
































(Default Namespace) Namespace














Classes










Class	Description
 <Module>	
 AbstractVREPlayer	<p>An <code>AbstractVREPlayer</code> is the basis upon which all players (participants) in VRN environments are based. This class cannot be used on its own; it must be concretely implemented to add additional functionality. The minimum differentiation that a concrete subclass must provide is to implement the function DidCompleteTask(CompletedTask). The <code>AbstractVREPlayer</code> provides basic functionality for interacting with a concrete subclass of AbstractVRETaskEnvironment. This functionality includes keeping track of assigned AbstractVRETasks, handling the lifecycle (i.e. calling BeginPlayer() in concrete subclasses, and getting notifications of completed tasks through the TaskCompleted(AbstractVRETaskEnvironment, CompletedTask) function), and tracking completed tasks. This class also allows the AbstractVRETaskEnvironment to interact with the participant by means of the PlayerController. This allows notifications to be shown on-screen. The participant can confirm actions in the AbstractVRETaskEnvironment (i.e. 'Press Spacebar to continue...' -type dialogs) using the ReadyPrompt(String, String) function.</p>
 AbstractVRETask	<p>Represent a task. Concrete subclass should implement specific behaviour, including a constructor that sets <code>mType</code>. GetCompletedTask() may be overridden to return a CompletedTask that includes extra information as necessary. Extends <code>MonoBehaviour</code> so that subclasses can take advantage of this Task's location in game space.</p>
 AbstractVRETaskEnvironment	<p>The <code>AbstractVRETaskEnvironment</code> forms the basis of all VRN task environments. It communicates with a concrete subclass of AbstractVREPlayer to interact with the participant. This class provides common features that can be reused in different types of navigation environments, including player interaction (by means of the WaitForPlayer(String, String, DelayedExecution.DelayedFunction) function,</p>





		<p>management of active/inactive Tasks, and handling the 'initialization' and 'task completion' event chains. The 'Initialization' event chain begins when the environment loads: the AbstractVRETaskEnvironment searches for the participants in the environment (who are marked with the Player tag in the Unity editor) and Tasks (which are similarly marked with the Task tag). The actual session begins when a concrete subclass of AbstractVRETaskEnvironment calls the BeginEnvironment() function. The 'Task Completion' event chain begins when the participant completes a task (however that task ought to be completed... see GotoTask for a simple example). The Task reports to the Environment that it has been completed, and the Environment responds in some application-specific way (such as removing the task and spawning another; playing an animation, spawning a character, or something else) and then notifies the Player that it has completed a task. This may be handled by the Player in an interesting way, such as printing something in a log file, playing a sound, or something else.</p>
	AbstractVRNSettings	Base class for settings objects that need to persist themselves on disk. Classes that extend this are singletons whose members are stored in an XML data file. For an example of how to implement your own settings files, check out any of the provided concrete subclasses. (e.g. VRNChairSettings).
	AccelSensorPacket	A set of accelerometer data from an ArduIMU
	AdvancedPositionLogger	Record additional data concerning the VRN Chair, specifically the direction the user is looking, and whether or not 'Decoupled Mode' is currently enabled.
	BasicCompletedTask	Base implementation of CompletedTask interface
	BasicSensorPacket	Represent a packet that is coming from an ArduIMU and perform common operations with it. This class can be extended for specific types of sensor data (e.g. IMUSensorPacket or AccelSensorPacket).
	ByteArrayHelpers	This class provides utility methods for dealing with byte arrays.
	CircularBufferFloat	not used
	CompletedGotoTask	Represent a GotoTask that has been completed.
	CompoundTask	A compound task can have child tasks, e.g. starting an engine may consist of a GotoTask and some kind of

		interaction task. (i.e. going and standing in a particular point and interacting with a button to start the engine)
	DataLogger	Log data to a CSV file. The type of data is determined by the DataLogger.DataLoggerDelegate that is assigned to this DataLogger . This object spawns a thread that polls a DataLoggerDelegate for data to log. Note that this does NOT extend <code>MonoBehaviour</code> , and therefore does not count as a <code>GameObject</code> . The PositionTracker creates an instance of this class.
	DelayedExecution	Allow delayed execution of functions by means of Unity Co-routines. This is a bit neater than trying to use threads for synchronization, but should not be used in cases where actual concurrency is warranted (e.g. when doing lots of file I/O).
	DoorOpen	Manage a door that automatically opens when a participant gets close to it.
	ElevatorMotor	Control a simple elevator in a virtual environment. Elevators can move between different levels (as defined in the levels property), and notify subscribers when they change location. This class can be built with debug flag to allow testing of elevator motion using the '0' and '9' keys.
	FPS_counter	a box, like HUD , that displays information to the user. In this case, it continuously calculates and displays the real-time framerate. It can be enabled/disabled in VRNChairSettings .
	GotoTask	A GotoTask represents a geographical target for a participant to get to. The GotoTask is considered complete if a participant remains in it for a set amount of time.
	HmdLock	selectively lock axes of an HMD to prevent motion
	HousePan	Move participant camera to a particular position, then cause the house to rotate in place. This script component should be attached to the highest-level container of the HMD in the kinematic chain, if nested Transforms are being used to compensate for body rotation.
	HUD	a simple box on the player's screen that shows information. (i.e. text)
	IMUSensorPacket	Data from an IMU sensor.
	IMUSensorReader	Read input from the ArduIMUs and parse it.
	JudgementLogger	Communicates with AbstractVREPlayer and PositionTracker to figure out where in the house the



	<p>participant is when they visit a window. This MonoBehaviour must be attached to the VRNPlayerController or the '_int' text file will not be created, and the 'correct wall/direction/floor' columns in the log file will not be populated. This MonoBehaviour makes metadata available to the PositionTrackerAhmad so that it can log the current and target room in the log file.</p>
<p> MouseLook</p>	<p>MouseLook rotates the transform based on the mouse delta. Minimum and Maximum values can be used to constrain the possible rotation. To make an FPS style character: - Create a capsule. - Add the MouseLook script to the capsule. -> Set the mouse look to use LookX. (You want to only turn character but not tilt it) - Add FPSInputController script to the capsule -> A CharacterMotor and a CharacterController component will be automatically added. - Create a camera. Make the camera a child of the capsule. Reset it's transform. - Add a MouseLook script to the camera. -> Set the mouse look to use LookY. (You want the camera to tilt up and down like a head. The character already turns.)</p>
<p> PacketVariantMethods</p>	<p>Define an extension method in a non-nested static class.</p>
<p> Panner</p>	<p>This abstract class provides a means for a camera to pan out and rotate around a target. For a detailed implementation, see HousePan. Not entirely sure this needed to be done as an abstract class; it could probably have just been a single MonoBehaviour.</p>
<p> PCPlayerController</p>	<p>PCPlayerController interacts with the VRNchair input device, and keyboard/mouse for input. It handles UI events using its base class. Inspiration for the mouse handling came from the MouseLook class. It also is responsible for deciding whether to load the Calibration level or not. This logic appears in Awake(). The Calibration level uses the StickSensitivityCalibration to set the base calibration of the VRN Chair, so it can be used in 1:1 tracking.</p>
<p> PCPlayerControllerVR</p>	<p>PCPlayerControllerVR interacts with the HMD, and implements the more advanced features of 'Decoupled Mode', including initializing and managing a WebcamRender. It also handles UI elements, and interaction with input devices by means of its base class(es).</p>
<p> PlayerController</p>	<p>Abstract representation of what PlayerControllers can do. This class interacts with UI devices and handles the</p>

		motion of the player. It collects inputs from one of its concrete subclasses (in particular, PCPlayerController).
	Popup	A transient popup that is shown to the user and may be dismissed either after a certain amount of time, or by the user pressing a key/button.
	PositionTracker	The PositionTracker logs the position and orientation of a GameObject. It may be extended to add additional data fields, and child classes should override GetDataLine() and GetHeaderLine() (and of course be sure to call the base functions defined here).
	PositionTrackerAhmad	Track position in the same style as the original virtual house. This class replaces the 'AdvancedPositionLogger' in the VRN House, and so replicates some of its functionality, such as collecting the head angle.
	QuaternionDouble	Represent a Quaternion with doubles instead of floats.
	SelectiveEnable	allow a GameObject to only be visible if VR is enabled. (e.g. apply to a virtual nose that should only appear when using an HMD, and not be visible on a conventional display)
	SensorReader	Read input from one or more ArduIMUs and parse it.
	SensorTester	Visualize an ArduIMU and its motion (rotation and acceleration)
	SimpleUpDownElevatorController	Allow an ElevatorMotor to be controlled with a single button (a collider, in this case). Colliding with the collider will cause the elevator to move up one level. Once it has reached the top level, future presses will cause it to move down. Once it reaches the lowest level, future presses will cause it to move up again.
	SolverAgent	A GameObject that navigates to a target and then terminates itself.
	Spinner	Cause a GameObject to spin in the Y-axis (vertical)
	StickSensitivityCalibration	This class is used by the VRN Controller calibration utility. To use this utility, simply build a project with the Calibration scene (VRNController/Scenes/Calibration) in it. If you have other scenes, in your build, you can cause the calibration scene to load by setting 'LoadBaseCalibration' in VRNChairSettings.xml to 'TRUE'.
	Vector3Double	represent a Vector3 using doubles instead of floats.
	VREHousePlayer	A player specific for the VRE House (i.e. a participant). The VREHousePlayer navigates in a



