attributes

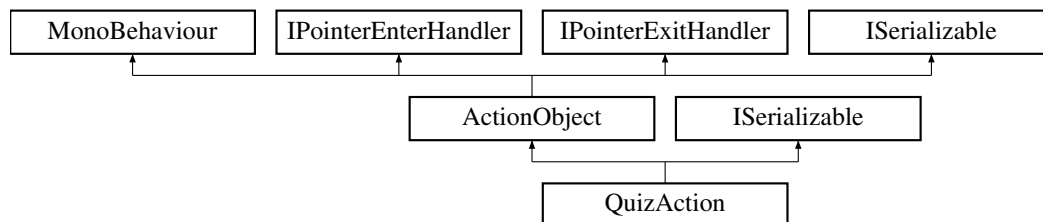
- string **Name**
- float **Time**
- bool **Success**

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

- UserManager.cs

5.207 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

5.207.1 Member Function Documentation

5.207.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.207.1.2 Start()

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

Reimplemented from [ActionObject](#).

5.207.1.3 Triggered()

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

Reimplemented from [ActionObject](#).

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

- QuizAction.cs

5.208 QuizManager.QuizData Class Reference

Public Attributes

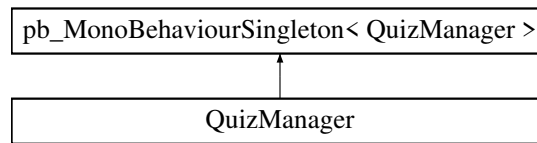
- string **Question**
- bool **UsePictures** = true
- string[] **AnswerArray**
- int[] **RightIndex**
- byte **QuizType**
- float **TimeToComplete**

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

- QuizManager.cs

5.209 QuizManager Class Reference

Inheritance diagram for QuizManager:



Classes

- class [QuizData](#)

Public Member Functions

- void **OnTypeChanged** (int value)
- void **AnswerQuiz** (int index)
- void **CheckAnswerMulti** ()
- void **UpdateQuiz** ([QuizData](#) value)
- void **SetTimeout** (string value)

Static Public Member Functions

- static Vector2 **SizeToParent** (RawImage image, float padding=0)

Public Attributes

- Text **question**
- Text **answer1**
- Text **answer2**
- Text **answer3**
- Text **answer4**
- RawImage **image1**
- RawImage **image2**
- RawImage **image3**
- RawImage **image4**
- ToggleGroup **tg**
- GameObject **checkMulti**
- [QuizAction](#) **currentAction**
- InputField **timeoutEditor**

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

- QuizManager.cs

5.210 `StatisticManager.QuizStat` Class Reference

Public Attributes

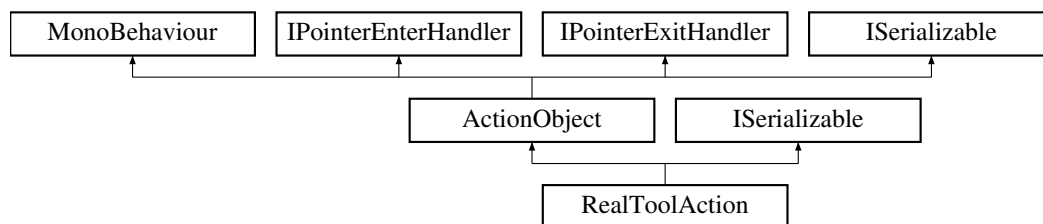
- string **quizName**
- List< float > **quizTimes** = new List<float>()
- uint **allTrys**
- uint **goodTrys**
- uint **badTrys**

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

- `StatisticManager.cs`

5.211 `RealToolAction` Class Reference

Inheritance diagram for `RealToolAction`:



Public Member Functions

- override void [Start](#) ()
- override void [OnPointerEnter](#) (PointerEventData eventData)
- override void [OnPointerExit](#) (PointerEventData eventData)
- void **onHoldTimeChanged** (string value)
- void **SetToolPosition** ()
- void **OnSelectionChanged** (int value)
- override void [Triggered](#) (string id)
- new void **RefreshTargetDisplay** ()
- void **onTaktTimeChanged** (string value)
- override void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- **RealToolAction** (SerializationInfo info, StreamingContext context)

Static Public Member Functions

- static float **Clamp0360** (float eulerAngles)

Public Attributes

- Dropdown **drop**
- InputField **taktTimeInput**
- string **selectedHash** = ""
- Material **highlightMaterial**
- Material **highlightToolMaterial**
- InputField **holdInput**

Protected Member Functions

- bool **InGoodPos** (Transform t)
- bool **InGoodRot** (Transform t)

Additional Inherited Members

5.211.1 Member Function Documentation

5.211.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.211.1.2 OnPointerEnter()

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

Reimplemented from [ActionObject](#).

5.211.1.3 OnPointerExit()

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

Reimplemented from [ActionObject](#).

5.211.1.4 Start()

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

Reimplemented from [ActionObject](#).

5.211.1.5 Triggered()

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

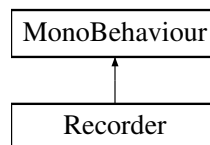
Reimplemented from [ActionObject](#).

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

- RealToolAction.cs

5.212 Recorder Class Reference

Inheritance diagram for Recorder:



Public Member Functions

- void **StartRecording** ()
- async void **StopRecording** ()

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

- Recorder.cs

5.213 B83.Win32.RECT Struct Reference

Public Member Functions

- **RECT** (int left, int top, int right, int bottom)
- override string **ToString** ()

Public Attributes

- int **Left**
- int **Top**
- int **Right**
- int **Bottom**

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

- B83.Win32.cs

5.214 ScreneCapture.RECT Struct Reference

Public Attributes

- int **Left**
- int **Top**
- int **Right**
- int **Bottom**

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

- ScreneCapture.cs

5.215 TestScript.RECT Struct Reference

Public Attributes

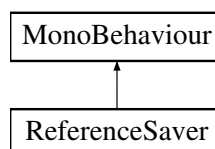
- int **left**
- int **top**
- int **right**
- int **bottom**

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

- TestScript.cs

5.216 ReferenceSaver Class Reference

Inheritance diagram for ReferenceSaver:



Public Attributes

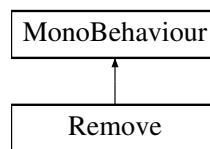
- GameObject **Reference**
- Object **ReferenceV2**

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

- ReferenceSaver.cs

5.217 Remove Class Reference

Inheritance diagram for Remove:



Public Member Functions

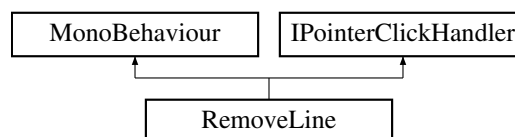
- void **Start** ()
- void **removeItem** ()
- void **hideButton** ()
- void **showButton** ()

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

- Remove.cs

5.218 RemoveLine Class Reference

Inheritance diagram for RemoveLine:



Public Member Functions

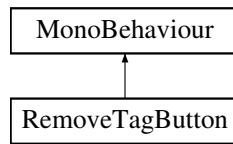
- void **OnPointerClick** (PointerEventData eventData)

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

- RemoveLine.cs

5.219 RemoveTagButton Class Reference

Inheritance diagram for RemoveTagButton:



Public Member Functions

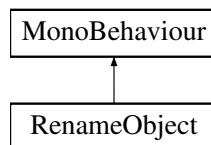
- void **RemoveThis** ()

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

- RemoveTagButton.cs

5.220 RenameObject Class Reference

Inheritance diagram for RenameObject:



Public Attributes

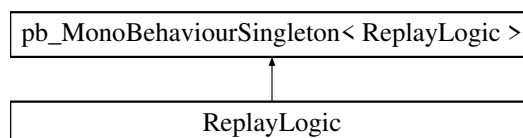
- string **NewName**

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

- RenameObject.cs

5.221 ReplayLogic Class Reference

Inheritance diagram for ReplayLogic:



Public Member Functions

- void **ReplayLevel** ()

Public Attributes

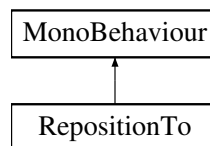
- float **UserTimeout** = 15f
- bool **StageStarted** = false

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

- ReplayLogic.cs

5.222 RepositionTo Class Reference

Inheritance diagram for RepositionTo:



Public Member Functions

- void **LevelReset** ()
- void **Reposition** ()
- void **FixOnPickup** ()

Public Attributes

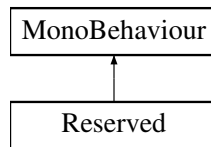
- Transform **goHere**
- Transform **solveIK**
- float **dropOffset** = -0.05f

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

- RepositionTo.cs

5.223 Reserved Class Reference

Inheritance diagram for Reserved:

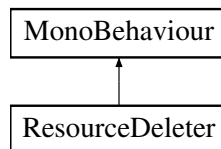


The documentation for this class was generated from the following file:

- Reserved.cs

5.224 ResourceDeleter Class Reference

Inheritance diagram for ResourceDeleter:



Public Member Functions

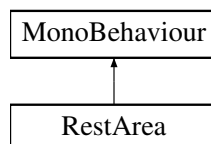
- void **Delete** ()

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

- ResourceDeleter.cs

5.225 RestArea Class Reference

Inheritance diagram for RestArea:

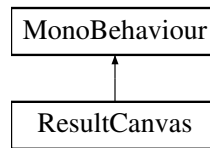


The documentation for this class was generated from the following file:

- RestArea.cs

5.226 ResultCanvas Class Reference

Inheritance diagram for ResultCanvas:



Public Member Functions

- void **ShowResultCanvas** ([UserManager.Training](#) lastTraining)
- void **ClearRows** ()

Public Attributes

- GameObject **newRow**
- GameObject **newColumn**
- Transform **parent**
- List< [ResultCanvasHelper](#) > **rowList** = new List <[ResultCanvasHelper](#)>()

Properties

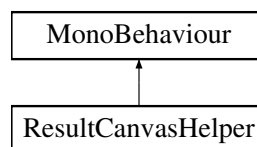
- static [ResultCanvas](#) **Instance** [get]

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

- ResultCanvas.cs

5.227 ResultCanvasHelper Class Reference

Inheritance diagram for ResultCanvasHelper:



Public Attributes

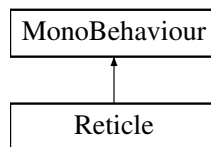
- GameObject **canvas**
- Text **actionName**
- Text **succes**
- Text **takt**
- Text **timeSpent**
- Text **useful**
- Text **progress**

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

- ResultCanvasHelper.cs

5.228 Reticle Class Reference

Inheritance diagram for Reticle:



Public Attributes

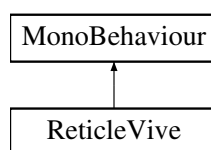
- [Pointer](#) **pointer**
- SpriteRenderer **circleRenderer**
- Sprite **openSprite**
- Sprite **closedSprite**

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

- Reticle.cs

5.229 ReticleVive Class Reference

Inheritance diagram for ReticleVive:



Public Attributes

- [VivePointer](#) **pointer**
- SpriteRenderer **circleRenderer**
- Sprite **openSprite**
- Sprite **closedSprite**

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

- ReticleVive.cs

5.230 NetworkManager.ReturnError Struct Reference

Public Attributes

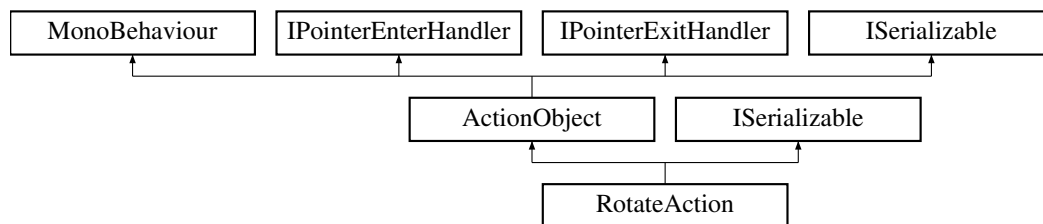
- int **code**
- string **message**

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

- NetworkManager.cs

5.231 RotateAction Class Reference

Inheritance diagram for RotateAction:



Public Member Functions

- override void [Start](#) ()
- override void [Deactivate](#) ()
- override void [InputAdded](#) (string id)
- override void [OnPointerEnter](#) (PointerEventData eventData)
- override void [OnPointerExit](#) (PointerEventData eventData)
- void **OnAxisChanged** (int xyz)
- void **OnRotateAmountChanged** (string s)
- void **onTaktTimeChanged** (string value)
- override void [Triggered](#) (string id)
- IEnumerator **HideTCD** ()
- IEnumerator **SetGameObjectJob** (string hash)
- GameObject **GetGameObject** ()
- void **SetToolPosition** ()
- void **SelectedCustomTool** (GameObject tool)
- void **SetGameObject** (string hash)
- void **RefreshTargetDisplay** ()
- override void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- **RotateAction** (SerializationInfo info, StreamingContext context)

Public Attributes

- Dropdown **axisSelector**
- InputField **taktTimeInput**
- InputField **rotateInput**
- string **selectedHash** = ""
- string **selectedToolHash** = ""
- Material **highlightMaterial**
- Material **highlightToolMaterial**
- Material **origHighlightToolMaterial**
- SteamVR_Action_Boolean **gripButton**

Protected Member Functions

- bool **InGoodPos** (Transform t)
- void **TriggerNext** ()

Additional Inherited Members

5.231.1 Member Function Documentation

5.231.1.1 Deactivate()

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

Reimplemented from [ActionObject](#).