		<p>VREHouseTaskEnvironment. It can show an external view of the building, provided the building is equipped with a Spinner script component, and the highest level HMD container is equipped with a HousePan script component. This code also at one point had the ability to deploy a NavMeshAgent to solve the shortest path through the house, but this functionality has been disabled.</p>
	VREHouseTaskEnvironment	<p>Provide logic for VRE House Task Assessment, and act as the 'brain' of the entire assessment. This script component is responsible for setting up the initial conditions of the environment for the current trial, such as resetting the interior elevators to an appropriate height and deciding which WindowTask to mark as active. These conditions are determined by consulting VRNHouseSettings, VRNTaskOrder and VRNTemp setting files.</p>
	VRNAbstractVRETaskEnvironmentSettings	<p>Generic settings that can apply to any concrete subclass of AbstractVRETaskEnvironment.</p>
	VRNChairSettings	<p>Apply settings that are specific to the VRN Chair and its use. These include quality settings, base sensitivities used for calibration and the details for how Decoupled Mode should operate (e.g. whether or not to use a webcam, whether to show a blue screen or interactive view, etc.).</p>
	VRNControls	<p>Settings for defining the controls used in the VRN application, most importantly forward/backward/rotational sensitivities. These settings may be modified by the launcher (e.g. to set 2:1 sensitivity). Note that the stickSensitivityY and stickSensitivityX used here are different from baseSensitivityY and baseSensitivityX.</p>
	VRNHouseSettings	<p>Settings that are specific to the VREHouseTaskEnvironment. For more generic settings, see VRNAbstractVRETaskEnvironmentSettings.</p>
	VRNPath	<p>Represent a path through the VRN</p>
	VRNPlayerManager	<p>This class is attached to the VRNPlayerController, and sets up the quality/VR settings for the unity engine based upon the contents of VRNChairSettings.</p>
	VRNScoring	<p>Use this utility class to compute scores for different paths in a VRN environment</p>
	VRNTaskOrder	<p>Define the order in which to present tasks to the participant.</p>

 VRNTemp	Store temporary information that relates to the Virtual House program. This allows the current state of an on-going trial to be saved to disk and resumed at a later point. (e.g. if the player needs to stop and start again). The backing file can be found in the Unity Persistent data location (persistentDataPath). (E.g. <code>C:\Users\[Username]\AppData\[CompanyName]\[Product Name] on Windows</code>)
 WebcamRender	Display the feed of a webcam in a texture. This MonoBehaviour should be applied to a GameObject that you want to render a webcam feed to.
 WindowTask	Window that has a GotoTask associated with it. These are used in the VRN House as targets. Each WindowTask also has a target indicator (a big 'X') assigned to it so that it can be highlighted when the participant views it from the outside of the house. WindowTasks also communicate to the JudgementLogger on the participant's GameObject to indicate which window was visited; this allows the log file to be correctly generated.
 WindowTaskDescriptor	Describe a window's position in the house. Used to judge a subject's performance in the house.


Structures








Structure	Description
 SensorReader.SensorPacketDictionaryIndex	Allow the received sensor packets to be indexed by type and by name
 VRNPoint3	A 3D point with double components.

Interfaces
















Interface	Description
 CompletedTask	Provide information about a task that has been completed. Subclass to add additional fields.
 DataLogger.DataLoggerDelegate	This interface allows a delegate class to specify which data should be logged. E.g. the PositionTrackerAhmad is a DataLoggerDelegate .

Delegates





Delegate	Description
 DelayedExecution.DelayedFunction	A function that can be delayed that contains no arguments.

 DelayedExecution.DelayedFunctionArgs	A function that can be delayed that contains multiple arguments.
 ElevatorMotor.DidReachFloorDelegate	This delegate is called when the elevator reaches a particular level (as defined in levels)
 Panner.CameraPanFinishedHandler	notify a listener that the Camera pan operation has finished.
 PlayerController.UpdateHudHandler	Handler for updating HUD text for a particular player
 Popup.HandleButton	call this to indicate that a popup button was pressed
 SolverAgent.FinishedNavigationHandler	Notify observers that the SolverAgent is done
 Spinner.RotationDidFinish	

Enumerations

Enumeration	Description
 ByteArrayHelpers.ByteArrayMode	How should the byte array be displayed?
 DataLogger.FileCollisionHandlerMode	enumerate the different possible ways to handle filename collisions
 DoorOpen.DoorState	There are three states a door can be in
 DoorOpen.DoorType	There are two types of doors; swinging doors and sliding doors.
 ElevatorMotor.ElevatorState	Defines 3 different possible states of the elevator.
 HousePan.PanState	
 MouseLook.RotationAxes	Which axes rotated?
 PacketVariant	Different types of packets can be received from the ArduIMU. This enum allows a packet to be initialized once its variant is known.
 Popup.PopupDismiss	There are different ways that a particular popup may be dismissed.
 TaskType	Describe an AbstractVRETask in a meaningful way. This class can be extended to provide additional information or allow more complicated tasks. For example, see the GotoTask .
 VREHousePlayer.PlayerState	What is the participant doing right now?
 VREHousePlayer.SaveMode	Define whether to save with compatibility for the old VRN House or with custom metrics.
 VRNChairSettings.DecoupledMode	There are two different ways for Decoupled Mode to behave.
 VRNChairSettings.QualityLevel	Visual settings for eye candy such as shadows, anti-aliasing, anisotropic filtering, etc.
 VRNHouseSettings.AssessmentMode	There are different ways run an assessment.

VRN House: Unity

 VRNScoring.VRNScoreType	Represent the different ways of scoring a path
 VRNTemp.AssessmentType	Assessments may be run in different modes.
 WindowTaskDescriptor.CompassDirection	There are 4 walls
 WindowTaskDescriptor.RelativeDirection	Windows can have 3 positions on a wall (although the middle window has been removed!!)

<Module> Class

Inheritance Hierarchy

(Default Namespace).<Module>

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
internal class <Module>
```

See Also

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer Class

An `AbstractVREPlayer` is the basis upon which all players (participants) in VRN environments are based. This class cannot be used on its own; it must be concretely implemented to add additional functionality. The minimum differentiation that a concrete subclass must provide is to implement the function `DidCompleteTask(CompletedTask)`. The `AbstractVREPlayer` provides basic functionality for interacting with a concrete subclass of `AbstractVRETaskEnvironment`. This functionality includes keeping track of assigned `AbstractVRETask`s, handling the lifecycle (i.e. calling `BeginPlayer()` in concrete subclasses, and getting notifications of completed tasks through the `TaskCompleted(AbstractVRETaskEnvironment, CompletedTask)` function), and tracking completed tasks.

This class also allows the `AbstractVRETaskEnvironment` to interact with the participant by means of the `PlayerController`. This allows notifications to be shown on-screen. The participant can confirm actions in the `AbstractVRETaskEnvironment` (i.e. 'Press Spacebar to continue...'-type dialogs) using the `ReadyPrompt(String, String)` function.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).AbstractVREPlayer

[\(Default Namespace\).VREHousePlayer](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#


```
public abstract class AbstractVREPlayer : MonoBehaviour
```

























The `AbstractVREPlayer` type exposes the following members.































Constructors


























	Name	Description
	AbstractVREPlayer	Default Constructor

Methods



	Name	Description
	AddAssignedTask	Assign a new task to this participant, and assign this participant to that task. Successive calls do nothing.







 Awake	Awake is called when the script instance is being loaded (Since v1.0)
 BeginPlayer()	The assessment will begin (may be overridden) If overridden, be sure to call base function.
 BeginPlayer(Booleen)	Begin the player, and choose whether to start at the spawn point.
 BeginPlayer(Transform)	begin the player, and start at a particular position.
 BroadcastMessage(String)	(Inherited from Component.)
 BroadcastMessage(String, Object)	(Inherited from Component.)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component.)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component.)
 CancelInvoke()	(Inherited from MonoBehaviour.)
 CancelInvoke(String)	(Inherited from MonoBehaviour.)
 CompareTag	(Inherited from Component.)
 DidAddAssignedTask	Callback to indicate that a task has been assigned to this player.
 DidCompleteTask	Called when a task of a specific type has been completed. concrete implementations of this class will behave differently depending on their application. This function can be used to change the score, trigger an animation, or some other response.
 DidReady	Called by AbstractVREPlayer when the participant indicates that they are ready (or otherwise accepts the confirmation dialog).
 DidRemoveAssignedTask	Callback to indicate that a task has been removed from this player.
 Equals	(Inherited from Object.)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)

 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetScore	Return a score for this player. The idea of a 'score' may vary between applications.
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	called once when GameObject gets destroyed


















 PopupResult	
 ReadyPrompt	Prompt participant to ready up to start
 RemoveAssignedTask	Remove a task from this participant, and remove this participant from that task.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 TaskCompleted	Called by the AbstractVRETaskEnvironment in which the task exists to notify this player that they completed a task.
 ToString	(Inherited from Object .)
 Update	Update is called once per frame














Fields

	Name	Description
	_environment	Local representation of Environment
	_mAssignedTasks	

 _mCompletedTasks	
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 playerName	The name of this player
 score	Player's score; may be computed in concrete subclasses.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 enabled	(Inherited from Behaviour .)
 environment	Environment in which this AbstractVREPlayer exists
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isReadyToBegin	indicate whether participant has 'readied up' from most recent call to ReadyPrompt(String, String)
 light	Obsolete. (Inherited from Component .)

 mAssignedTasks	Tasks assigned to this player. This can only be modified by
 mCompletedTasks	view the tasks that this participant has completed. (This can only be modified by actually completing tasks)
 mPlayerController	Allow the AbstractVREPlayer (and AbstractVRETaskEnvironment) communicate to the player, however they control their avatar. Mainly this association allows the AbstractVRETaskEnvironment and its concrete subclasses to display popups in the player's Heads Up Display (HUD).
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer Constructor

Default Constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AbstractVREPlayer ()
```

See Also









[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.AbstractVREPlayer Fields

The [AbstractVREPlayer](#) type exposes the following members.