5.231.1.2 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.231.1.3 InputAdded()

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

Reimplemented from [ActionObject](#).

5.231.1.4 OnPointerEnter()

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

Reimplemented from [ActionObject](#).

5.231.1.5 OnPointerExit()

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

Reimplemented from [ActionObject](#).

5.231.1.6 Start()

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

Reimplemented from [ActionObject](#).

5.231.1.7 Triggered()

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

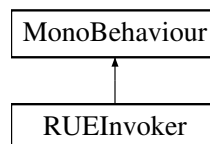
Reimplemented from [ActionObject](#).

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

- RotateAction.cs

5.232 RUEInvoker Class Reference

Inheritance diagram for RUEInvoker:

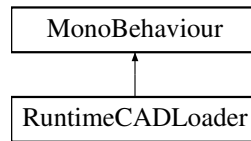


The documentation for this class was generated from the following file:

- RUEInvoker.cs

5.233 RuntimeCADLoader Class Reference

Inheritance diagram for RuntimeCADLoader:



Public Member Functions

- void **LoadUploadedModel** (byte[] bytearray, string filename)
- GameObject **Create** (string name)

Static Public Member Functions

- static void **UpdateMesh** (GameObject gameObject, IModel model)
- static void **UpdateMesh** (GameObject gameObject, IPart model)

Public Attributes

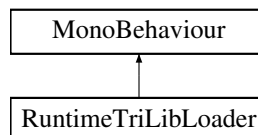
- Material **useMaterial**

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

- RuntimeCADLoader.cs

5.234 RuntimeTriLibLoader Class Reference

Inheritance diagram for RuntimeTriLibLoader:



Public Member Functions

- void **ModelFromURL** (string url, bool modelEditor=false)
- void **LoadFromMemory** (byte[] data, string filename, GameObject wrapper=null, bool singleModel=false, bool global=false)

Public Attributes

- bool **useAdvancedColliderGeneration** = false

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

- RuntimeTriLibLoader.cs

5.235 RuntimeUnityEditor.Core.RuntimeUnityEditorCore Class Reference

Static Public Attributes

- const string **Version** = "2.0.1"
- const string **GUID** = "RuntimeUnityEditor"

Properties

- Inspector.Inspector **Inspector** [get]
- [ObjectTreeView](#) **TreeView** [get]
- KeyCode **ShowHotkey** [get, set]
- bool **ShowInspector** [get, set]
- bool **Show** [get, set]

Events

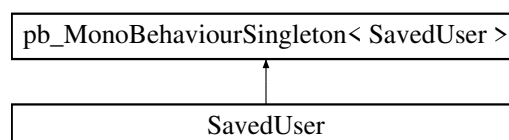
- EventHandler **SettingsChanged**

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

- RuntimeUnityEditorCore.cs

5.236 SavedUser Class Reference

Inheritance diagram for SavedUser:



Public Types

- enum **CourseType** { **Normal** , **Quality** , **Dobot** }

Public Member Functions

- void **SetEditorBool** (bool value)
- void **SetTutorialBool** (bool value)
- void **SetVarjoBool** (bool value)
- void **LevelStarted** ()
- void **LevelFinished** (bool success, float time, float handTrackingPercent=-1f)
- void **ActionCompleted** (string type, float time, float recognitionTime, float penaltyTime, string actionName, string comment, float taktime)
- IEnumerator **ShowOptimization** ([UserManager.Training](#) training)
- IEnumerator **ShowResult** ([UserManager.Training](#) training)
- void **QuizAnswered** (bool success, string quizName, float quizTime)

Public Attributes

- UserManager.? User **currentUser**
- UserManager.? WSUser **wsUser**
- [UserManager.WSActions](#) **wsActions**
- bool **isEditor** = true
- bool **isTutorial** = false
- bool **isVarjo** = false
- CourseType **courseType**
- byte **handTracking** = 0

Properties

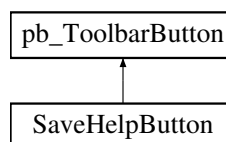
- bool **isQuality** [get]

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

- SavedUser.cs

5.237 SaveHelpButton Class Reference

Inheritance diagram for SaveHelpButton:



Public Member Functions

- void [OpenSavePanel](#) ()

Public Attributes

- pb_FileDialog **dialogPrefab**
- TMPPro.TMP_InputField **inField**

Properties

- override string **tooltip** [get]

5.237.1 Member Function Documentation

5.237.1.1 OpenSavePanel()

```
void SaveHelpButton.OpenSavePanel ( )
```

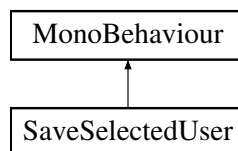
Open the load dialog.

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

- SaveHelpButton.cs

5.238 SaveSelectedUser Class Reference

Inheritance diagram for SaveSelectedUser:



Public Attributes

- [UserManager.User](#) **selectedUser**

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

- SaveSelectedUser.cs

5.239 GLTFFastInstantiator.SceneInstance Class Reference

Public Member Functions

- void **AddCamera** (Camera camera)

Properties

- List< Camera > **cameras** [get]

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

- GLTFastInstantiator.cs

5.240 SceneNode Class Reference

Public Attributes

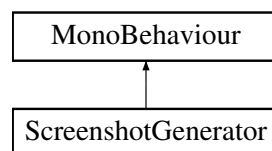
- string **name**
- string **hash**
- int **stage**
- int **holderIndex**
- Vector3 **finalpos**
- Vector3 **finalrot**
- Vector3 **finalfwd**
- Vector3 **finalrgt**
- Vector3 **final_up**
- float **tolp**
- float **tolr**
- [JSONTransform](#) **transform**
- Vector3 **localPos**
- List< [SceneNode](#) > **children**

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

- LoadRemoteData.cs

5.241 ScreenshotGenerator Class Reference

Inheritance diagram for ScreenshotGenerator:



Public Member Functions

- void **ScreenshotNow** ()

Static Public Member Functions

- static byte[] **TakeScreenShot** (int width, int height, Camera camera)

Public Attributes

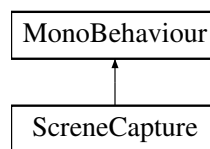
- GameObject[] **HideInScreenshots**

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

- ScreenshotGenerator.cs

5.242 ScreneCapture Class Reference

Inheritance diagram for ScreneCapture:



Classes

- struct [RECT](#)

Public Member Functions

- void **ApplyTexture** ()
- void **ImageResize** ()
- void **Start** ()
- void **Update** ()
- Bitmap **CaptureRegion** (int x1, int x2, int y1, int y2)
- static bool **GetWindowRect** (IntPtr hwnd, out [RECT](#) lpRect)
- Bitmap **CaptureWindow** (IntPtr hWnd)

Public Attributes

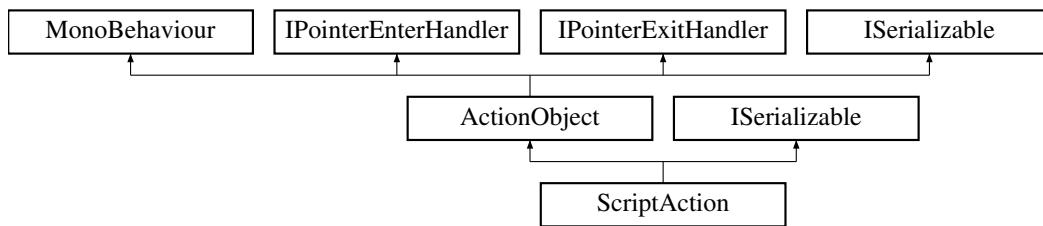
- RawImage **rawImage**
- GameObject **StageManager**

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

- ScreneCapture.cs

5.243 ScriptAction Class Reference

Inheritance diagram for ScriptAction:



Public Attributes

- Dropdown **selector**

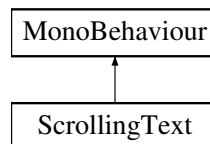
Additional Inherited Members

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

- ScriptAction.cs

5.244 ScrollingText Class Reference

Inheritance diagram for ScrollingText:



Public Attributes

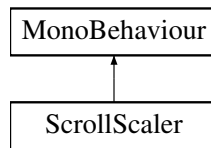
- Text **label**

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

- ScrollingText.cs

5.245 ScrollScaler Class Reference

Inheritance diagram for ScrollScaler:



Public Member Functions

- void **AutoScroll** (Vector2 mousePos)

Public Attributes

- float **maxZoom** = 1f
- float **minZoom** = 0.4f
- float **step** = 0.1f
- float **margin** = 1500f
- ScrollRect **scrollRect**
- Scrollbar **vertical**
- Scrollbar **horizontal**
- CanvasGroup **window**

Properties

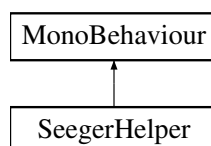
- static [ScrollScaler Instance](#) [get]

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

- ScrollScaler.cs

5.246 SeegerHelper Class Reference

Inheritance diagram for SeegerHelper:



Public Member Functions

- bool **Trigger** ()

Public Attributes

- bool **HasRing** = false
- GameObject **seegerRing**

Static Public Attributes

- static [SeegerHelper](#) instance

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

- SeegerHelper.cs

5.247 SerializableVector3 Struct Reference

Since unity doesn't flag the Vector3 as serializable, we need to create our own version. This one will automatically convert between Vector3 and [SerializableVector3](#)

Public Member Functions

- [SerializableVector3](#) (float rX, float rY, float rZ)
Constructor
- override string [ToString](#) ()
Returns a string representation of the object

Static Public Member Functions

- static implicit [operator Vector3](#) ([SerializableVector3](#) rValue)
Automatic conversion from [SerializableVector3](#) to [Vector3](#)
- static implicit [operator SerializableVector3](#) ([Vector3](#) rValue)
Automatic conversion from [Vector3](#) to [SerializableVector3](#)

Public Attributes

- float **x**
x component
- float **y**
y component
- float **z**
z component

5.247.1 Detailed Description

Since unity doesn't flag the Vector3 as serializable, we need to create our own version. This one will automatically convert between Vector3 and [SerializableVector3](#)

5.247.2 Constructor & Destructor Documentation

5.247.2.1 SerializableVector3()

```
SerializableVector3.SerializableVector3 (  
    float rX,  
    float rY,  
    float rZ )
```

Constructor

Parameters

<i>rX</i>	
<i>rY</i>	
<i>rZ</i>	

5.247.3 Member Function Documentation

5.247.3.1 operator SerializableVector3()

```
static implicit SerializableVector3.operator SerializableVector3 (  
    Vector3 rValue ) [static]
```

Automatic conversion from Vector3 to [SerializableVector3](#)

Parameters

<i>rValue</i>	
---------------	--

Returns

5.247.3.2 operator Vector3()

```
static implicit SerializableVector3.operator Vector3 (  
    SerializableVector3 rValue ) [static]
```

Automatic conversion from [SerializableVector3](#) to Vector3

Parameters

<i>rValue</i>	
---------------	--

Returns

5.247.3.3 ToString()

```
override string SerializableVector3.ToString ( )
```

Returns a string representation of the object

Returns

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

- SolvelK.cs

5.248 SerializableVector4 Struct Reference

Since unity doesn't flag the Vector4 as serializable, we need to create our own version. This one will automatically convert between Vector4 and [SerializableVector4](#)

Public Member Functions

- [SerializableVector4](#) (float rX, float rY, float rZ, float rW)
Constructor
- **SerializableVector4** (Vector3 v, float rW)
- override string [ToString](#) ()
Returns a string representation of the object
- Vector3 **AsVector3** ()

Static Public Member Functions

- static implicit [operator Vector4](#) ([SerializableVector4](#) rValue)
Automatic conversion from [SerializableVector4](#) to Vector4
- static implicit [operator SerializableVector4](#) (Vector4 rValue)
Automatic conversion from Vector4 to [SerializableVector4](#)

Public Attributes

- float **x**
x component
- float **y**
y component
- float **z**
z component
- float **w**
w component

5.248.1 Detailed Description

Since unity doesn't flag the Vector4 as serializable, we need to create our own version. This one will automatically convert between Vector4 and [SerializableVector4](#)

5.248.2 Constructor & Destructor Documentation

5.248.2.1 SerializableVector4()

```
SerializableVector4.SerializableVector4 (
    float rX,
    float rY,
    float rZ,
    float rW )
```

Constructor

Parameters

<i>rX</i>	
<i>rY</i>	
<i>rZ</i>	
<i>rW</i>	

5.248.3 Member Function Documentation

5.248.3.1 operator SerializableVector4()

```
static implicit SerializableVector4.operator SerializableVector4 (
    Vector4 rValue ) [static]
```

Automatic conversion from Vector4 to [SerializableVector4](#)

Parameters

<i>rValue</i>	
---------------	--

Returns

5.248.3.2 operator Vector4()

```
static implicit SerializableVector4.operator Vector4 (  
    SerializableVector4 rValue ) [static]
```