Fields

	Name	Description
	environment	Local representation of Environment
	mAssignedTasks	
	mCompletedTasks	
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	playerName	The name of this player
	score	Player's score; may be computed in concrete subclasses.

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer._environment Field

Local representation of Environment

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private AbstractVRETaskEnvironment _environment
```

Field Value

Type: [AbstractVRETaskEnvironment](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer._mAssignedTasks Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private AbstractVRETask[] _mAssignedTasks
```

Field Value

Type: [AbstractVRETask\[\]](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer._mCompletedTasks Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private CompletedTask[] _mCompletedTasks
```

Field Value

Type: [CompletedTask\[\]](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.playerName Field

The name of this player

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string playerName
```

Field Value

Type: [String](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.score Field

Player's score; may be computed in concrete subclasses.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected double score
```

Field Value

Type: [Double](#)

See Also




















[AbstractVREPlayer Class](#)































[\(Default Namespace\) Namespace](#)






























AbstractVREPlayer.AbstractVREPlayer Methods

The [AbstractVREPlayer](#) type exposes the following members.

Methods

Name	Description
 AddAssignedTask	Assign a new task to this participant, and assign this participant to that task. Successive calls do nothing.
 Awake	Awake is called when the script instance is being loaded (Since v1.0)
 BeginPlayer()	The assessment will begin (may be overridden) If overridden, be sure to call base function.
 BeginPlayer(Boolean)	Begin the player, and choose whether to start at the spawn point.
 BeginPlayer(Transform)	begin the player, and start at a particular position.
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedTask	Callback to indicate that a task has been assigned to this player.
 DidCompleteTask	Called when a task of a specific type has been completed. concrete implementations of this class will behave differently depending on their application. This function can be used to change the score, trigger an animation, or some other response.
 DidReady	Called by AbstractVREPlayer when the participant indicates that they are ready (or otherwise accepts the confirmation dialog).
 DidRemoveAssignedTask	Callback to indicate that a task has been removed from this player.
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)

 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetScore	Return a score for this player. The idea of a 'score' may vary between applications.
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)

 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	called once when GameObject gets destroyed
 PopupResult	
 ReadyPrompt	Prompt participant to ready up to start
 RemoveAssignedTask	Remove a task from this participant, and remove this participant from that task.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 TaskCompleted	Called by the AbstractVRETaskEnvironment in which the task exists to notify this player that they completed a task.
 Tostring	(Inherited from Object .)

 Update	Update is called once per frame
--	---------------------------------

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.AddAssignedTask Method

Assign a new task to this participant, and assign this participant to that task. Successive calls do nothing.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void AddAssignedTask(  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.Awake Method

Awake is called when the script instance is being loaded (Since v1.0)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Awake ()
```




See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.BeginPlayer Method

Overload List

	Name	Description
	BeginPlayer()	The assessment will begin (may be overridden) If overridden, be sure to call base function.
	BeginPlayer(Boolean)	Begin the player, and choose whether to start at the spawn point.
	BeginPlayer(Transform)	begin the player, and start at a particular position.

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.BeginPlayer Method

The assessment will begin (may be overridden) If overridden, be sure to call base function.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected virtual void BeginPlayer ()
```

See Also

[AbstractVREPlayer Class](#)

[BeginPlayer Overload](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.BeginPlayer Method (Boolean)

Begin the player, and choose whether to start at the spawn point.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void BeginPlayer(  
    bool startAtOrigin  
)
```

Parameters

startAtOrigin

Type: [System.Boolean](#)

See Also

[AbstractVREPlayer Class](#)

[BeginPlayer Overload](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.BeginPlayer Method (Transform)

begin the player, and start at a particular position.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void BeginPlayer(  
    Transform startTransform  
)
```

Parameters

startTransform

Type: **Transform**

See Also

[AbstractVREPlayer Class](#)

[BeginPlayer Overload](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.DidAddAssignedTask Method

Callback to indicate that a task has been assigned to this player.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void DidAddAssignedTask (  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.DidCompleteTask Method

Called when a task of a specific type has been completed. concrete implementations of this class will behave differently depending on their application. This function can be used to change the score, trigger an animation, or some other response.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected abstract void DidCompleteTask(  
    CompletedTask completedTask  
)
```

Parameters

completedTask

Type: [\(Default Namespace\).CompletedTask](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.DidReady Method

Called by [AbstractVREPlayer](#) when the participant indicates that they are ready (or otherwise accepts the confirmation dialog).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
protected void DidReady ()
```

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.DidRemoveAssignedTask Method

Callback to indicate that a task has been removed from this player.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void DidRemoveAssignedTask (  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.GetScore Method

Return a score for this player. The idea of a 'score' may vary between applications.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public double GetScore ()
```

Return Value

Type: [Double](#)

this player's current score

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.OnDestroy Method

called once when GameObject gets destroyed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void OnDestroy()
```

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.PopupResult Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void PopupResult(  
    Popup popup,  
    string buttonTitle  
)
```

Parameters

popup

Type: [\(Default Namespace\).Popup](#)

buttonTitle

Type: [System.String](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.ReadyPrompt Method

Prompt participant to ready up to start

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ReadyPrompt (  
    string title,  
    string message  
)
```

Parameters

title

Type: [System.String](#)

message

Type: [System.String](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.RemoveAssignedTask Method

Remove a task from this participant, and remove this participant from that task.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void RemoveAssignedTask(  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Start ()
```

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.TaskCompleted Method

Called by the [AbstractVRETaskEnvironment](#) in which the task exists to notify this player that they completed a task.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void TaskCompleted(  
    AbstractVRETaskEnvironment environment,  
    CompletedTask completedTask  
)
```

Parameters

environment

Type: [\(Default Namespace\).AbstractVRETaskEnvironment](#)

completedTask

Type: [\(Default Namespace\).CompletedTask](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.Update Method

Update is called once per frame

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Update ()
```

See Also





















[AbstractVREPlayer Class](#)











[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.AbstractVREPlayer Properties

The [AbstractVREPlayer](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 enabled	(Inherited from Behaviour .)
 environment	Environment in which this AbstractVREPlayer exists
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isReadyToBegin	indicate whether participant has 'readied up' from most recent call to ReadyPrompt(String, String)
 light	Obsolete. (Inherited from Component .)
 mAssignedTasks	Tasks assigned to this player. This can only be modified by
 mCompletedTasks	view the tasks that this participant has completed. (This can only be modified by actually completing tasks)
 mPlayerController	Allow the AbstractVREPlayer (and AbstractVRETaskEnvironment) communicate to the player, however they control their avatar. Mainly this

		association allows the AbstractVRETaskEnvironment and its concrete subclasses to display popups in the player's Heads Up Display (HUD).
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.environment Property

Environment in which this `AbstractVREPlayer` exists

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public AbstractVRETaskEnvironment environment { get; set; }
```

Property Value

Type: [AbstractVRETaskEnvironment](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.isReadyToBegin Property

indicate whether participant has 'readied up' from most recent call to [ReadyPrompt\(String, String\)](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool isReadyToBegin { get; private set; }
```

Property Value

Type: [Boolean](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.mAssignedTasks Property

Tasks assigned to this player. This can only be modified by

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AbstractVRETask[] mAssignedTasks { get; }
```

Property Value

Type: [AbstractVRETask\[\]](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.mCompletedTasks Property

view the tasks that this participant has completed. (This can only be modified by actually completing tasks)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public CompletedTask[] mCompletedTasks { get; }
```

Property Value

Type: [CompletedTask\[\]](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVREPlayer.mPlayerController Property

Allow the AbstractVREPlayer (and [AbstractVRETaskEnvironment](#)) communicate to the player, however they control their avatar. Mainly this association allows the AbstractVRETaskEnvironment and its concrete subclasses to display popups in the player's Heads Up Display (HUD).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public PlayerController mPlayerController { get; private set; }
```

Property Value

Type: [PlayerController](#)

See Also

[AbstractVREPlayer Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask Class

Represent a task. Concrete subclass should implement specific behaviour, including a constructor that sets `mType`. `GetCompletedTask()` may be overridden to return a `CompletedTask` that includes extra information as necessary. Extends `MonoBehaviour` so that subclasses can take advantage of this Task's location in game space.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).AbstractVRETask

[\(Default Namespace\).CompoundTask](#)

[\(Default Namespace\).GotoTask](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#