Automatic conversion from [SerializableVector4](#) to [Vector4](#)

Parameters

<i>rValue</i>	
---------------	--

Returns

5.248.3.3 ToString()

```
override string SerializableVector4.ToString ( )
```

Returns a string representation of the object

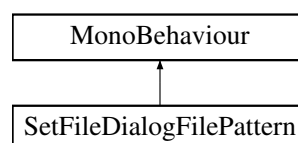
Returns

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

- SolvelK.cs

5.249 SetFileDialogFilePattern Class Reference

Inheritance diagram for SetFileDialogFilePattern:



Public Attributes

- pb_FileDialog **FileDialog**
- string **pattern** = "*"

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

- SetFileDialogFilePattern.cs

5.250 GLTFastInstantiator.Settings Class Reference

Public Attributes

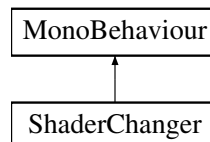
- bool **skinUpdateWhenOffscreen** = true

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

- GLTFastInstantiator.cs

5.251 ShaderChanger Class Reference

Inheritance diagram for ShaderChanger:



Static Public Member Functions

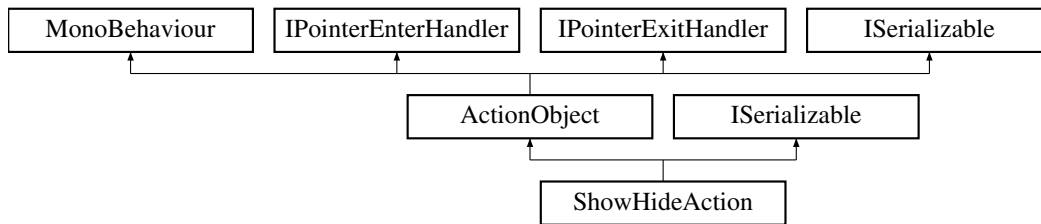
- static void **Change** (Material mat, string shaderName)
- static void **Change** (Material[] mats, string shaderName)
- static void **Change** (MeshRenderer[] mrs, string shaderName)

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

- ShaderChanger.cs

5.252 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

5.252.1 Member Function Documentation

5.252.1.1 Deactivate()

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

Reimplemented from [ActionObject](#).

5.252.1.2 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.252.1.3 Triggered()

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

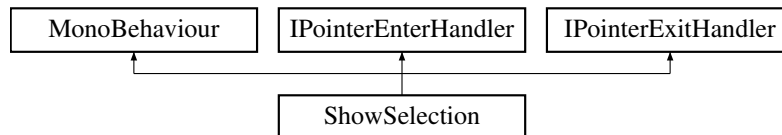
Reimplemented from [ActionObject](#).

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

- ShowHideAction.cs

5.253 ShowSelection Class Reference

Inheritance diagram for ShowSelection:



Public Member Functions

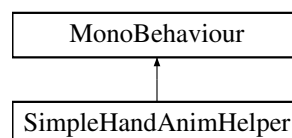
- void **OnPointerEnter** (PointerEventData eventData)
- void **OnPointerExit** (PointerEventData eventData)

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

- ShowSelection.cs

5.254 SimpleHandAnimHelper Class Reference

Inheritance diagram for SimpleHandAnimHelper:



Public Member Functions

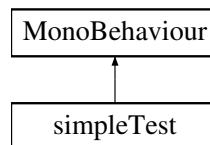
- void **SetAnimPinch** ()
- void **SetAnimFist** ()
- void **SetAnimIdle** ()
- void **SetScrewdriver** ()
- void **SetSeegerPlier** ()

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

- SimpleHandAnimHelper.cs

5.255 simpleTest Class Reference

Inheritance diagram for simpleTest:

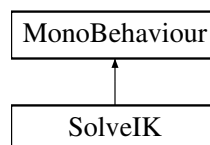


The documentation for this class was generated from the following file:

- simpleTest.cs

5.256 SolveIK Class Reference

Inheritance diagram for SolveIK:



Public Member Functions

- void **ToggleGripping** ()
- void **ResetSavedPositions** ()
- void **ResetStage** ()
- void **ReplaySavedPositions** ()
- void **SavePosition** ()
- void **SavePositionsToFile** ()
- void **RotateLeft** ()
- void **RotateRight** ()

Public Attributes

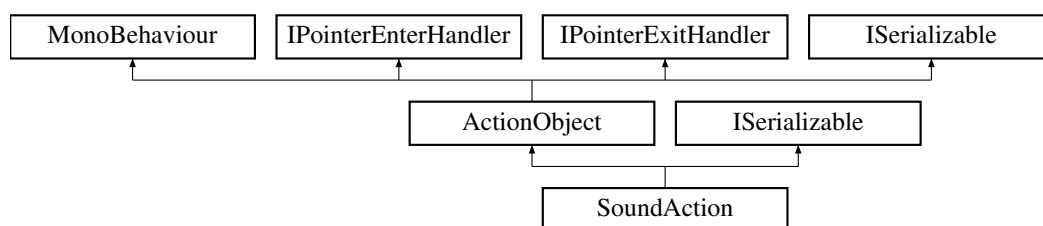
- SerialControllerBytes **serial**
- bool **UseController** = false
- bool **useIK** = true
- Vector3 **targetPosition**
- Vector3 **currentPosition**
- float **thetaBase** = 90f
- float **thetaShoulder** = 45f
- float **thetaElbow** = 100f
- GameObject[] **arms** = new GameObject[3]
- Transform **Parent**
- Transform **Floor**
- Transform **ZeroCoord**
- Transform **LiftLink**
- Transform **RearArm**
- Transform **FrontArm**
- Transform **GripperLink**
- Transform **Center**
- float **BASE_HGT** = 0.267f
- float **HUMERUS** = 0.124f
- float **ULNA** = 0.124f
- Interactable **interactable**
- SteamVR_Action_Boolean **gripButton**
- [AnimatorTrigger](#) **animTrigger**
- float **loseTrackingDistance** = 0.5f
- Vector3 **pickupOffset** = Vector3.zero
- float **A** = 0.0f
- float **B** = 0.0f
- Transform **RotationHelper**
- float **Rotation** = 0.0f

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

- SolvelK.cs

5.257 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

5.257.1 Member Function Documentation

5.257.1.1 Deactivate()

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

Reimplemented from [ActionObject](#).

5.257.1.2 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.257.1.3 Start()

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

Reimplemented from [ActionObject](#).

5.257.1.4 Triggered()

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

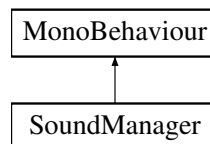
Reimplemented from [ActionObject](#).

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

- SoundAction.cs

5.258 SoundManager Class Reference

Inheritance diagram for SoundManager:



Public Member Functions

- void **PlaySuccessSound** ()
- void **PlayAirBlowSound** ()
- void **PlayElectricScrewdriverSound** ()
- void **PlayOverLoadSound** ()
- void **PlayAirDrillSound** ()
- void **StopSound** ()

Static Public Attributes

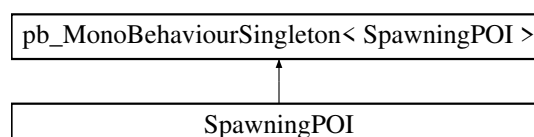
- static [SoundManager](#) instance

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

- SoundManager.cs

5.259 SpawningPOI Class Reference

Inheritance diagram for SpawningPOI:



Public Member Functions

- void **Spawn** ()

Public Attributes

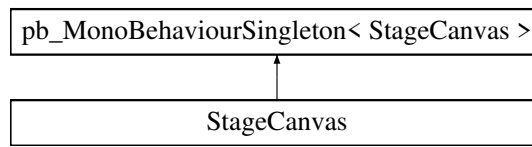
- bool **NextSpawnsPOI** = false
- Transform **SpawnParent**
- GameObject **POIPrefab**

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

- SpawningPOI.cs

5.260 StageCanvas Class Reference

Inheritance diagram for StageCanvas:



Public Member Functions

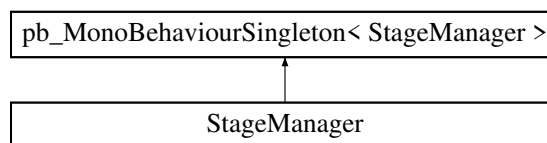
- void **OnDisable** ()

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

- StageCanvas.cs

5.261 StageManager Class Reference

Inheritance diagram for StageManager:



Public Member Functions

- delegate void **StageOnStageChanged** (int stage)
- void **AddPartToStage** (int stage)
- void **FinishCurrentStage** ()

Public Attributes

- int **CurrentStage** = 1

Properties

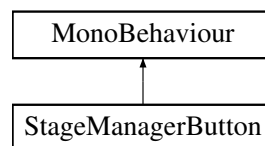
- StageOnStageChanged **OnStageChanged**

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

- StageManager.cs

5.262 StageManagerButton Class Reference

Inheritance diagram for StageManagerButton:



Public Member Functions

- void **StageManagerCanvasShowHide** ()

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

- StageManagerButton.cs

5.263 StatisticManager.StageStats Class Reference

Public Attributes

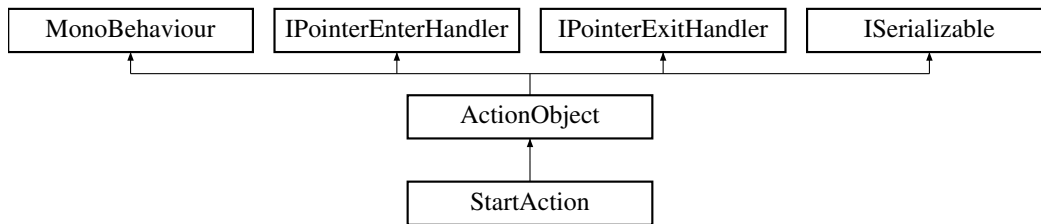
- string **stageName**
- List< float > **stageTimes** = new List<float>()
- uint **timesStarted**
- uint **completed**
- uint **failed**

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

- StatisticManager.cs

5.264 StartAction Class Reference

Inheritance diagram for StartAction:



Public Member Functions

- override void [Start](#) ()
- void **Play** ()
- void **ShowQualityConnections** ()
- void **HideQualityConnections** ()
- void **StartGood** ()
- void **StartBad** ()
- void **PositionResaver** ()
- **StartAction** (SerializationInfo info, StreamingContext context)

Additional Inherited Members

5.264.1 Member Function Documentation

5.264.1.1 Start()

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

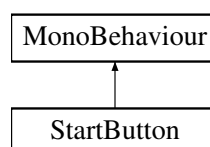
Reimplemented from [ActionObject](#).

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

- StartAction.cs

5.265 StartButton Class Reference

Inheritance diagram for StartButton:



Static Public Attributes

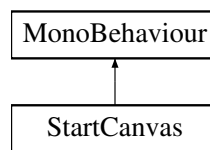
- static [StartButton](#) instance

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

- StartButton.cs

5.266 StartCanvas Class Reference

Inheritance diagram for StartCanvas:



Public Member Functions

- void **start** ()

Public Attributes

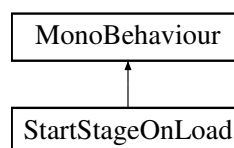
- UnityEvent **OnStart**
- Text **text**
- GameObject **canvas**

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

- StartCanvas.cs

5.267 StartStageOnLoad Class Reference

Inheritance diagram for StartStageOnLoad:



Public Attributes

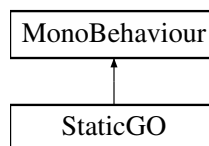
- string **levelName**
- string **stageJson**
- string **lastLevelName**
- List< string > **filesToLoad**

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

- StartStageOnLoad.cs

5.268 StaticGO Class Reference

Inheritance diagram for StaticGO:

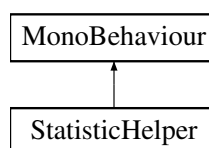


The documentation for this class was generated from the following file:

- StaticGO.cs

5.269 StatisticHelper Class Reference

Inheritance diagram for StatisticHelper:



Public Attributes

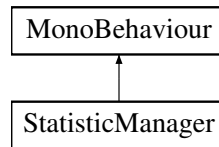
- GameObject **newRow**

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

- StatisticHelper.cs

5.270 **StatisticManager** Class Reference

Inheritance diagram for StatisticManager:



Classes

- class [QuizStat](#)
- class [StageStats](#)

Public Member Functions

- void **FinishedStage** (string stage, float time, bool success)
- void **QuizAnswered** (string quiz, float time, bool success)

Public Attributes

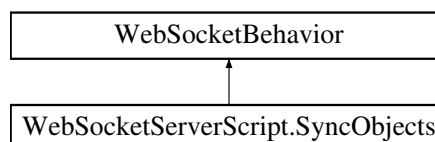
- [StatisticManager](#) instance

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

- StatisticManager.cs

5.271 **WebSocketServerScript.SyncObjects** Class Reference

Inheritance diagram for WebSocketServerScript.SyncObjects:



Protected Member Functions

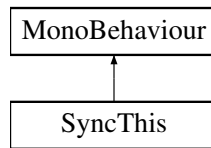
- override void **OnMessage** (MessageEventArgs e)
- override void **OnClose** (CloseEventArgs e)