```
public abstract class AbstractVRETask : MonoBehaviour
```
















The **AbstractVRETask** type exposes the following members.




























Constructors


















	Name	Description
	AbstractVRETask	Default Constructor

Methods








	Name	Description
	AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing.
	Awake	Awake is called when the script instance is being loaded (Since v1.0)
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)

 <code>CancelInvoke()</code>	(Inherited from MonoBehaviour .)
 <code>CancelInvoke(String)</code>	(Inherited from MonoBehaviour .)
 <code>CompareTag</code>	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task.
 DidComplete	Check to see if this task is completed. The means of doing this will vary depending on the task type (e.g. for a simple GotoTask , you have to check the target to see if a participant entered it, but for a compound task you will have to check multiple sub-tasks. If the task was completed by a participant, make sure to populate completedByPlayer . This function is only called if the task is active.
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task.
 DidSetActive	The 'active' state of this task has changed
 <code>Equals</code>	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update)
 <code>GetCachedPtr</code>	(Inherited from Object .)
 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned.
 <code>GetComponent(Type)</code>	(Inherited from Component .)
 <code>GetComponent(String)</code>	(Inherited from Component .)
 <code>GetComponent`1()</code>	(Inherited from Component .)
 <code>GetComponentFastPath</code>	(Inherited from Component .)
 <code>GetComponentInChildren(Type)</code>	(Inherited from Component .)
 <code>GetComponentInChildren`1()</code>	(Inherited from Component .)
 <code>GetComponentInParent(Type)</code>	(Inherited from Component .)
 <code>GetComponentInParent`1()</code>	(Inherited from Component .)
 <code>GetComponents(Type)</code>	(Inherited from Component .)
 <code>GetComponents(Type, List(Component))</code>	(Inherited from Component .)
 <code>GetComponents`1()</code>	(Inherited from Component .)
 <code>GetComponents`1(List(UMP))</code>	(Inherited from Component .)
 <code>GetComponentsForListInternal</code>	(Inherited from Component .)
 <code>GetComponentsInChildren(Type)</code>	(Inherited from Component .)



 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Initialize	Initialize the task, return false if the task is already initialized
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Call once when GameObject gets cleaned up from memory
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant.
 ResetTask	Mark this task as incomplete and clear completedByPlayer
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)

























 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 Tostring	(Inherited from Object .)







Fields

	Name	Description
	assignedPlayers	
	isTaskActive	
	didStart	
	isInitialized	
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	assignedPlayers	Player(s) (Participant(s)) that are assigned to this task

 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 completedByPlayer	The player (participant?) that completed this task (if applicable)
 constantForce	Obsolete. (Inherited from Component.)
 description	short description of this specific task
 enabled	(Inherited from Behaviour.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false.
 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Boolean) callback will get called.
 light	Obsolete. (Inherited from Component.)
 mEnvironment	The environment in which this task is located
 mType	Declare a type for this task
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)

 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

AbstractVRETask Constructor

Default Constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public AbstractVRETask ()
```








See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.AbstractVRETask Fields

Fields

	Name	Description
	_assignedPlayers	
	isTaskActive	
	didStart	
	isInitialized	
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask._assignedPlayers Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private AbstractVREPlayer[] _assignedPlayers
```

Field Value

Type: [AbstractVREPlayer\[\]](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask._isActive Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool _isActive
```

Field Value

Type: [Boolean](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.didStart Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool didStart
```

Field Value

Type: [Boolean](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.isInitialized Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool isInitialized
```

Field Value

Type: [Boolean](#)

See Also




















[AbstractVRETask Class](#)



















[\(Default Namespace\) Namespace](#)



























AbstractVRETask.AbstractVRETask Methods

The [AbstractVRETask](#) type exposes the following members.

Methods

Name	Description
 AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing.
 Awake	Awake is called when the script instance is being loaded (Since v1.0)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task.
 DidComplete	Check to see if this task is completed. The means of doing this will vary depending on the task type (e.g. for a simple GotoTask , you have to check the target to see if a participant entered it, but for a compound task you will have to check multiple sub-tasks. If the task was completed by a participant, make sure to populate completedByPlayer . This function is only called if the task is active.
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task.
 DidSetActive	The 'active' state of this task has changed
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update)
 GetCachedPtr	(Inherited from Object .)
 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned.
 GetComponent(Type)	(Inherited from Component .)

	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
	GetComponentsInParent(Type)	(Inherited from Component .)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
	GetComponentsInParent`1()	(Inherited from Component .)
	GetComponentsInParent`1(Boolean)	(Inherited from Component .)
	GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Initialize	Initialize the task, return false if the task is already initialized
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)

 <code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Call once when GameObject gets cleaned up from memory
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant.
 ResetTask	Mark this task as incomplete and clear completedByPlayer
 <code>SendMessage(String)</code>	(Inherited from Component .)
 <code>SendMessage(String, Object)</code>	(Inherited from Component .)
 <code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
 <code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
 <code>SendMessageUpwards(String)</code>	(Inherited from Component .)
 <code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)
 <code>SendMessageUpwards(String, SendMessageOptions)</code>	(Inherited from Component .)
 <code>SendMessageUpwards(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
 Start	Use this for initialization
 <code>StartCoroutine(IEnumerator)</code>	(Inherited from MonoBehaviour .)
 <code>StartCoroutine(String)</code>	(Inherited from MonoBehaviour .)
 <code>StartCoroutine(String, Object)</code>	(Inherited from MonoBehaviour .)
 <code>StartCoroutine_Auto</code>	(Inherited from MonoBehaviour .)
 <code>StopAllCoroutines</code>	(Inherited from MonoBehaviour .)
 <code>StopCoroutine(String)</code>	(Inherited from MonoBehaviour .)
 <code>StopCoroutine(IEnumerator)</code>	(Inherited from MonoBehaviour .)
 <code>StopCoroutine(Coroutine)</code>	(Inherited from MonoBehaviour .)
 <code>StopCoroutine_Auto</code>	(Inherited from MonoBehaviour .)
 <code>StopCoroutineViaEnumerator_Auto</code>	(Inherited from MonoBehaviour .)
 <code>ToString</code>	(Inherited from Object .)

See Also

[AbstractVRETask Class](#)

VRN House: Unity

[\(Default Namespace\) Namespace](#)

AbstractVRETask.AddAssignedPlayer Method

Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void AddAssignedPlayer(  
    AbstractVREPlayer player  
)
```

Parameters

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.Awake Method

Awake is called when the script instance is being loaded (Since v1.0)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Awake ()
```

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.DidAddAssignedPlayer Method

Callback to indicate that a participant has been assigned to this task.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void DidAddAssignedPlayer (  
    AbstractVREPlayer player  
)
```

Parameters

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.DidComplete Method

Check to see if this task is completed. The means of doing this will vary depending on the task type (e.g. for a simple [GotoTask](#), you have to check the target to see if a participant entered it, but for a compound task you will have to check multiple sub-tasks. If the task was completed by a participant, make sure to populate [completedByPlayer](#). This function is only called if the task is active.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public abstract bool DidComplete ()
```

Return Value

Type: [Boolean](#)

false if task was not completed this frame.

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.DidRemoveAssignedPlayer Method

Callback to indicate that a participant has been removed from this task.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void DidRemoveAssignedPlayer (  
    AbstractVREPlayer player  
)
```

Parameters

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.DidSetActive Method

The 'active' state of this task has changed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public abstract void DidSetActive(  
    bool active  
)
```

Parameters

active

Type: [System.Boolean](#)

What has the 'active' state changed to?

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.FixedUpdate Method

call at a fixed rate (unlike `Update`)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void FixedUpdate ()
```

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.GetCompletedTask Method

This function should be overridden if a custom subclass of [CompletedTask](#) is to be returned.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual CompletedTask GetCompletedTask ()
```

Return Value

Type: [CompletedTask](#)

A [CompletedTask](#) object that describes this Task, or NULL if this task is not yet completed. If the task was not completed by a player

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.Initialize Method

Initialize the task, return false if the task is already initialized

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual bool Initialize(  
    string description,  
    bool isActive  
)
```

Parameters

description

Type: [System.String](#)

task description

isActive

Type: [System.Boolean](#)

should the description

Return Value

Type: [Boolean](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.OnDestroy Method

Call once when GameObject gets cleaned up from memory

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void OnDestroy()
```

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.RemoveAssignedPlayer Method

Remove a participant from this task, and remove this task from that participant.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void RemoveAssignedPlayer(  
    AbstractVREPlayer player  
)
```

Parameters

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.ResetTask Method

Mark this task as incomplete and clear [completedByPlayer](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void ResetTask ()
```

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Start ()
```

See Also























[AbstractVRETask Class](#)











[\(Default Namespace\) Namespace](#)

AbstractVRETask.AbstractVRETask Properties

The [AbstractVRETask](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 assignedPlayers	Player(s) (Participant(s)) that are assigned to this task
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 completedByPlayer	The player (participant?) that completed this task (if applicable)
 constantForce	Obsolete. (Inherited from Component .)
 description	short description of this specific task
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false.
 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Boolean) callback will get called.
 light	Obsolete. (Inherited from Component .)
 mEnvironment	The environment in which this task is located
 mType	Declare a type for this task

 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.assignedPlayers Property

Player(s) (Participant(s)) that are assigned to this task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public AbstractVREPlayer[] assignedPlayers { get; }
```

Property Value

Type: [AbstractVREPlayer\[\]](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.completedByPlayer Property

The player (participant?) that completed this task (if applicable)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
protected AbstractVREPlayer completedByPlayer { get; set; }
```

Property Value

Type: [AbstractVREPlayer](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.description Property

short description of this specific task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string description { get; private set; }
```

Property Value

Type: [String](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.isCompleted Property

this will set to true when the task is completed, and cannot be reset to false.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isCompleted { get; private set; }
```

Property Value

Type: [Boolean](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.isActive Property

Property that dictates whether the task is active or not. When setting the current 'active' status, the [DidSetActive\(Boolean\)](#) callback will get called.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isActive { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.mEnvironment Property

The environment in which this task is located

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AbstractVRETaskEnvironment mEnvironment { get; set; }
```

Property Value

Type: [AbstractVRETaskEnvironment](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETask.mType Property