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

- WebSocketServerScript.cs

5.272 SyncThis Class Reference

Inheritance diagram for SyncThis:

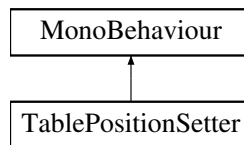


The documentation for this class was generated from the following file:

- SyncThis.cs

5.273 TablePositionSetter Class Reference

Inheritance diagram for TablePositionSetter:



Public Attributes

- `GameObject[]` **hide**
- `Transform` **irisVisual**
- `Transform` **quizPanel**
- `Toggle` **visualToggle**
- `GameObject` **startButton**
- `GameObject` **replayPoi**
- `bool` **useGlobalIRISettings** = false

Static Public Attributes

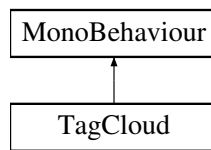
- static `TablePositionSetter` **instance**

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

- TablePositionSetter.cs

5.274 TagCloud Class Reference

Inheritance diagram for TagCloud:



Public Member Functions

- void **Save** ()
- bool **SearchHelp** (string value)
- void **Load** ()
- void **TryLoad** ()

Public Attributes

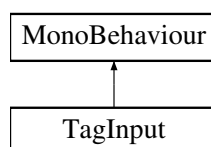
- List< string > **tags** = new List<string>()
- string **filePath**

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

- TagCloud.cs

5.275 TagInput Class Reference

Inheritance diagram for TagInput:



Public Member Functions

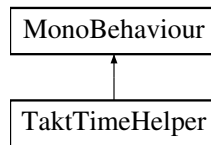
- void **OnEndEdit** (string value)

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

- TagInput.cs

5.276 TaktTimeHelper Class Reference

Inheritance diagram for TaktTimeHelper:



Public Member Functions

- void **deleteAllRow** ()

Public Attributes

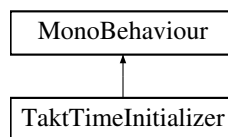
- Text **actionName**
- GameObject **TaktTimeWindow**
- Text **takt**
- Text **spent**
- [ActionObject](#) **actionObject**

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

- TaktTimeHelper.cs

5.277 TaktTimeInitializer Class Reference

Inheritance diagram for TaktTimeInitializer:



Public Member Functions

- void **ShowTaktTimeWindow** ()

Properties

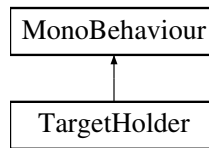
- static [TaktTimeInitializer](#) **Instance** [get]

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

- TaktTimeInitializer.cs

5.278 TargetHolder Class Reference

Inheritance diagram for TargetHolder:



Public Attributes

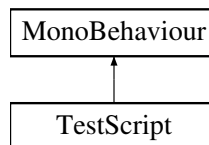
- int **targetIndex** = 0

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

- TargetHolder.cs

5.279 TestScript Class Reference

Inheritance diagram for TestScript:



Classes

- struct [RECT](#)

Public Member Functions

- Texture2D **DeCompress** (Texture2D source)
- static bool **GetWindowRect** (IntPtr hwnd, out [RECT](#) lpRect)

Static Public Member Functions

- static Bitmap **CaptureRegion** (Rectangle region)
- static Bitmap **CaptureWindow** (IntPtr hWnd)

Public Attributes

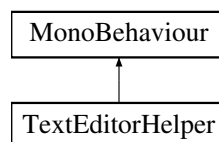
- Transform **fromRot**
- Transform **toRot**
- Texture2D **toPng**
- GameObject **hand**
- GameObject **from**
- GameObject **to**
- GameObject **moveItem**

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

- TestScript.cs

5.280 TextEditorHelper Class Reference

Inheritance diagram for TextEditorHelper:



Public Member Functions

- void **BUTTON_Bold** ()
- void **BUTTON_Italic** ()
- void **BUTTON_Underline** ()
- void **SetTextColor** ()
- void **SetBGColor** ()

Public Attributes

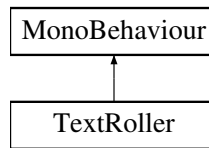
- TMPro.TMP_InputField **inField**
- Image **TextColor**
- Image **TextColorBGHelper**
- Image **BackgroundColor**
- ColorPicker **colorPicker**
- ColorPicker **colorPickerBG**

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

- TextEditorHelper.cs

5.281 TextRoller Class Reference

Inheritance diagram for TextRoller:

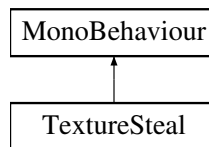


The documentation for this class was generated from the following file:

- TextRoller.cs

5.282 TextureSteal Class Reference

Inheritance diagram for TextureSteal:



Public Attributes

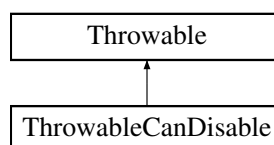
- string **exportTo** = "D:\\teszt.png"

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

- TextureSteal.cs

5.283 ThrowableCanDisable Class Reference

Inheritance diagram for ThrowableCanDisable:



Public Member Functions

- bool **IsAttachedToHand** ()
- bool **IsSmall** ()
- bool **IsThin** ()
- void **ResetPosition** (bool silent=false)
- void **ForceHoverBegin** ()
- void **ForceHoverEnd** ()
- Hand **GetHand** ()
- void **ForceDrop** ()
- void **ForceDrop** (bool returnToStart=false)
- void **ForceAttach** ()
- void **ForcePickup** ()
- void **ForcePickupLeft** ()

Public Attributes

- Transform **attachmentOffsetLeft**
- float **delayEventSeconds** = 1.0f
- UnityEvent **DelayedOnPickUp**
- bool **autoDisableEnableOnDrop** = false
- SteamVR_Action_Boolean **forceDropWithController**
- float **pickedUpTime** = 0.0f
- Vector3 **handRotate**
- Vector3 **localOffset** = Vector3.zero

Protected Member Functions

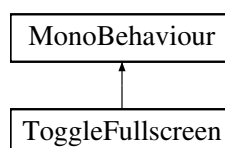
- override void **Awake** ()
- void **Start** ()
- override void **OnAttachedToHand** (Hand hand)
- override void **OnHandHoverBegin** (Hand hand)
- override void **OnHandHoverEnd** (Hand hand)
- override void **HandHoverUpdate** (Hand hand)

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

- ThrowableCanDisable.cs

5.284 ToggleFullscreen Class Reference

Inheritance diagram for ToggleFullscreen:



Public Member Functions

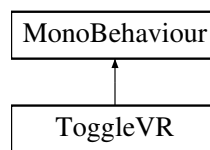
- void **Toggle** ()

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

- ToggleFullscreen.cs

5.285 ToggleVR Class Reference

Inheritance diagram for ToggleVR:



Public Member Functions

- void **Toggle** ()
- void **DisableVR** ()
- void **EnableVR** ()

Public Attributes

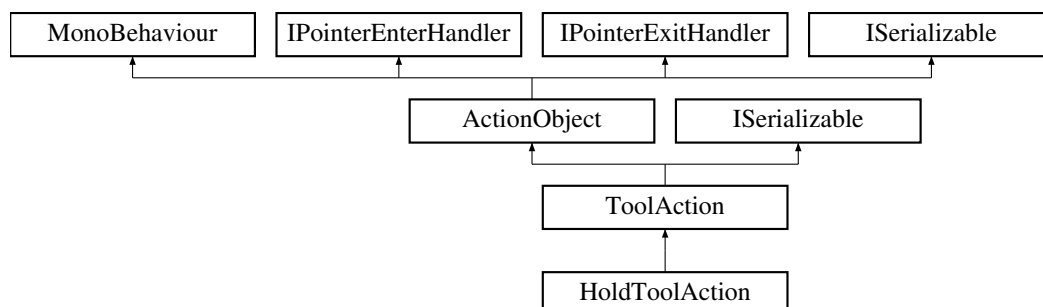
- bool **AutoToggle** = false

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

- ToggleVR.cs

5.286 ToolAction Class Reference

Inheritance diagram for ToolAction:



Public Member Functions

- override void [Start](#) ()
- override void [OnPointerEnter](#) (PointerEventData eventData)
- override void [OnPointerExit](#) (PointerEventData eventData)
- void [SetToOriginalPos](#) ()
- void [SetSecondGoButton](#) ()
- void [SetToolPosition](#) ()
- void [SelectedCustomTool](#) (GameObject tool)
- void [onTaktTimeChanged](#) (string value)
- void [NmInputEnded](#) (string input)
- void [OnSelectionChanged](#) (int value)
- override void [Triggered](#) (string id)
- IEnumerator [HideTCD](#) ()
- IEnumerator [SetGameObjectJob](#) (string hash)
- GameObject [GetGameObject](#) ()
- void [SetGameObject](#) (string hash)
- new void [RefreshTargetDisplay](#) ()
- override 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](#)
- InputField [taktTimeInput](#)
- string [selectedHash](#) = ""
- string [customToolHash](#) = ""
- string [secondGoHash](#) = ""
- Material [highlightMaterial](#)
- Material [highlightToolMaterial](#)
- Material [origHighlightToolMaterial](#)
- bool [hasTwoObjects](#) = false

Protected Member Functions

- bool [InGoodPos](#) (Transform t)
- bool [InGoodRot](#) (Transform t)
- IEnumerator [ShowSecondGOHighLight](#) (Vector3 pos, Vector3 rot)
- IEnumerator [ShowSecondGOHighLightTarget](#) ()
- void [TriggerNext](#) ()

Protected Attributes

- GameObject **screwdriver**
- GameObject **scanner**
- GameObject **wrench**
- GameObject **smolwrench**
- GameObject **seeger_plier**
- GameObject **filctoll**
- GameObject **brush**
- GameObject **hammer**
- GameObject **digitalTorqueWrench**
- GameObject **levegospisztoly**
- GameObject **selectedGO**
- GameObject **secondGO**

5.286.1 Member Function Documentation

5.286.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.286.1.2 OnPointerEnter()

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

Reimplemented from [ActionObject](#).

5.286.1.3 OnPointerExit()

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

Reimplemented from [ActionObject](#).

5.286.1.4 Start()

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

Reimplemented from [ActionObject](#).

5.286.1.5 Triggered()

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

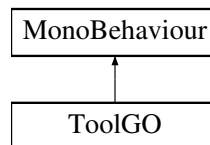
Reimplemented from [ActionObject](#).

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

- ToolAction.cs

5.287 ToolGO Class Reference

Inheritance diagram for ToolGO:



Public Attributes

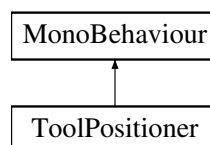
- GameObject **blue**

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

- ToolGO.cs

5.288 ToolPositioner Class Reference

Inheritance diagram for ToolPositioner:



Public Member Functions

- void **hideAllTool** ()
- bool **IsTool** (GameObject tool)
- void **EditToolPositions** ()
- GameObject **GetToolByName** (string tool)
- GameObject **GetToolBlue** (GameObject tool)
- GameObject **GetGenericTool** (string toolHash)

Public Attributes

- GameObject[] **tools**
- Material **RimLight**
- Transform **ToolParent**

Static Public Attributes

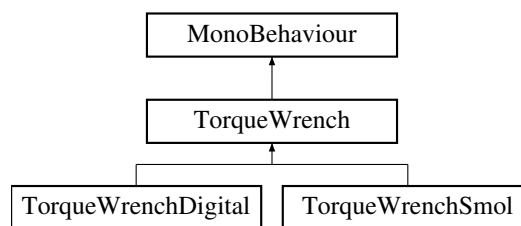
- static [ToolPositioner](#) **instance**

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

- ToolPositioner.cs

5.289 TorqueWrench Class Reference

Inheritance diagram for TorqueWrench:



Public Member Functions

- void **Start** ()
- void **AttachSocket** (GameObject socket)
- void **StartMoving** ()
- void **StartMoving** (GameObject hand)
DEPRECATED
- void **StopMoving** ()

Static Public Member Functions

- static Vector3 **ConvertQuant2Euler** (Quaternion quaternion)

Public Attributes

- GameObject **helper**
- GameObject **helper2**
- Vector3 **helper2Axis** = Vector3.forward
- GameObject **FollowObject**
- float **neededScrewInAngle** = 360f
- bool **isInUse** = false
- UnityEvent **screwedIn** = new UnityEvent()

Static Public Attributes

- static [TorqueWrench](#) **instance**

5.289.1 Member Function Documentation

5.289.1.1 StartMoving()

```
void TorqueWrench.StartMoving (
    GameObject hand )
```

DEPRECATED

Parameters

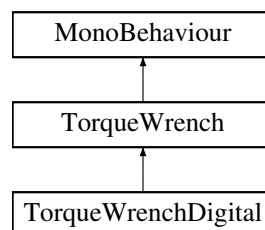
<i>hand</i>	
-------------	--

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

- TorqueWrench.cs

5.290 TorqueWrenchDigital Class Reference

Inheritance diagram for TorqueWrenchDigital:



Public Member Functions

- void **SetTorque** (int Nm)