Declare a type for this task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public abstract TaskType mType { get; }
```

Property Value

Type: [TaskType](#)

See Also

[AbstractVRETask Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment Class

The `AbstractVRETaskEnvironment` forms the basis of all VRN task environments. It communicates with a concrete subclass of `AbstractVREPlayer` to interact with the participant. This class provides common features that can be reused in different types of navigation environments, including player interaction (by means of the `WaitForPlayer(String, String, DelayedExecution.DelayedFunction)` function, management of active/inactive `Tasks`, and handling the 'initialization' and 'task completion' event chains.

The 'Initialization' event chain begins when the environment loads: the `AbstractVRETaskEnvironment` searches for the `participants` in the environment (who are marked with the `Player` tag in the Unity editor) and `Tasks` (which are similarly marked with the `Task` tag). The actual session begins when a concrete subclass of `AbstractVRETaskEnvironment` calls the `BeginEnvironment()` function.

The 'Task Completion' event chain begins when the participant completes a task (however that task ought to be completed... see `GotoTask` for a simple example). The `Task` reports to the `Environment` that it has been completed, and the `Environment` responds in some application-specific way (such as removing the task and spawning another; playing an animation, spawning a character, or something else) and then notifies the `Player` that it has completed a task. This may be handled by the `Player` in an interesting way, such as printing something in a log file, playing a sound, or something else.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).`AbstractVRETaskEnvironment`

[\(Default Namespace\).VREHouseTaskEnvironment](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#



















```
public abstract class AbstractVRETaskEnvironment : MonoBehaviour
```

The `AbstractVRETaskEnvironment` type exposes the following members.




























Constructors










	Name	Description
	AbstractVRETaskEnvironment	Default constructor

Methods









	Name	Description
	ActivateRandomTask	Activates a random task from the task list, provided that task is not already complete. Throws a <code>KeyNotFoundException</code> if that task is not in the environment.
	ActivateTask	Activate a specific task from the task list (i.e. set its 'isTaskActive' property to true). Successive calls do nothing. Throws a <code>KeyNotFoundException</code> if that task is not in the environment.
	AddTask	Add a new task to this environment. Throw an ArgumentException if the task already exists.
	AttachPlayer	Add player (participant) in the scene to this <code>VREHouseTaskEnvironment</code>
	AttachVRTasks	Attach <code>VRTasks</code> to appropriate <code>GameObjects</code>
	BeginEnvironment	Begin the level. If overridden, be sure to call base function.
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	DeactivateActiveTasks	Deactivate all tasks that are active
	DeactivateTask	Deactivate a specific task from the task list (i.e. set its 'isTaskActive' property to false). Successive calls do nothing. Throws a <code>KeyNotFoundException</code> if that task is not in the environment.
	DeactivateTasks	Deactivate multiple tasks
	DestroyTask	Deactivate a task and remove it from the <code>TaskEnvironment</code> . Destroy its <code>GameObject</code> . This function is dangerous because any references to the task will become broken.
	DidCompleteTask	Called when a specific task has been completed. concrete implementations of this class will behave differently depending on their application. This function can be used to spawn new tasks, advance

		the game state or some other application-specific behaviour.
 Equals		(Inherited from Object .)
 Finalize		Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr		(Inherited from Object .)
 GetComponent(Type)		(Inherited from Component .)
 GetComponent(String)		(Inherited from Component .)
 GetComponent`1()		(Inherited from Component .)
 GetComponentFastPath		(Inherited from Component .)
 GetComponentInChildren(Type)		(Inherited from Component .)
 GetComponentInChildren`1()		(Inherited from Component .)
 GetComponentInParent(Type)		(Inherited from Component .)
 GetComponentInParent`1()		(Inherited from Component .)
 GetComponents(Type)		(Inherited from Component .)
 GetComponents(Type, List(Component))		(Inherited from Component .)
 GetComponents`1()		(Inherited from Component .)
 GetComponents`1(List(UMP))		(Inherited from Component .)
 GetComponentsForListInternal		(Inherited from Component .)
 GetComponentsInChildren(Type)		(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)		(Inherited from Component .)
 GetComponentInChildren`1()		(Inherited from Component .)
 GetComponentInChildren`1(Boolean)		(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))		(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))		(Inherited from Component .)
 GetComponentInParent(Type)		(Inherited from Component .)
 GetComponentInParent(Type, Boolean)		(Inherited from Component .)
 GetComponentInParent`1()		(Inherited from Component .)
 GetComponentInParent`1(Boolean)		(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))		(Inherited from Component .)
 GetHashCode		(Inherited from Object .)
 GetInstanceID		(Inherited from Object .)



 GetTask	returns a task with a particular description, or throws a KeyNotFoundException if that task is not in the environment.
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 RemoveTask(String)	Remove a task from this environment. Throw an ArgumentException if the task is not in the environment.
 RemoveTask(AbstractVRETask)	Remove a task from this environment. Throw an ArgumentException if the task is not in the environment.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetTaskActive	Shared code for ActivateTask() and DeactivateTask()
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
























 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 TaskCompleted	Called by a task when it has been completed by a player. Notify participant that they have completed a task, then perform any application-specific processing (such as deleting the task or spawning another or even ending the game entirely)
 Tostring	(Inherited from Object .)
 Update	Update is called once per frame
 WaitForPlayer(String, String, DelayedExecution.DelayedFunction)	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)
 WaitForPlayer(String, String, DelayedExecution.DelayedFunctionArgs, Object, Object[])	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)





Fields

Name	Description
 _activeTasksSet	
 _inactiveTasksSet	
 _taskNamesSet	Names of all tasks that this environment is managing. Each task has a unique name.
 _tasks	Tasks that this environment is managing. Each task has a unique identifier, that should be its taskDescription.
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 rng	

Properties

Name	Description
 activeTasksArray	Tasks that are active Changes to this array do not affect the AbstractVRETaskEnvironment.
 animation	Obsolete. (Inherited from Component .)

 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 inactiveTasksArray	Tasks that are inactive Changes to this array do not affect the AbstractVRETaskEnvironment.
 isActiveAndEnabled	(Inherited from Behaviour.)
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 player	The participant in the VRE.
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete.

		(Inherited from Component .)
	tag	(Inherited from Component .)
	taskNamesArray	Names of all tasks that this environment is managing. Each task has a unique name. Changes to this array do not affect the AbstractVRETaskEnvironment.
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment Constructor

Default constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AbstractVRETaskEnvironment ()
```









See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.AbstractVRETaskEnvironment Fields

Fields

	Name	Description
	_activeTasksSet	
	_inactiveTasksSet	
	_taskNamesSet	Names of all tasks that this environment is managing. Each task has a unique name.
	_tasks	Tasks that this environment is managing. Each task has a unique identifier, that should be its taskDescription.
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	rng	

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment._activeTasksSet Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private HashSet<string> _activeTasksSet
```

Field Value

Type: [HashSet\(String\)](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment._inactiveTasksSet Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private HashSet<string> _inactiveTasksSet
```

Field Value

Type: [HashSet\(String\)](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment._taskNamesSet Field

Names of all tasks that this environment is managing. Each task has a unique name.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private HashSet<string> _taskNamesSet
```

Field Value

Type: [HashSet\(String\)](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment._tasks Field

Tasks that this environment is managing. Each task has a unique identifier, that should be its taskDescription.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Dictionary<string, AbstractVRETask> _tasks
```

Field Value

Type: [Dictionary\(String, AbstractVRETask\)](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.rng Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Random rng
```

Field Value

Type: [Random](#)

See Also


















[AbstractVRETaskEnvironment Class](#)





























[\(Default Namespace\) Namespace](#)




























AbstractVRETaskEnvironment.AbstractVRETaskEnvironment Methods












The [AbstractVRETaskEnvironment](#) type exposes the following members.

Methods

Name	Description
 ActivateRandomTask	Activates a random task from the task list, provided that task is not already complete. Throws a KeyNotFoundException if that task is not in the environment.
 ActivateTask	Activate a specific task from the task list (i.e. set its 'isTaskActive' property to true). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment.
 AddTask	Add a new task to this environment. Throw an ArgumentException if the task already exists.
 AttachPlayer	Add player (participant) in the scene to this VREHouseTaskEnvironment
 AttachVRTasks	Attach VRTasks to appropriate GameObjects
 BeginEnvironment	Begin the level. If overridden, be sure to call base function.
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DeactivateActiveTasks	Deactivate all tasks that are active
 DeactivateTask	Deactivate a specific task from the task list (i.e. set its 'isTaskActive' property to false). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment.
 DeactivateTasks	Deactivate multiple tasks
 DestroyTask	Deactivate a task and remove it from the TaskEnvironment. Destroy its GameObject. This function is dangerous because any references to the task will become broken.

 DidCompleteTask	Called when a specific task has been completed. concrete implementations of this class will behave differently depending on their application. This function can be used to spawn new tasks, advance the game state or some other application-specific behaviour.
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)

 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetTask	returns a task with a particular description, or throws a <code>KeyNotFoundException</code> if that task is not in the environment.
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 RemoveTask(String)	Remove a task from this environment. Throw an <code>ArgumentException</code> if the task is not in the environment.
 RemoveTask(AbstractVRETask)	Remove a task from this environment. Throw an <code>ArgumentException</code> if the task is not in the environment.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetTaskActive	Shared code for <code>ActivateTask()</code> and <code>DeactivateTask()</code>
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)

 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 TaskCompleted	Called by a task when it has been completed by a player. Notify participant that they have completed a task, then perform any application-specific processing (such as deleting the task or spawning another or even ending the game entirely)
 Tostring	(Inherited from Object .)
 Update	Update is called once per frame
 WaitForPlayer(String, String, DelayedExecution.DelayedFunction)	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)
 WaitForPlayer(String, String, DelayedExecution.DelayedFunctionArgs, Object, Object[])	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)

See Also

[AbstractVRETaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.ActivateRandomTask Method

Activates a random task from the task list, provided that task is not already complete. Throws a `KeyNotFoundException` if that task is not in the environment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string ActivateRandomTask()
```

Return Value

Type: [String](#)

the description of the activated task, or null if no task was activated, because there are no inactive tasks.