Public Attributes

- Transform **lookat**
- Text **displayText**

Static Public Attributes

- static [TorqueWrenchDigital](#) **instance**

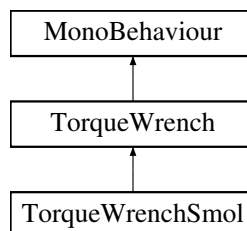
Additional Inherited Members

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

- TorqueWrenchDigital.cs

5.291 TorqueWrenchSmol Class Reference

Inheritance diagram for TorqueWrenchSmol:



Static Public Attributes

- static [TorqueWrenchSmol](#) **instance**

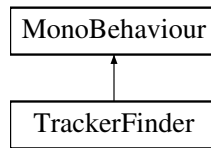
Additional Inherited Members

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

- TorqueWrenchSmol.cs

5.292 TrackerFinder Class Reference

Inheritance diagram for TrackerFinder:

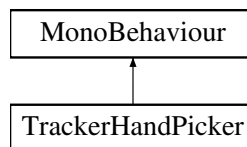


The documentation for this class was generated from the following file:

- TrackerFinder.cs

5.293 TrackerHandPicker Class Reference

Inheritance diagram for TrackerHandPicker:



Public Attributes

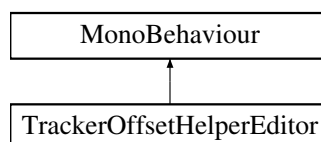
- GameObject **selector**
- GameObject **hudCanvas**
- Image **HandLoader**
- UnityEvent **onSelected**

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

- TrackerHandPicker.cs

5.294 TrackerOffsetHelperEditor Class Reference

Inheritance diagram for TrackerOffsetHelperEditor:

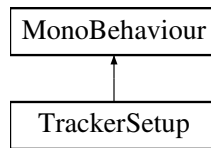


The documentation for this class was generated from the following file:

- TrackerOffsetHelperEditor.cs

5.295 TrackerSetup Class Reference

Inheritance diagram for TrackerSetup:



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

- TrackerSetup.cs

5.296 UserManager.Training Struct Reference

Public Attributes

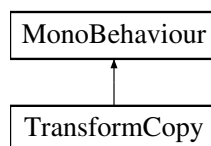
- int **Type**
- string **Username**
- string **Name**
- DateTime **Date**
- float **Time**
- bool **Success**
- List< [VRAction](#) > **Actions**
- List< [Quiz](#) > **Quizzes**

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

- UserManager.cs

5.297 TransformCopy Class Reference

Inheritance diagram for TransformCopy:



Public Member Functions

- void **Copy** (Transform value)
- void **Paste** (Transform pasteTo)

Static Public Attributes

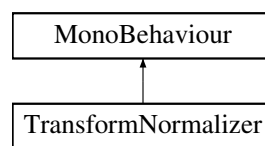
- static [TransformCopy](#) instance

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

- TransformCopy.cs

5.298 TransformNormalizer Class Reference

Inheritance diagram for TransformNormalizer:



Public Attributes

- float **gizmoSize** = 0.1f
- Vector2 **limitX**
- Vector2 **limitY**
- Vector2 **limitZ**

Properties

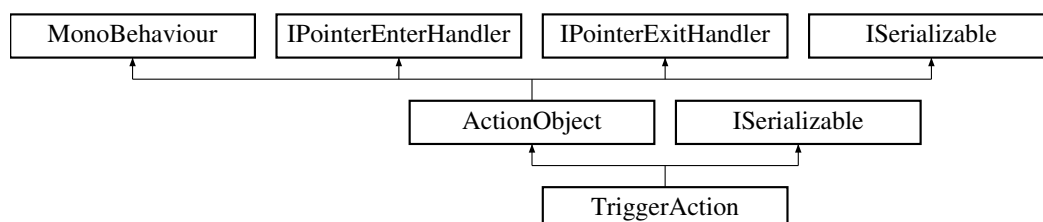
- Vector3 **normalEulerAngles** [get]
- Vector3 **normalLocalEulerAngles** [get]
- Vector3 **localEulerAngles** [get, set]

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

- TransformNormalizer.cs

5.299 TriggerAction Class Reference

Inheritance diagram for TriggerAction:



Public Member Functions

- override void [Start](#) ()
- new void **Update** ()
- 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

5.299.1 Member Function Documentation

5.299.1.1 Deactivate()

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

Reimplemented from [ActionObject](#).

5.299.1.2 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.299.1.3 OnPointerEnter()

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

Reimplemented from [ActionObject](#).

5.299.1.4 OnPointerExit()

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

Reimplemented from [ActionObject](#).

5.299.1.5 Remove()

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

Reimplemented from [ActionObject](#).

5.299.1.6 Start()

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

Reimplemented from [ActionObject](#).

5.299.1.7 Triggered()

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

PROMO

Reimplemented from [ActionObject](#).

5.299.1.8 TriggerNow()

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

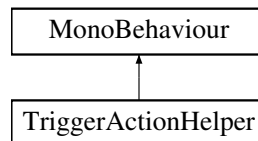
PROMO

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

- [TriggerAction.cs](#)

5.300 TriggerActionHelper Class Reference

Inheritance diagram for TriggerActionHelper:



Public Member Functions

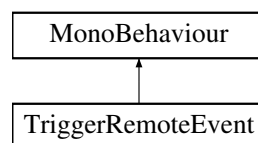
- void **SetTAParent** ([TriggerAction](#) ta)

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

- [TriggerActionHelper.cs](#)

5.301 TriggerRemoteEvent Class Reference

Inheritance diagram for TriggerRemoteEvent:

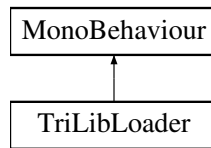


The documentation for this class was generated from the following file:

- [TriggerRemoteEvent.cs](#)

5.302 TriLibLoader Class Reference

Inheritance diagram for TriLibLoader:



Public Member Functions

- void **LoadModel** ()

Public Attributes

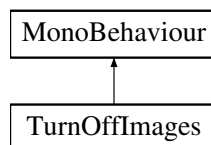
- GameObject **loadedModel**

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

- TriLibLoader.cs

5.303 TurnOffImages Class Reference

Inheritance diagram for TurnOffImages:



Public Member Functions

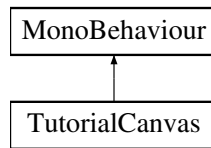
- void **TurnOff** ()

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

- TurnOffImages.cs

5.304 TutorialCanvas Class Reference

Inheritance diagram for TutorialCanvas:



Public Member Functions

- void **start** ()

Public Attributes

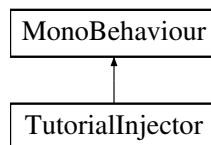
- UnityEvent **OnStart**
- Text **text**
- GameObject **canvas**

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

- TutorialCanvas.cs

5.305 TutorialInjector Class Reference

Inheritance diagram for TutorialInjector:



Public Attributes

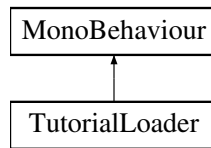
- AudioClip **ac**

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

- TutorialInjector.cs

5.306 TutorialLoader Class Reference

Inheritance diagram for TutorialLoader:



Public Member Functions

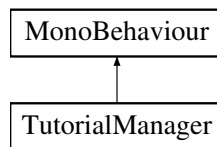
- void **LoadTutorial** ()

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

- TutorialLoader.cs

5.307 TutorialManager Class Reference

Inheritance diagram for TutorialManager:



Public Attributes

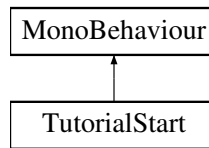
- GameObject **player**
- GameObject **cube**
- GameObject **Table**
- GameObject **clone**
- GameObject **target**
- Material **highlightMaterial**
- Material **originalHighlight**

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

- TutorialManager.cs

5.308 TutorialStart Class Reference

Inheritance diagram for TutorialStart:



Public Member Functions

- void **SpeakIfSelected** ()

Public Attributes

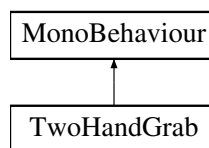
- GameObject **selector**
- GameObject **hudCanvas**
- Image **HandLoader**
- UnityEvent **onSelected**
- string **text**

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

- TutorialStart.cs

5.309 TwoHandGrab Class Reference

Inheritance diagram for TwoHandGrab:



Public Member Functions

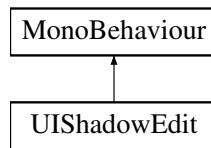
- void **detachGO** ()

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

- TwoHandGrab.cs

5.310 UShadowEdit Class Reference

Inheritance diagram for UShadowEdit:



Public Member Functions

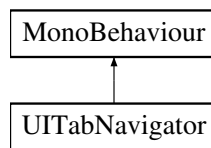
- void **SetShadowEffect** (string value)
- void **ToggleShadow** ()

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

- UShadowEdit.cs

5.311 UITabNavigator Class Reference

Inheritance diagram for UITabNavigator:



Public Member Functions

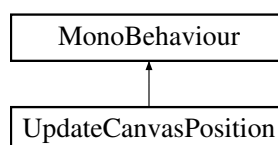
- void **SortSelectables** ()
Iterates through all selectables in scene and orders them based on their position.

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

- UITabNavigator.cs

5.312 UpdateCanvasPosition Class Reference

Inheritance diagram for UpdateCanvasPosition:



Public Attributes

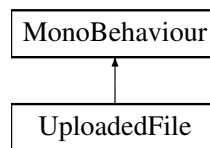
- Camera **followMe**

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

- UpdateCanvasPosition.cs

5.313 UploadedFile Class Reference

Inheritance diagram for UploadedFile:



Public Attributes

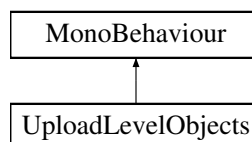
- byte[] **modelData**
- string **fileName**
- bool **global**

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

- UploadedFile.cs

5.314 UploadLevelObjects Class Reference

Inheritance diagram for UploadLevelObjects:



Public Member Functions

- void **QueueDelete** (string fileName)
- IEnumerator **UploadAllFiles** ()

Public Attributes

- UnityEvent **onUploaded** = new UnityEvent()

Static Public Attributes

- static [UploadLevelObjects](#) instance

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

- UploadLevelObjects.cs

5.315 UserManager.User Struct Reference

Public Attributes

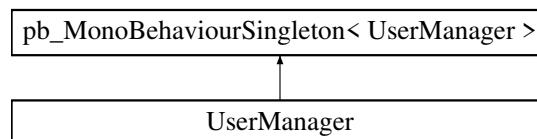
- string **Username**
- string **PasswordHash**
- UserType **Access**
- List< [Training](#) > **trainings**
- List< [AddedTrainings](#) > **addedTrainings**

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

- UserManager.cs

5.316 UserManager Class Reference

Inheritance diagram for UserManager:



Classes

- struct [AddedTrainings](#)
- struct [CourseModuleType](#)
- struct [Quiz](#)
- struct [Training](#)
- struct [User](#)
- struct [VRAction](#)
- struct [WSAction](#)
- struct [WSActions](#)
- struct [WSGroup](#)
- struct [WSLogin](#)
- struct [WSUser](#)
- struct [WSUsers](#)

Public Types

- enum **UserType** : int { **Admin** = 1 , **Maintainer** , **User** }

Public Member Functions

- void **DeleteSelectedUsers** ()
- void **DeleteSelectedTraining** ()
- void **AfterSuccessfulLicenseCheck** ()
- bool **CheckLicense** (byte[] lic)
- void **OnPwEndEdit** ()
- void **Login** ()
- void **Logout** ()
- void **TryAddUser** ()
- void **UpdateUser** ([User](#) value)
- void **CancelUserInput** ()
- [User](#) **GetUserByName** (string username)
- void **SetTutorial** (bool value)
- void **SetEditor** (bool value)
- void **SetMode** (int value)

Public Attributes

- bool **useLicensing** = true
- bool **useNetworkManager** = true
- bool **useAutoLogin** = true
- bool **useAutoCourseLoad** = true
- [InputField](#) **inputHwid**
- [GameObject](#) **licenseWindow**
- [GameObject](#) **addUserWindow**
- [InputField](#) **inputUsername**
- [InputField](#) **inputPW**
- [InputField](#) **inputPW2**
- [Dropdown](#) **dropdownUserType**
- [GameObject](#) **cancelButton**
- [InputField](#) **loginUsername**
- [InputField](#) **loginPW**
- [GameObject](#) **loginWindow**
- [InputField](#) **qrField**
- [Dropdown](#) **dropdownCourseType**
- [pb_FileDialog](#) **fileDialog**
- [GameObject](#) **mainMenuWindow**
- [GameObject](#) **accessDenied**
- [GameObject](#) **newCourseWindow**
- [GameObject](#) **flags**
- [RectTransform](#) **scrollViewContent**
- [GameObject](#) **userListPrefab**
- [RectTransform](#) **scrollViewContentCurse**
- [GameObject](#) **curseListPrefab**
- [UnityEvent](#) **OnLicenseNotFound**
- [UnityEvent](#) **OnUserDatabaseNotFound**
- [UnityEvent](#) **OnInvalidLicense**
- [UnityEvent](#) **OnLoginSuccessful**