See Also

[AbstractVRETaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.ActivateTask Method

Activate a specific task from the task list (i.e. set its 'isTaskActive' property to true). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ActivateTask(  
    string taskDescription  
)
```

Parameters

taskDescription

Type: [System.String](#)

the description of the task to activate

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.AddTask Method

Add a new task to this environment. Throw an [ArgumentException](#) if the task already exists.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void AddTask(  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

Task to add

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.AttachPlayer Method

Add player (participant) in the scene to this VREHouseTaskEnvironment

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void AttachPlayer ()
```

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.AttachVRTasks Method

Attach VRTasks to appropriate GameObjects

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void AttachVRTasks ()
```

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.BeginEnvironment Method

Begin the level. If overridden, be sure to call base function.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void BeginEnvironment ()
```

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.DeactivateActiveTasks Method

Deactivate all tasks that are active

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void DeactivateActiveTasks ()
```

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.DeactivateTask Method

Deactivate a specific task from the task list (i.e. set its 'isTaskActive' property to false). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void DeactivateTask(  
    string taskDescription  
)
```

Parameters

taskDescription

Type: [System.String](#)

String representation of the task to deactivate

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.DeactivateTasks Method

Deactivate multiple tasks

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void DeactivateTasks (  
    string[] tasksToDeactivate  
)
```

Parameters

tasksToDeactivate

Type: [System.String\[\]](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.DestroyTask Method

Deactivate a task and remove it from the TaskEnvironment. Destroy its GameObject. This function is dangerous because any references to the task will become broken.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void DestroyTask(  
    string taskDescription  
)
```

Parameters

taskDescription

Type: [System.String](#)

which task should be destroyed.

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.DidCompleteTask Method

Called when a specific task has been completed. concrete implementations of this class will behave differently depending on their application. This function can be used to spawn new tasks, advance the game state or some other application-specific behaviour.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected abstract void DidCompleteTask (  
    AbstractVRETask objective,  
    AbstractVREPlayer player  
)
```

Parameters

objective

Type: [\(Default Namespace\).AbstractVRETask](#)

Task that was completed (may be null)

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

Player (participant) that completed the task (may be null)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.GetTask Method

returns a task with a particular description, or throws a KeyNotFoundException if that task is not in the environment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AbstractVRETask GetTask(  
    string taskDescription  
)
```

Parameters

taskDescription

Type: [System.String](#)

Return Value

Type: [AbstractVRETask](#)

a task with a particular description, or throws a KeyNotFoundException if that task is not in the environment.



See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.RemoveTask Method

Overload List

	Name	Description
	RemoveTask(String)	Remove a task from this environment. Throw an ArgumentException if the task is not in the environment.
	RemoveTask(AbstractVRETask)	Remove a task from this environment. Throw an ArgumentException if the task is not in the environment.

See Also

[AbstractVRETaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.RemoveTask Method (String)

Remove a task from this environment. Throw an `ArgumentException` if the task is not in the environment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void RemoveTask(  
    string taskDescription  
)
```

Parameters

taskDescription

Type: [System.String](#)

the description for a particular `AbstractVRETask` to remove

See Also

[AbstractVRETaskEnvironment Class](#)

[RemoveTask Overload](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.RemoveTask Method (AbstractVRETask)

Remove a task from this environment. Throw an `ArgumentException` if the task is not in the environment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void RemoveTask(  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

the AbstractVRETask to remove

See Also

[AbstractVRETaskEnvironment Class](#)

[RemoveTask Overload](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.SetTaskActive Method

Shared code for ActivateTask() and DeactivateTask()

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void SetTaskActive(  
    string taskDescription,  
    bool isActive  
)
```

Parameters

taskDescription

Type: [System.String](#)

isActive

Type: [System.Boolean](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void Start ()
```

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.TaskCompleted Method

Called by a task when it has been completed by a player. Notify participant that they have completed a task, then perform any application-specific processing (such as deleting the task or spawning another or even ending the game entirely)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void TaskCompleted(  
    AbstractVRETask objective,  
    AbstractVREPlayer player  
)
```

Parameters

objective

Type: [\(Default Namespace\).AbstractVRETask](#)

the task that was completed (may be null)

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

the player (participant) that completed the task (if applicable)

Return Value

Type:

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.Update Method

Update is called once per frame

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void Update ()
```



See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.WaitForPlayer Method

Overload List

	Name	Description
	WaitForPlayer(String, String, DelayedExecution.DelayedFunction)	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)
	WaitForPlayer(String, String, DelayedExecution.DelayedFunctionArgs, Object, Object[])	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)

See Also

[AbstractVRETaskEnvironment Class \(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.WaitForPlayer Method (String, String, DelayedExecution.DelayedFunction)

Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected IEnumerator WaitForPlayer(  
    string title,  
    string message,  
    DelayedExecution.DelayedFunction playersReadyFunction  
)
```

Parameters

title

Type: [System.String](#)

title to show up in popup

message

Type: [System.String](#)

message to show up in popup

playersReadyFunction

Type: [\(Default Namespace\).DelayedExecution.DelayedFunction](#)

function to execute after the participant has acknowledged the popup

Return Value

Type: [IEnumerator](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[WaitForPlayer Overload](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.WaitForPlayer Method (String, String, DelayedExecution.DelayedFunctionArgs, Object, Object[])

Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected IEnumerator WaitForPlayer(  
    string title,  
    string message,  
    DelayedExecution.DelayedFunctionArgs playersReadyFunction,  
    Object functionarg,  
    params Object[] functionArgs  
)
```

Parameters

title

Type: [System.String](#)

title to show up in popup

message

Type: [System.String](#)

message to show up in popup

playersReadyFunction

Type: [\(Default Namespace\).DelayedExecution.DelayedFunctionArgs](#)

function to execute after the participant has acknowledged the popup

functionarg

Type: [System.Object](#)

argument for 'playersReadyFunction'

functionArgs

Type: [System.Object\[\]](#)

more arguments for 'playersReadyFunction'

Return Value

Type: [IEnumerator](#)

See Also

[AbstractVRETaskEnvironment Class](#)





















[WaitForPlayer Overload](#)










[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.AbstractVRETaskEnvironment Properties

The [AbstractVRETaskEnvironment](#) type exposes the following members.

Properties

Name	Description
 activeTasksArray	Tasks that are active Changes to this array do not affect the AbstractVRETaskEnvironment.
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 inactiveTasksArray	Tasks that are inactive Changes to this array do not affect the AbstractVRETaskEnvironment.
 isActiveAndEnabled	(Inherited from Behaviour.)
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete.

		(Inherited from Component .)
 particleSystem		Obsolete. (Inherited from Component .)
 player		The participant in the VRE.
 renderer		Obsolete. (Inherited from Component .)
 rigidbody		Obsolete. (Inherited from Component .)
 rigidbody2D		Obsolete. (Inherited from Component .)
 tag		(Inherited from Component .)
 taskNamesArray		Names of all tasks that this environment is managing. Each task has a unique name. Changes to this array do not affect the AbstractVRETaskEnvironment.
 transform		(Inherited from Component .)
 useGUILayout		(Inherited from MonoBehaviour .)

See Also

[AbstractVRETaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.activeTasksArray Property

Tasks that are active Changes to this array do not affect the AbstractVRETaskEnvironment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string[] activeTasksArray { get; }
```

Property Value

Type: [String\[\]](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.inactiveTasksArray Property

Tasks that are inactive Changes to this array do not affect the AbstractVRETaskEnvironment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string[] inactiveTasksArray { get; }
```

Property Value

Type: [String\[\]](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.player Property

The participant in the VRE.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public AbstractVREPlayer player { get; private set; }
```

Property Value

Type: [AbstractVREPlayer](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRETaskEnvironment.taskNamesArray Property

Names of all tasks that this environment is managing. Each task has a unique name. Changes to this array do not affect the AbstractVRETaskEnvironment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public string[] taskNamesArray { get; }
```

Property Value

Type: [String\[\]](#)

See Also

[AbstractVRETaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings Class

Base class for settings objects that need to persist themselves on disk. Classes that extend this are singletons whose members are stored in an XML data file. For an example of how to implement your own settings files, check out any of the provided concrete subclasses. (e.g. [VRNChairSettings](#)).

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).AbstractVRNSettings

[\(Default Namespace\).VRNAbstractVRETaskEnvironmentSettings](#)

[\(Default Namespace\).VRNChairSettings](#)

[\(Default Namespace\).VRNControls](#)

[\(Default Namespace\).VRNHouseSettings](#)

[\(Default Namespace\).VRNTaskOrder](#)

[\(Default Namespace\).VRNTemp](#)

Namespace: [\(Default Namespace\)](#)


Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax









```
C#
public abstract class AbstractVRNSettings
```




The **AbstractVRNSettings** type exposes the following members.

Constructors


	Name	Description
	AbstractVRNSettings	Initializes a new instance of the AbstractVRNSettings class

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Use this in lieu of a constructor, this ensures that whatever VRNSettings object you have is based off whatever is stored in the filesystem.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed

 Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string)
 Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk.
 ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user)

See Also

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected AbstractVRNSettings ()
```


See Also

[AbstractVRNSettings Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.AbstractVRNSettings Fields

Fields

	Name	Description
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user)

See Also

[AbstractVRNSettings Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.lastEdited Field

Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private long lastEdited
```

Field Value

Type: [Int64](#)

See Also












[AbstractVRNSettings Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.AbstractVRNSettings Methods

The [AbstractVRNSettings](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Use this in lieu of a constructor, this ensures that whatever VRNSettings object you have is based off whatever is stored in the filesystem.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk.
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[AbstractVRNSettings Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.Load Method

Use this in lieu of a constructor, this ensures that whatever VRNSettings object you have is based off whatever is stored in the filesystem.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected static AbstractVRNSettings Load(  
    string path,  
    Type type,  
    AbstractVRNSettings theInstance  
)
```

Parameters

path

Type: [System.String](#)

The path to the folder that contains the settings. (Generally pass Application.persistentDataPath)

type

Type: [System.Type](#)

theInstance

Type: [\(Default Namespace\).AbstractVRNSettings](#)

Return Value

Type: [AbstractVRNSettings](#)

Return an instance of VRNSettings. If a suitable file exists, the parameters will be loaded from it. otherwise, default settings will be used and a new file will be created.