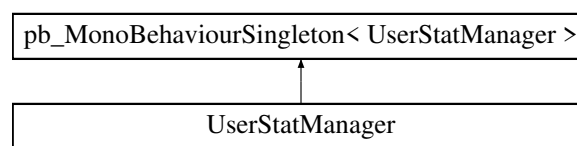
- UnityEvent **OnLimitedUserLogin**
- UnityEvent **OnMaintainerLogin**
- UnityEvent **OnNetworkLogin**
- UnityEvent **OnLogout**

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

- UserManager.cs

5.317 UserStatManager Class Reference

Inheritance diagram for UserStatManager:



Classes

- class **Collector**

Public Member Functions

- void **Start** ()
- void **ClearUserStats** ()
- void **ShowStats** ([UserManager.User](#) user, string trainingName)
- void **GetStats** ([UserManager.User](#) user, out IEnumerable< float > notzerotimes, out IEnumerable< float > notzerotimesAll, out List< float > recognitionList, out List< float > timeSpendList, out List< float > penaltyList)

Public Attributes

- GameObject **TrainingPrefab**
- GameObject **QuizPrefab**
- GameObject **empty**
- GameObject **statusWindow**
- Transform **contentParent**

Properties

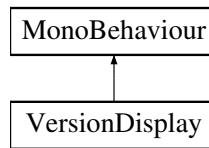
- static [UserStatManager](#) **Instance** [get]

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

- UserStatManager.cs

5.318 VersionDisplay Class Reference

Inheritance diagram for VersionDisplay:

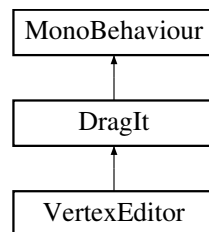


The documentation for this class was generated from the following file:

- VersionDisplay.cs

5.319 VertexEditor Class Reference

Inheritance diagram for VertexEditor:



Public Member Functions

- void [AddVertexIndex](#) (int index)
Adds an VertexIndex

Additional Inherited Members

5.319.1 Member Function Documentation

5.319.1.1 AddVertexIndex()

```
void VertexEditor.AddVertexIndex (  
    int index )
```

Adds an VertexIndex

Parameters

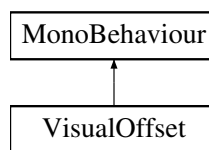
<i>index</i>	The index of vertex
--------------	---------------------

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

- VertexEditor.cs

5.320 VisualOffset Class Reference

Inheritance diagram for VisualOffset:

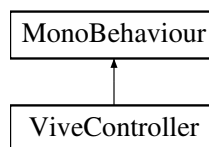


The documentation for this class was generated from the following file:

- VisualOffset.cs

5.321 ViveController Class Reference

Inheritance diagram for ViveController:



Public Member Functions

- void **OnCollisionEnter** (Collision collision)

Public Attributes

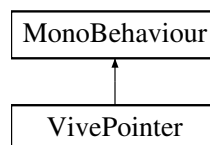
- GameObject **StageManagerCanvas**
- GameObject **StageManagerWindow**
- GameObject **Player**
- GameObject **HandMenu**
- GameObject **ModelBrowser**
- GameObject **Content**
- GameObject **ScrollContent**
- GameObject **LineLeft**
- GameObject **LineRight**
- [Controller](#) **Controller**
- SteamVR_Action_Boolean **gripButton**
- SteamVR_Action_Boolean **grabGripAction** = SteamVR_Input.GetAction<SteamVR_Action_Boolean>("Grab←Grip")
- GameObject **LeftHandModelMask**
- GameObject **RightHandModelMask**
- GameObject **RightController**
- GameObject **LeftController**
- [VivePointer](#) **vivePointer**
- [VivePointer](#) **vivePointerLeft**
- GameObject **CanvasSelector**
- pb_StageManagerButton **StgBtn**
- bool **twoHandGrab** = false

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

- ViveController.cs

5.322 VivePointer Class Reference

Inheritance diagram for VivePointer:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

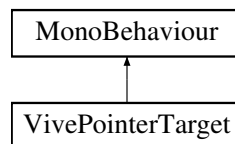
- LineRenderer **line**
- float **maxDistance**
- LayerMask **mask**
- UnityAction< Vector3, bool > **OnPointerUpdate** = null
- EventSystem **eventSystem** = null
- float **defaultLength** = 3.0f
- StandaloneInputModule **inputModule** = null
- [ReticleVive](#) **reticleVive**
- GameObject **RawImage**

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

- VivePointer.cs

5.323 VivePointerTarget Class Reference

Inheritance diagram for VivePointerTarget:



Public Member Functions

- void **OnPointerClick** ()

Public Attributes

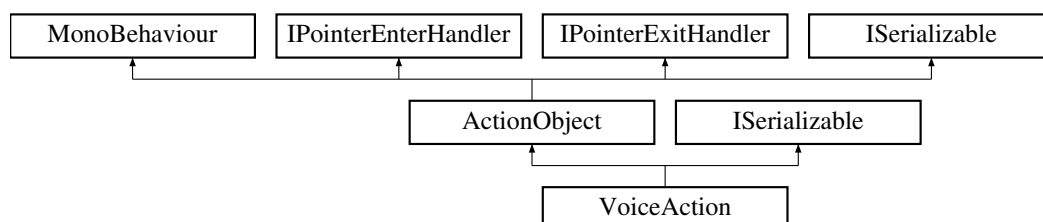
- UnityEvent **onPointerClick**

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

- VivePointerTarget.cs

5.324 VoiceAction Class Reference

Inheritance diagram for VoiceAction:



Public Attributes

- Dropdown **selector**
- InputField **inputField**

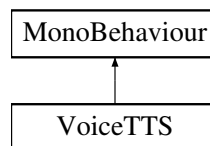
Additional Inherited Members

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

- VoiceAction.cs

5.325 VoiceTTS Class Reference

Inheritance diagram for VoiceTTS:



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

- VoiceTTS.cs

5.326 UserManager.VRAction Struct Reference

Public Attributes

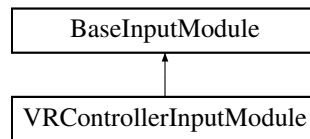
- float **timeSpent**
- float **timeRecognition**
- string **actionType**
- float **penaltyTime**
- string **actionName**
- float **taktTime**

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

- UserManager.cs

5.327 VRControllerInputModule Class Reference

Inheritance diagram for VRControllerInputModule:



Public Member Functions

- override void **Process** ()

Public Attributes

- Camera **uiCamera**
- float **dragThreshold** = 0.1f
- SteamVR_Action_Boolean **uiInteractAction** = SteamVR_Input.GetAction<SteamVR_Action_Boolean>("Interact←UI")
- UnityEngine.UI.Text **uiDebugText**

Protected Member Functions

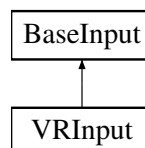
- override void **Start** ()

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

- VRControllerInputModule.cs

5.328 VRInput Class Reference

Inheritance diagram for VRInput:



Public Member Functions

- override bool **GetMouseButton** (int button)
- override bool **GetMouseButtonDown** (int button)
- override bool **GetMouseButtonUp** (int button)

Public Attributes

- Camera **eventCamera** = null
- SteamVR_Action_Boolean **clickButton** = SteamVR_Input.GetAction<SteamVR_Action_Boolean>("Interact↔UI")

Protected Member Functions

- override void **Awake** ()

Properties

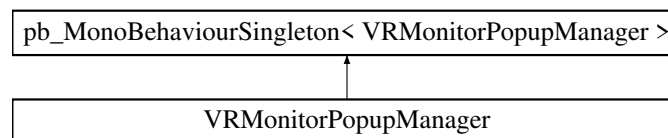
- override Vector2 **mousePosition** [get]

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

- VRInput.cs

5.329 VRMonitorPopupManager Class Reference

Inheritance diagram for VRMonitorPopupManager:



Public Member Functions

- void **TriggerCallback** (Collider other)
- void **ChangeMonitorText** (string value)
- void **ChangeMonitorImage** (Sprite value)
- void **ChangeMonitorVideo** (VideoClip value)

Public Attributes

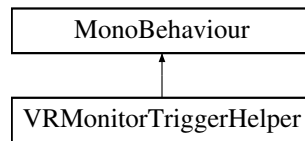
- VideoPlayer **vp**
- Image **image**
- Text **text**
- UnityEvent **onMonitorClicked**

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

- VRMonitorPopupManager.cs

5.330 VRMonitorTriggerHelper Class Reference

Inheritance diagram for VRMonitorTriggerHelper:

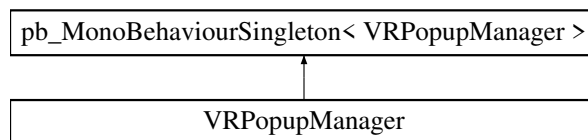


The documentation for this class was generated from the following file:

- VRMonitorTriggerHelper.cs

5.331 VRPopupManager Class Reference

Inheritance diagram for VRPopupManager:



Public Member Functions

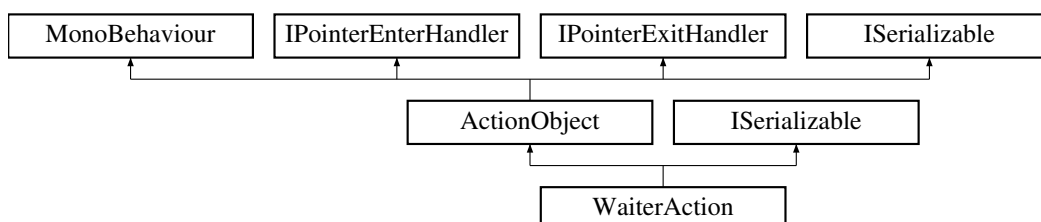
- void **ShowPopup** ()
- void **HideAfter** (float seconds)
- void **HidePopup** ()
- void **SetText** (string value)

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

- VRPopupManager.cs

5.332 WaiterAction Class Reference

Inheritance diagram for WaiterAction:



Public Member Functions

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

Public Attributes

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

Additional Inherited Members

5.332.1 Member Function Documentation

5.332.1.1 GetObjectData()

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

Reimplemented from [ActionObject](#).

5.332.1.2 Reset()

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

Reimplemented from [ActionObject](#).

5.332.1.3 Start()

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

Reimplemented from [ActionObject](#).

5.332.1.4 Triggered()

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

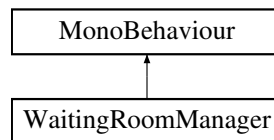
Reimplemented from [ActionObject](#).

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

- WaiterAction.cs

5.333 WaitingRoomManager Class Reference

Inheritance diagram for WaitingRoomManager:



Public Member Functions

- void **Start** ()
- void **StartSelected** ()
- void **SelectCourse** (int index)
- void **OnPreviousPage** ()
- void **OnNextPage** ()

Public Attributes

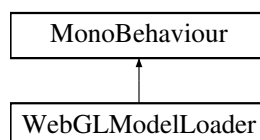
- `GameObject[]` **pageswitchers**
- `UnityEngine.UI.Text` **pageNumber**
- `UnityEngine.UI.Text[]` **buttonTexts**

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

- WaitingRoomManager.cs

5.334 WebGLModelLoader Class Reference

Inheritance diagram for WebGLModelLoader:



Public Attributes

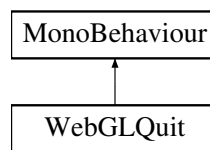
- bool **modelEditor** = false

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

- WebGLModelLoader.cs

5.335 WebGLQuit Class Reference

Inheritance diagram for WebGLQuit:



Public Member Functions

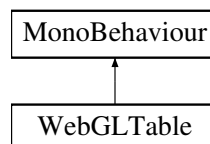
- void **Quit** ()

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

- WebGLQuit.cs

5.336 WebGLTable Class Reference

Inheritance diagram for WebGLTable:

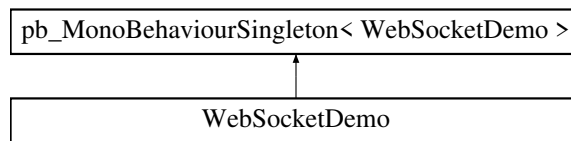


The documentation for this class was generated from the following file:

- WebGLTable.cs

5.337 WebSocketDemo Class Reference

Inheritance diagram for WebSocketDemo:



Public Member Functions

- void **FillSyncList** ()
- void **ClearSyncList** ()

Public Attributes

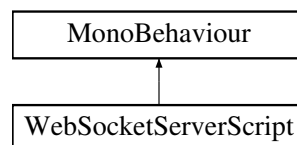
- string **hostIP** = "127.0.0.1"
- ushort **Port** = 5656
- List< GameObject > **syncObjects** = new List<GameObject>()

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

- `WebSocketDemo.cs`

5.338 WebSocketServerScript Class Reference

Inheritance diagram for WebSocketServerScript:



Classes

- class [SyncObjects](#)

Public Attributes

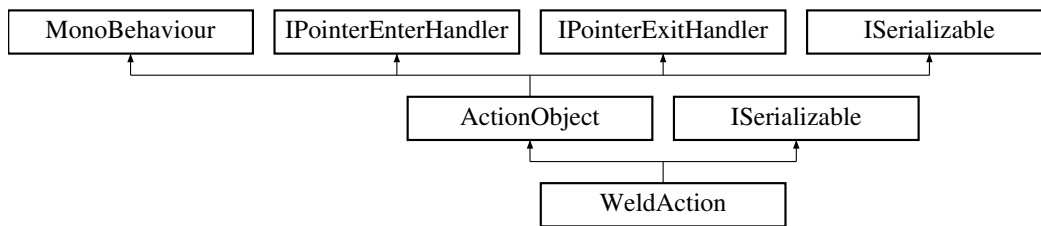
- ushort **Port** = 5656

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

- `WebSocketServerScript.cs`

5.339 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

5.339.1 Member Function Documentation

5.339.1.1 Start()

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

Reimplemented from [ActionObject](#).

5.339.1.2 Triggered()

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

Reimplemented from [ActionObject](#).

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

- [WeldAction.cs](#)

5.340 UserManager.WSAction Struct Reference

Public Attributes

- string **actionComment**
- float **tactTimeTarget**
- float **tactTimeCurrent**

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

- UserManager.cs

5.341 UserManager.WSActions Struct Reference

Public Member Functions

- void **setsCourseID** (int x)
- string **ActionsToArray** ()

Public Attributes

- int **courseId**
- int **userId**
- List< [WSAction](#) > **savedActions**

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

- UserManager.cs

5.342 NetworkManager.WSCourse Struct Reference

Public Attributes

- int **id**
- string **name**
- string **description**
- string **data**
- float **dataSize**
- int **finishedStudentNumber**
- int **requiredStudentNumber**
- bool **isQuality**
- string **created**
- string **modified**
- [WSFile](#)[] **files**
- int **type**

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

- NetworkManager.cs

5.343 NetworkManager.WSCourses Struct Reference

Public Attributes

- [WSCourse\[\]](#) **courses**

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

- NetworkManager.cs

5.344 NetworkManager.WSFile Struct Reference

Public Member Functions

- string **GetFileName** ()
- override bool **Equals** (object obj)
- override string **ToString** ()

Static Public Member Functions

- static bool **operator==** ([WSFile](#) a, [WSFile](#) b)
- static bool **operator!=** ([WSFile](#) a, [WSFile](#) b)
- static bool **operator>** ([WSFile](#) a, [WSFile](#) b)
- static bool **operator<** ([WSFile](#) a, [WSFile](#) b)

Public Attributes

- int **id**
- string **fileName**
- string **fileSavedName**
- string **fileSavedURL**
- bool **global**
- bool **connected**
- string **created**
- string **modified**

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

- NetworkManager.cs

5.345 NetworkManager.WSFiles Struct Reference

Public Attributes

- [WSFile\[\]](#) **files**

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

- NetworkManager.cs

5.346 UserManager.WSGroup Struct Reference

Public Attributes

- UserType **id**
- string **name**

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

- UserManager.cs

5.347 UserManager.WSLogin Struct Reference

Public Attributes

- [WSUser](#) **user**
- string **courseId**
- string **userCourseId**
- string **accessToken**
- bool **isQuality**
- [CourseModuleType](#) **courseModuleType**

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

- UserManager.cs

5.348 NetworkManager.WSReturnCourse Struct Reference

Public Attributes

- [WSCourse](#) **course**

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

- NetworkManager.cs

5.349 UserManager.WSUser Struct Reference

Public Attributes

- int **id**
- string **email**
- string **name**
- string **birthName**
- string **genderIdentity**
- [WSGroup](#) **group**
- UserType **groupId**
- ulong **workStartDate**
- int **jobGroup**
- bool **isActive**
- string **qrCode**
- ulong **created**
- ulong **modified**

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

- UserManager.cs

5.350 UserManager.WSUsers Struct Reference

Public Attributes

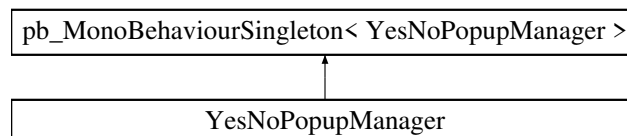
- [WSUser](#)[] **users**

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

- UserManager.cs

5.351 YesNoPopupManager Class Reference

Inheritance diagram for YesNoPopupManager:



Public Member Functions

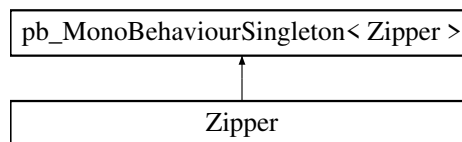
- void **ShowPopup** (string title, string text)
- void **ShowPopup** (string title, string text, string yes, string no)
- void **HidePopup** ()
- void **InvokeOnYes** (Action action)
- void **InvokeOnNo** (Action action)

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

- YesNoPopupManager.cs

5.352 Zipper Class Reference

Inheritance diagram for Zipper:



Public Member Functions

- void **Compress** (string file)
- void **Decompress** (string file)

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

- Zipper.cs

Index

- ActionAdderDropdown, 25
- ActionObject, 26
 - Triggered, 27
- AddItems, 28
- AddNewCourseButton, 29
- AddVertexIndex
 - VertexEditor, 226
- AnimatorTrigger, 29
- AssignUsersHelper, 30
- AutoIncrementBuildVersion, 30
- AutoStageltem, 30
- Awake
 - GOSlot, 87

- B83, 19
- B83.Win32, 19
- B83.Win32.CWPSTRUCT, 55
- B83.Win32.MSG, 127
- B83.Win32.POINT, 142
- B83.Win32.RECT, 160
- BeltSetterAction, 31
 - GetObjectData, 32
 - Start, 32
 - Triggered, 32
- BetterStage, 32
- BlurTheScene, 33
- ByAddComponentMenu
 - TypeReferences, 23
- ByNamespace
 - TypeReferences, 23
- ByNamespaceFlat
 - TypeReferences, 23

- CameraModeChanger, 34
- CanvasManager, 34
- CanvasSizeFitter, 35
- ChangedTextureHolder, 35
- ChangedTextureHolder.MatSettings, 118
- ChangeHandMaterial, 36
- ChangeScene, 36
- Check
 - DisableDropCondition, 58
 - IsGOCondition, 105
- CheckAction, 37
 - GetObjectData, 37
 - Start, 38
 - Triggered, 38
- CheckPlacement, 38
- CheckPosition, 39
- ClassExtendsAttribute
 - TypeReferences.ClassExtendsAttribute, 40
- ClassGrouping
 - TypeReferences, 22
- ClassImplementsAttribute
 - TypeReferences.ClassImplementsAttribute, 41
- ClassTypeReference
 - TypeReferences.ClassTypeReference, 44
- ClecoTrigger, 45
- CollectorAction, 45
 - GetObjectData, 46
 - InputAdded, 46
 - OutputAdded, 47
 - Reset, 47
 - Triggered, 47
- CollisionEvents, 47
- Connection, 48
- ConstrainManager, 48
- Controller, 49
- ControllerToIris, 50
- ConveyorBeltManager, 51
- ConveyorTrigger, 52
- CopyHeight, 52
- CountdownAction, 53
 - GetObjectData, 53
 - Triggered, 53
- CurseDataField, 54
- CurseLoadManager, 54

- Deactivate
 - HintAction, 99
 - HotfixAction, 103
 - PositionAction, 146
 - RotateAction, 169
 - ShowHideAction, 185
 - SoundAction, 189
 - TriggerAction, 214
- DeactivateAction, 55
 - Triggered, 56
- DelayAction, 56
- DelayedDestroy, 57
- DeleteLoader, 57
- DeselectAllNode, 58
- DisableDropCondition, 58
 - Check, 58
- DitzelGames, 21
- DitzelGames.FastIK, 21
- DitzelGames.FastIK.FastIKDobot, 68
- DitzelGames.FastIK.FastIKFabric, 69
- DitzelGames.FastIK.FastIKLook, 70
- DobotBruteforcer, 59

- DobotEditorManager, [59](#)
 - DobotGrabber, [60](#)
 - DobotRelativeController, [60](#)
 - DobotXMLSerializer, [61](#)
 - DragIt, [61](#)
 - DrawLine, [61](#)
 - DropArea, [62](#)
 - DropCondition, [62](#)
 - DropDownController, [63](#)

 - EasyRotator, [63](#)
 - EditorSelectAllMissingMaterials, [64](#)
 - EnableDisable, [64](#)
 - EnableMovingChildren, [65](#)
 - EnforceWindowSize, [65](#)
 - EnvironmentEditorToggle, [65](#)
 - EquipmentSlot, [66](#)
 - EventManager, [66](#)
 - ExampleClass, [67](#)

 - FadeOut, [67](#)
 - FastIKLimit, [70](#)
 - FastIKTargetTracer, [71](#)
 - FileDragAndDrop, [71](#)
 - FileMenu, [72](#)
 - FindWhoDestroys, [73](#)
 - FingerClamp, [73](#)
 - FingerCollisionDetection, [74](#)
 - FingerRestorer, [74](#)
 - FinishAction, [74](#)
 - GetObjectData, [75](#)
 - Triggered, [75](#)
 - FollowMe, [76](#)
 - FollowOtherHand, [76](#)
 - FollowScript, [77](#)
 - FoodPrintManager, [77](#)
 - FPSCounter, [78](#)

 - GameObjectAction, [78](#)
 - GetObjectData, [79](#)
 - OnPointerEnter, [79](#)
 - OnPointerExit, [80](#)
 - Start, [80](#)
 - GameObjectPreview, [80](#)
 - GazePickupHelper, [81](#)
 - GazeRestarter, [82](#)
 - GetMeshInfo, [83](#)
 - GetObjectData
 - BeltSetterAction, [32](#)
 - CheckAction, [37](#)
 - CollectorAction, [46](#)
 - CountdownAction, [53](#)
 - FinishAction, [75](#)
 - GameObjectAction, [79](#)
 - HintAction, [99](#)
 - HoldPositionAction, [100](#)
 - HoldToolAction, [102](#)
 - HotfixAction, [103](#)
 - LedAction, [108](#)
 - MoveAction, [127](#)
 - PositionAction, [147](#)
 - QuizAction, [156](#)
 - RealToolAction, [159](#)
 - RotateAction, [169](#)
 - ShowHideAction, [185](#)
 - SoundAction, [189](#)
 - ToolAction, [206](#)
 - TriggerAction, [215](#)
 - WaiterAction, [234](#)
- GILES, [21](#)
 - GILES.Interface, [21](#)
 - GILES.Interface.pb_VisualOffsetEditor, [140](#)
 - GlobalFile, [83](#)
 - GlobalTagManager, [84](#)
 - GlobalTextureHolder, [84](#)
 - GLTFastInstantiator, [85](#)
 - GLTFastInstantiator.SceneInstance, [174](#)
 - GLTFastInstantiator.Settings, [184](#)
 - GLTFastLoader, [86](#)
 - GOCondition, [86](#)
 - GOSlot, [87](#)
 - Awake, [87](#)
 - GroundItemResetter, [87](#)

 - HackedHand, [88](#)
 - HandAnimHelper, [89](#)
 - HandCollisionManager, [89](#)
 - HandColorer, [90](#)
 - HandCopy, [90](#)
 - HandCopyAvg, [91](#)
 - HandCopyLeap, [92](#)
 - HandCopySimple, [92](#)
 - HandCopySkelet, [93](#)
 - HandHeightFixer, [93](#)
 - HandHintSystem, [94](#)
 - HandInventory, [94](#)
 - HandMenu, [95](#)
 - HandOffsetter, [95](#)
 - HandStatistics, [96](#)
 - HandSwitcher, [96](#)
 - HashHolder, [97](#)
 - HashingManager, [97](#)
 - HeartBeatManager, [98](#)
 - HierarchySorter, [98](#)
 - HintAction, [99](#)
 - Deactivate, [99](#)
 - GetObjectData, [99](#)
 - Triggered, [99](#)
 - HoldPositionAction, [100](#)
 - GetObjectData, [100](#)
 - Start, [101](#)
 - HoldToolAction, [101](#)
 - GetObjectData, [102](#)
 - Start, [102](#)
 - Triggered, [102](#)
 - HotfixAction, [102](#)
 - Deactivate, [103](#)
 - GetObjectData, [103](#)