See Also

[AbstractVRNSettings Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.OnDestroy Method

called when it gets destroyed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void OnDestroy()
```



See Also

[AbstractVRNSettings Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.Save Method

Overload List

	Name	Description
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk.

See Also

[AbstractVRNSettings Class](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.Save Method

Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public abstract void Save ()
```

See Also

[AbstractVRNSettings Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

AbstractVRNSettings.Save Method (String, String, Type)

Store the current settings to disk. overwrites whatever is currently on disk.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void Save(  
    string path,  
    string fileName,  
    Type type  
)
```

Parameters

path

Type: [System.String](#)

The path to the folder that contains the settings. (Generally pass Application.persistentDataPath)

fileName

Type: [System.String](#)

Filename to use for the settings file

type

Type: [System.Type](#)

See Also

[AbstractVRNSettings Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket Class

A set of accelerometer data from an ArduIMU

Inheritance Hierarchy

[System.Object](#)

[\(Default Namespace\).BasicSensorPacket](#)

(Default Namespace).AccelSensorPacket

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax







```
C#
public class AccelSensorPacket : BasicSensorPacket
```

The **AccelSensorPacket** type exposes the following members.



Constructors

	Name	Description
	AccelSensorPacket(Byte[])	Constructor (from a byte array, if data was transmitted as raw bytes)
	AccelSensorPacket(String[])	Constructor (from an array of strings, if data was transmitted in a comma-separated string format.)









Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	_accelerationDouble	acceleration data from the IMU
	SCALE_FACTOR	ArduIMU samples are multiplied by a scale factor so that they can be sent as fixed-point numbers. This makes transmission cheaper because fewer bytes need to be sent.

Properties



	Name	Description
	linearAcceleration	get the linear acceleration (x, y, z) reported by the ArduIMU as a regular Vector3 .
	linearAccelerationDouble	get the acceleration as a Vector3Double
	rawDataBytes	raw data received from serial port (binary) (Inherited from BasicSensorPacket .)
	rawDataFields	raw data received over the serial port (text) (Inherited from BasicSensorPacket .)
	sensorID	A unique identifier for this sensor (Inherited from BasicSensorPacket .)
	timestamp	Timestamp from sensor (milliseconds, generally) (Inherited from BasicSensorPacket .)
	variant	What is the variant of this packet? use this information to correctly cast it. (Inherited from BasicSensorPacket .)
	version	Identify protocol version (Inherited from BasicSensorPacket .)

See Also

[\(Default Namespace\) Namespace](#)

AccelSensorPacket Constructor

Overload List

	Name	Description
	AccelSensorPacket(Byte[])	Constructor (from a byte array, if data was transmitted as raw bytes)
	AccelSensorPacket(String[])	Constructor (from an array of strings, if data was transmitted in a comma-separated string format.)

See Also

[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket Constructor (Byte[])

Constructor (from a byte array, if data was transmitted as raw bytes)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AccelSensorPacket (  
    byte[] rawData  
)
```

Parameters

rawData

Type: [System.Byte\[\]](#)

byte-representation of the packet.

See Also

[AccelSensorPacket Class](#)

[AccelSensorPacket Overload](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket Constructor (String[])

Constructor (from an array of strings, if data was transmitted in a comma-separated string format.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AccelSensorPacket (  
    string[] fields  
)
```

Parameters

fields

Type: [System.String\[\]](#)

string data that was sent from ArduIMU

See Also

[AccelSensorPacket Class](#)




[AccelSensorPacket Overload](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket.AccelSensorPacket Fields

The [AccelSensorPacket](#) type exposes the following members.

Fields

	Name	Description
	accelerationDouble	acceleration data from the IMU
 	SCALE_FACTOR	ArduIMU samples are multiplied by a scale factor so that they can be sent as fixed-point numbers. This makes transmission cheaper because fewer bytes need to be sent.

See Also

[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket._accelerationDouble Field

acceleration data from the IMU

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Vector3Double _accelerationDouble
```

Field Value

Type: [Vector3Double](#)

See Also

[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket.SCALE_FACTOR Field

ArduIMU samples are multiplied by a scale factor so that they can be sent as fixed-point numbers. This makes transmission cheaper because fewer bytes need to be sent.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const double SCALE_FACTOR
```

Field Value

Type: [Double](#)

See Also







[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket.AccelSensorPacket Methods

The [AccelSensorPacket](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also









[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket.AccelSensorPacket Properties

The [AccelSensorPacket](#) type exposes the following members.

Properties

	Name	Description
	linearAcceleration	get the linear acceleration (x, y, z) reported by the ArduIMU as a regular Vector3 .
	linearAccelerationDouble	get the acceleration as a Vector3Double
	rawDataBytes	raw data received from serial port (binary) (Inherited from BasicSensorPacket .)
	rawDataFields	raw data received over the serial port (text) (Inherited from BasicSensorPacket .)
	sensorID	A unique identifier for this sensor (Inherited from BasicSensorPacket .)
	timestamp	Timestamp from sensor (milliseconds, generally) (Inherited from BasicSensorPacket .)
	variant	What is the variant of this packet? use this information to correctly cast it. (Inherited from BasicSensorPacket .)
	version	Identify protocol version (Inherited from BasicSensorPacket .)

See Also

[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket.linearAcceleration Property

get the linear acceleration (x, y, z) reported by the ArduIMU as a regular **Vector3**.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3 linearAcceleration { get; }
```

Property Value

Type: **Vector3**

See Also

[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AccelSensorPacket.linearAccelerationDouble Property

get the acceleration as a [Vector3Double](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3Double linearAccelerationDouble { get; private set; }
```

Property Value

Type: [Vector3Double](#)

See Also

[AccelSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger Class

Record additional data concerning the VRN Chair, specifically the direction the user is looking, and whether or not 'Decoupled Mode' is currently enabled.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).PositionTracker](#)

(Default Namespace).AdvancedPositionLogger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#









```
public class AdvancedPositionLogger : PositionTracker
```

The **AdvancedPositionLogger** type exposes the following members.























Constructors

















	Name	Description
	AdvancedPositionLogger	Initializes a new instance of the AdvancedPositionLogger class

Methods








	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)


 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetDataLine	This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in GetHeaderLine() . this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetDataLine() .)

 GetHashCode	(Inherited from Object .)
 GetHeaderLine	This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in GetDataLine(). this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetHeaderLine() .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Need to implement <code>OnDestroy()</code> since the logging thread will not terminate on its own, and will cause all sorts of mischief. (Inherited from PositionTracker .)
 PauseLogging	Temporarily stop logging, with the intention of resuming later on. (Inherited from PositionTracker .)
 ResumeLogging	Resume logging that was previously paused. (Inherited from PositionTracker .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)



















 Start	Use this for initialization (Overrides PositionTracker.Start().)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour.)
 StartCoroutine(String)	(Inherited from MonoBehaviour.)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour.)
 StartCoroutine_Auto	(Inherited from MonoBehaviour.)
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing. (Inherited from PositionTracker.)
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing. (Inherited from PositionTracker.)
 StopAllCoroutines	(Inherited from MonoBehaviour.)
 StopCoroutine(String)	(Inherited from MonoBehaviour.)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour.)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour.)
 StopCoroutine_Auto	(Inherited from MonoBehaviour.)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour.)
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing. (Inherited from PositionTracker.)
 ToString	(Inherited from Object.)
 Update	Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!) (Overrides PositionTracker.Update().)
















Fields

Name	Description
 isAbsolutePosition	Should the position be logged relative to the world (true), or the local position relative to the parent (false)? (Inherited from PositionTracker.)
 m_CachedPtr	(Inherited from Object.)
 m_InstanceID	(Inherited from Object.)
 m_UnityRuntimeErrorString	(Inherited from Object.)
 mDataLogger	(Inherited from PositionTracker.)
 mPlayerController	
 playerCamera	

 updatePosnLastFrame	this state variable is used to ensure that positions are captured the frame AFTER the isLogging property of mDataLogger becomes true. (Inherited from PositionTracker .)
---	--

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 currentCameraRotation	most recent rotation of camera, relative to its immediate parent (this is actually the global rotation relative to the ground, because the HMD reports its rotation globally , and we perform transformations further up the kinematic chain to compensate for this)
 currentPosition	position of body, relative to parent (usually world) (Inherited from PositionTracker .)
 currentRotation	current angle of body relative to parent (usually world) (Inherited from PositionTracker .)
 distance	Total distance covered since calling 'StartLogging()' (Inherited from PositionTracker .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)

 isLogging	property that lets other objects know if the associated DataLogger is currently active. (Inherited from PositionTracker .)
 lastPosition	position in previous frame (used for detecting movement, measuring velocity, etc.) (Inherited from PositionTracker .)
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 relativeCameraRotation	Most recent rotation of the camera, relative to the user's body. This is found by calling [M:IMUSensorReader.RelativeOrientation()] to compute the relative orientations of the head and the body. (look at the source code for Update()).
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 startTimeMillis	Gets the start time, in milliseconds. (Inherited from PositionTracker .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AdvancedPositionLogger ()
```

See Also









[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.AdvancedPositionLogger Fields

The [AdvancedPositionLogger](#) type exposes the following members.