- Triggered, [103](#)
- InputAdded
 - CollectorAction, [46](#)
 - PositionAction, [147](#)
 - RotateAction, [169](#)
- IsConstraintSatisfied
 - TypeReferences.ClassExtendsAttribute, [40](#)
 - TypeReferences.ClassImplementsAttribute, [41](#)
 - TypeReferences.ClassTypeConstraintAttribute, [42](#)
- IsDanaBuild, [104](#)
- IsGOCondition, [104](#)
 - Check, [105](#)
- ItemAction, [105](#)
- JSONPositioner, [105](#)
- JSONTransform, [106](#)
- KeepOnTop, [106](#)
- LanguageSelector, [107](#)
- LedAction, [107](#)
 - GetObjectData, [108](#)
 - Triggered, [108](#)
- LerpToMe, [108](#)
- LevelEditorOnLoaded, [109](#)
- LightChanger, [110](#)
- LineDrawer, [110](#)
- LineObject, [111](#)
- LineRendererClick, [111](#)
- LoadHelpButton, [112](#)
 - OpenLoadPanel, [112](#)
- LoadingManager, [112](#)
- LoadLicenseButton, [113](#)
 - OpenLoadPanel, [114](#)
- LoadQuizButton, [114](#)
 - OpenLoadPanel, [115](#)
- LoadRemoteData, [115](#)
- LUAScriptingManager, [115](#)
- Macro, [116](#)
- ManipulatorArm, [117](#)
- ManipulatorHandle, [118](#)
- MenuLoadScene, [118](#)
- MenuLoadSceneWebGL, [119](#)
- MeshCollHelper, [120](#)
- MeshInfo, [120](#)
 - SetVertex, [120](#)
- MeshSizeGetter, [121](#)
- MiscLogicManager, [121](#)
- ModelEditorLogicManager, [122](#)
- ModeSelect, [123](#)
- MouseDownBehaviour, [123](#)
 - OnDrag, [124](#)
 - OnEndDrag, [125](#)
- MouseEvent, [125](#)
- MouseEvent.POINT, [143](#)
- MoveAction, [126](#)
 - GetObjectData, [127](#)
- Triggered, [127](#)
- MyEventSystem, [128](#)
- NamedCollisionEvents, [128](#)
- NAudioPlayer, [128](#)
- NetworkManager, [129](#)
- NetworkManager.ReturnError, [168](#)
- NetworkManager.WSCourse, [239](#)
- NetworkManager.WSCourses, [240](#)
- NetworkManager.WSFile, [240](#)
- NetworkManager.WSFiles, [240](#)
- NetworkManager.WSReturnCourse, [241](#)
- NetworkSwitch, [131](#)
- NeuroMatManager, [132](#)
- NeuroStatGUI, [132](#)
- NewCourseHelper, [133](#)
- NodeComment, [133](#)
- None
 - TypeReferences, [23](#)
- ObjectDroppedEvent, [134](#)
- ObjExporter, [134](#)
- OffsetCalcEditor, [135](#)
- OffsetHolder, [135](#)
- OnDrag
 - MouseDownBehaviour, [124](#)
- OnEndDrag
 - MouseDownBehaviour, [125](#)
- OnPointerEnter
 - GameObjectAction, [79](#)
 - PositionAction, [147](#)
 - RealToolAction, [159](#)
 - RotateAction, [169](#)
 - ToolAction, [206](#)
 - TriggerAction, [215](#)
- OnPointerExit
 - GameObjectAction, [80](#)
 - PositionAction, [147](#)
 - RealToolAction, [159](#)
 - RotateAction, [170](#)
 - ToolAction, [206](#)
 - TriggerAction, [215](#)
- OpenCurseButton, [136](#)
- OpenLoadPanel
 - LoadHelpButton, [112](#)
 - LoadLicenseButton, [114](#)
 - LoadQuizButton, [115](#)
- OpenSavePanel
 - SaveHelpButton, [174](#)
- OpenUserStatWindow, [136](#)
- operator SerializableVector3
 - SerializableVector3, [180](#)
- operator SerializableVector4
 - SerializableVector4, [182](#)
- operator Vector3
 - SerializableVector3, [180](#)
- operator Vector4
 - SerializableVector4, [183](#)
- OptimizationHelper, [137](#)

- OptimizerInitializer, [137](#)
- OutputAdded
 - CollectorAction, [47](#)
- PaintTest, [138](#)
- PanelActuator, [138](#)
- PanoramaAR, [139](#)
- PanoramaManager, [139](#)
- PenaltyCounter, [140](#)
- PhysicsHand, [141](#)
- PhysicsTracker, [142](#)
- PickupHelper, [142](#)
- Pointer, [143](#)
- PointerInteractable, [144](#)
- PopupManager, [144](#)
- PositionAction, [145](#)
 - Deactivate, [146](#)
 - GetObjectData, [147](#)
 - InputAdded, [147](#)
 - OnPointerEnter, [147](#)
 - OnPointerExit, [147](#)
 - Start, [147](#)
 - Triggered, [147](#)
- PositionCopy, [148](#)
- Positioner, [148](#)
- PositionerResaver, [149](#)
- Preloader, [149](#)
- PreventDestroy, [150](#)
- PreviewCamerasHolder, [150](#)
- PreviewGenerator, [151](#)
- PreviewGenerator.PreviewFile, [151](#)
- PreviewHand, [152](#)
- PromoHelper, [153](#)
- PromoTimeDisplay, [153](#)
- PropertiesHelper, [154](#)
- PushShaderToBack, [154](#)
- QualityManager, [155](#)
- QuizAction, [155](#)
 - GetObjectData, [156](#)
 - Start, [156](#)
 - Triggered, [156](#)
- QuizManager, [157](#)
- QuizManager.QuizData, [156](#)
- RealToolAction, [158](#)
 - GetObjectData, [159](#)
 - OnPointerEnter, [159](#)
 - OnPointerExit, [159](#)
 - Start, [159](#)
 - Triggered, [160](#)
- Recorder, [160](#)
- ReferenceSaver, [161](#)
- Remove, [162](#)
 - TriggerAction, [215](#)
- RemoveLine, [162](#)
- RemoveTagButton, [163](#)
- RenameObject, [163](#)
- ReplayLogic, [163](#)
- RepositionTo, [164](#)
- Reserved, [165](#)
- Reset
 - CollectorAction, [47](#)
 - WaiterAction, [234](#)
- ResourceDeleter, [165](#)
- RestArea, [165](#)
- ResultCanvas, [166](#)
- ResultCanvasHelper, [166](#)
- Reticle, [167](#)
- ReticleVive, [167](#)
- RotateAction, [168](#)
 - Deactivate, [169](#)
 - GetObjectData, [169](#)
 - InputAdded, [169](#)
 - OnPointerEnter, [169](#)
 - OnPointerExit, [170](#)
 - Start, [170](#)
 - Triggered, [170](#)
- RUEInvoker, [170](#)
- RuntimeCADLoader, [171](#)
- RuntimeTriLibLoader, [171](#)
- RuntimeUnityEditor, [22](#)
- RuntimeUnityEditor.Core, [22](#)
- RuntimeUnityEditor.Core.ILoggerWrapper, [104](#)
- RuntimeUnityEditor.Core.ObjectTree, [22](#)
- RuntimeUnityEditor.Core.ObjectTree.GameObjectSearcher, [81](#)
- RuntimeUnityEditor.Core.ObjectTree.ObjectTreeView, [134](#)
- RuntimeUnityEditor.Core.RuntimeUnityEditorCore, [172](#)
- SavedUser, [172](#)
- SaveHelpButton, [173](#)
 - OpenSavePanel, [174](#)
- SaveSelectedUser, [174](#)
- SceneNode, [175](#)
- ScreenshotGenerator, [175](#)
- SceneCapture, [176](#)
- SceneCapture.RECT, [161](#)
- ScriptAction, [177](#)
- ScrollingText, [177](#)
- ScrollScaler, [178](#)
- SeegerHelper, [178](#)
- SerializableVector3, [179](#)
 - operator SerializableVector3, [180](#)
 - operator Vector3, [180](#)
 - SerializableVector3, [180](#)
 - ToString, [181](#)
- SerializableVector4, [181](#)
 - operator SerializableVector4, [182](#)
 - operator Vector4, [183](#)
 - SerializableVector4, [182](#)
 - ToString, [183](#)
- SetFileDialogFilePattern, [183](#)
- SetVertex
 - MeshInfo, [120](#)
- ShaderChanger, [184](#)
- ShowHideAction, [185](#)

- Deactivate, 185
- GetObjectData, 185
- Triggered, 186
- ShowSelection, 186
- SimpleHandAnimHelper, 186
- simpleTest, 187
- SolveIK, 187
- SoundAction, 188
 - Deactivate, 189
 - GetObjectData, 189
 - Start, 189
 - Triggered, 189
- SoundManager, 190
- SpawningPOI, 190
- StageCanvas, 191
- StageManager, 191
- StageManagerButton, 192
- Start
 - BeltSetterAction, 32
 - CheckAction, 38
 - GameObjectAction, 80
 - HoldPositionAction, 101
 - HoldToolAction, 102
 - PositionAction, 147
 - QuizAction, 156
 - RealToolAction, 159
 - RotateAction, 170
 - SoundAction, 189
 - StartAction, 193
 - ToolAction, 206
 - TriggerAction, 215
 - WaiterAction, 234
 - WeldAction, 238
- StartAction, 193
 - Start, 193
- StartButton, 193
- StartCanvas, 194
- StartMoving
 - TorqueWrench, 209
- StartStageOnLoad, 194
- StaticGO, 195
- StatisticHelper, 195
- StatisticManager, 196
- StatisticManager.QuizStat, 158
- StatisticManager.StageStats, 192
- SyncThis, 197
- TablePositionSetter, 197
- TagCloud, 198
- TagInput, 198
- TaktTimeHelper, 199
- TaktTimeInitializer, 199
- TargetHolder, 200
- TestScript, 200
- TestScript.RECT, 161
- TextEditorHelper, 201
- TextRoller, 202
- TextureSteal, 202
- ThrowableCanDisable, 202
- ToggleFullscreen, 203
- ToggleVR, 204
- ToolAction, 204
 - GetObjectData, 206
 - OnPointerEnter, 206
 - OnPointerExit, 206
 - Start, 206
 - Triggered, 207
- ToolGO, 207
- ToolPositioner, 207
- TorqueWrench, 208
 - StartMoving, 209
- TorqueWrenchDigital, 209
- TorqueWrenchSmol, 210
- ToString
 - SerializableVector3, 181
 - SerializableVector4, 183
- TrackerFinder, 211
- TrackerHandPicker, 211
- TrackerOffsetHelperEditor, 211
- TrackerSetup, 212
- TransformCopy, 212
- TransformNormalizer, 213
- TriggerAction, 213
 - Deactivate, 214
 - GetObjectData, 215
 - OnPointerEnter, 215
 - OnPointerExit, 215
 - Remove, 215
 - Start, 215
 - Triggered, 215
 - TriggerNow, 216
- TriggerActionHelper, 216
- Triggered
 - ActionObject, 27
 - BeltSetterAction, 32
 - CheckAction, 38
 - CollectorAction, 47
 - CountdownAction, 53
 - DeactivateAction, 56
 - FinishAction, 75
 - HintAction, 99
 - HoldToolAction, 102
 - HotfixAction, 103
 - LedAction, 108
 - MoveAction, 127
 - PositionAction, 147
 - QuizAction, 156
 - RealToolAction, 160
 - RotateAction, 170
 - ShowHideAction, 186
 - SoundAction, 189
 - ToolAction, 207
 - TriggerAction, 215
 - WaiterAction, 234
 - WeldAction, 238
- TriggerNow
 - TriggerAction, 216

- TriggerRemoteEvent, 216
- TriLibLoader, 217
- TurnOffImages, 217
- TutorialCanvas, 218
- TutorialInjector, 218
- TutorialLoader, 219
- TutorialManager, 219
- TutorialStart, 220
- TwoHandGrab, 220
- Type
 - TypeReferences.ClassTypeReference, 44
- TypeReferences, 22
 - ByAddComponentMenu, 23
 - ByNamespace, 23
 - ByNamespaceFlat, 23
 - ClassGrouping, 22
 - None, 23
- TypeReferences.ClassExtendsAttribute, 39
 - ClassExtendsAttribute, 40
 - IsConstraintSatisfied, 40
- TypeReferences.ClassImplementsAttribute, 40
 - ClassImplementsAttribute, 41
 - IsConstraintSatisfied, 41
- TypeReferences.ClassTypeConstraintAttribute, 42
 - IsConstraintSatisfied, 42
- TypeReferences.ClassTypeReference, 43
 - ClassTypeReference, 44
 - Type, 44
- UIShadowEdit, 221
- UITabNavigator, 221
- UpdateCanvasPosition, 221
- UploadedFile, 222
- UploadLevelObjects, 222
- UserManager, 223
 - UserManager.AddedTrainings, 28
 - UserManager.CourseModuleType, 54
 - UserManager.Quiz, 155
 - UserManager.Training, 212
 - UserManager.User, 223
 - UserManager.VRAction, 230
 - UserManager.WSAction, 239
 - UserManager.WSActions, 239
 - UserManager.WSGroup, 241
 - UserManager.WSLogin, 241
 - UserManager.WSUser, 242
 - UserManager.WSUsers, 242
- UserStatManager, 225
- VersionDisplay, 226
- VertexEditor, 226
 - AddVertexIndex, 226
- VisualOffset, 227
- ViveController, 227
- VivePointer, 228
- VivePointerTarget, 229
- VoiceAction, 229
- VoiceTTS, 230
- VRControllerInputModule, 231
- VRInput, 231
- VRMonitorPopupManager, 232
- VRMonitorTriggerHelper, 233
- VRPopupManager, 233
- WaiterAction, 233
 - GetObjectData, 234
 - Reset, 234
 - Start, 234
 - Triggered, 234
- WaitingRoomManager, 235
- WebGLModelLoader, 235
- WebGLQuit, 236
- WebGLTable, 236
- WebSocketDemo, 237
- WebSocketServerScript, 237
- WebSocketServerScript.SyncObjects, 196
- WeldAction, 238
 - Start, 238
 - Triggered, 238
- YesNoPopupManager, 242
- Zipper, 243