Fields

Name	Description
 isAbsolutePosition	Should the position be logged relative to the world (true), or the local position relative to the parent (false)? (Inherited from PositionTracker .)
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mDataLogger	(Inherited from PositionTracker .)
 mPlayerController	
 playerCamera	
 updatePosnLastFrame	this state variable is used to ensure that positions are captured the frame AFTER the isLogging property of mDataLogger becomes true. (Inherited from PositionTracker .)

See Also

[AdvancedPositionLogger Class](#)
[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.mPlayerController Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private PlayerController mPlayerController
```

Field Value

Type: [PlayerController](#)

See Also

[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.playerCamera Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private GameObject playerCamera
```

Field Value

Type: **GameObject**

See Also



[AdvancedPositionLogger Class](#)





















[\(Default Namespace\) Namespace](#)






AdvancedPositionLogger.AdvancedPositionLogger Methods


The [AdvancedPositionLogger](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

 <code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
 <code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
 <code>GetComponentInParent(Type)</code>	(Inherited from Component .)
 <code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
 <code>GetComponentInParent`1()</code>	(Inherited from Component .)
 <code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
 <code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
 GetDataLine	This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in <code>GetHeaderLine()</code> . this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetDataLine() .)
 <code>GetHashCode</code>	(Inherited from Object .)
 GetHeaderLine	This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in <code>GetDataLine()</code> . this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetHeaderLine() .)
 <code>GetInstanceID</code>	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 <code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
 <code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
 <code>Invoke</code>	(Inherited from MonoBehaviour .)
 <code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Need to implement <code>OnDestroy()</code> since the logging thread will not terminate on its own, and will cause all sorts of mischief. (Inherited from PositionTracker .)

 PauseLogging	Temporarily stop logging, with the intention of resuming later on. (Inherited from PositionTracker.)
 ResumeLogging	Resume logging that was previously paused. (Inherited from PositionTracker.)
 SendMessage(String)	(Inherited from Component.)
 SendMessage(String, Object)	(Inherited from Component.)
 SendMessage(String, SendMessageOptions)	(Inherited from Component.)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component.)
 SendMessageUpwards(String)	(Inherited from Component.)
 SendMessageUpwards(String, Object)	(Inherited from Component.)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component.)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component.)
 Start	Use this for initialization (Overrides PositionTracker.Start().)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour.)
 StartCoroutine(String)	(Inherited from MonoBehaviour.)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour.)
 StartCoroutine_Auto	(Inherited from MonoBehaviour.)
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing. (Inherited from PositionTracker.)
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing. (Inherited from PositionTracker.)
 StopAllCoroutines	(Inherited from MonoBehaviour.)
 StopCoroutine(String)	(Inherited from MonoBehaviour.)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour.)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour.)
 StopCoroutine_Auto	(Inherited from MonoBehaviour.)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour.)
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing. (Inherited from PositionTracker.)
 ToString	(Inherited from Object.)

 Update	Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!) (Overrides PositionTracker.Update(.))
--	--

See Also

[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.GetDataLine Method

This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in GetHeaderLine(). this function may be overridden by child classes to add additional data fields to the log.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override string GetDataLine ()
```

Return Value

Type: [String](#)

Implements

[DataLogger.DataLoggerDelegate.GetDataLine\(\)](#)

See Also

[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.GetHeaderLine Method

This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in GetDataLine(). this function may be overridden by child classes to add additional data fields to the log.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override string GetHeaderLine ()
```

Return Value

Type: [String](#)

Implements

[DataLogger.DataLoggerDelegate.GetHeaderLine\(\)](#)

See Also

[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void Start ()
```

Exceptions

Exception	Condition
NullReferenceException	PositionLogger on player " + gameObject.name + " requires a component that extends PlayerController!

See Also

[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.Update Method

Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Update ()
```

See Also



















[AdvancedPositionLogger Class](#)
















[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.AdvancedPositionLogger Properties

The [AdvancedPositionLogger](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 currentCameraRotation	most recent rotation of camera, relative to its immediate parent (this is actually the global rotation relative to the ground, because the HMD reports its rotation globally , and we perform transformations further up the kinematic chain to compensate for this)
 currentPosition	position of body, relative to parent (usually world) (Inherited from PositionTracker .)
 currentRotation	current angle of body relative to parent (usually world) (Inherited from PositionTracker .)
 distance	Total distance covered since calling 'StartLogging()' (Inherited from PositionTracker .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)

 isLogging	property that lets other objects know if the associated DataLogger is currently active. (Inherited from PositionTracker .)
 lastPosition	position in previous frame (used for detecting movement, measuring velocity, etc.) (Inherited from PositionTracker .)
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 relativeCameraRotation	Most recent rotation of the camera, relative to the user's body. This is found by calling [M:IMUSensorReader.RelativeOrientation()] to compute the relative orientations of the head and the body. (look at the source code for Update()).
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 startTimeMillis	Gets the start time, in milliseconds. (Inherited from PositionTracker .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[AdvancedPositionLogger Class](#)
[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.currentCameraRotation Property

most recent rotation of camera, relative to its immediate parent (this is actually the **global** rotation relative to the ground, because the HMD reports its rotation **globally**, and we perform transformations further up the kinematic chain to compensate for this)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Quaternion currentCameraRotation { get; private set; }
```

Property Value

Type: **Quaternion**

See Also

[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

AdvancedPositionLogger.relativeCameraRotation Property

Most recent rotation of the camera, relative to the user's body. This is found by calling **[M:IMUSensorReader.RelativeOrientation()]** to compute the relative orientations of the head and the body. (look at the source code for [Update\(\)](#)).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Quaternion relativeCameraRotation { get; private set; }
```

Property Value

Type: **Quaternion**

See Also

[AdvancedPositionLogger Class](#)

[\(Default Namespace\) Namespace](#)

BasicCompletedTask Class

Base implementation of CompletedTask interface

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).BasicCompletedTask

Namespace: [\(Default Namespace\)](#)


Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax







```
C#
internal class BasicCompletedTask : CompletedTask
```

The **BasicCompletedTask** type exposes the following members.




Constructors

	Name	Description
	BasicCompletedTask	Initializes a new instance of the BasicCompletedTask class

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Properties

	Name	Description
	description	
	player	
	type	

See Also

[\(Default Namespace\) Namespace](#)

BasicCompletedTask Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public BasicCompletedTask(  
    AbstractVREPlayer player,  
    TaskType type,  
    string description  
)
```

Parameters

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

type

Type: [\(Default Namespace\).TaskType](#)

description

Type: [System.String](#)

See Also







[BasicCompletedTask Class](#)

[\(Default Namespace\) Namespace](#)

BasicCompletedTask.BasicCompletedTask Methods

The [BasicCompletedTask](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also




[BasicCompletedTask Class](#)

[\(Default Namespace\) Namespace](#)

BasicCompletedTask.BasicCompletedTask Properties

The [BasicCompletedTask](#) type exposes the following members.

Properties

	Name	Description
	description	
	player	
	type	

See Also

[BasicCompletedTask Class](#)

[\(Default Namespace\) Namespace](#)

BasicCompletedTask.description Property

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string description { get; private set; }
```

Property Value

Type: [String](#)

Implements

[CompletedTask.description](#)

See Also

[BasicCompletedTask Class](#)

[\(Default Namespace\) Namespace](#)

BasicCompletedTask.player Property

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public AbstractVREPlayer player { get; private set; }
```

Property Value

Type: [AbstractVREPlayer](#)

Implements

[CompletedTask.player](#)

See Also

[BasicCompletedTask Class](#)

[\(Default Namespace\) Namespace](#)

BasicCompletedTask.type Property

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public TaskType type { get; private set; }
```

Property Value

Type: [TaskType](#)

Implements

[CompletedTask.type](#)

See Also

[BasicCompletedTask Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket Class

Represent a packet that is coming from an ArduIMU and perform common operations with it. This class can be extended for specific types of sensor data (e.g. [IMUSensorPacket](#) or [AccelSensorPacket](#)).

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).BasicSensorPacket

[\(Default Namespace\).AccelSensorPacket](#)

[\(Default Namespace\).IMUSensorPacket](#)

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax










```
C#
public class BasicSensorPacket
```



The **BasicSensorPacket** type exposes the following members.

Constructors







	Name	Description
	BasicSensorPacket(Byte[])	parse binary data to generate a basic packet
	BasicSensorPacket(String[])	Parse incoming text data to generate a basic packet

Methods







	Name	Description
 	ChoosePacket	for simpler abstraction. When a new sensor variant is added, choose which sensor to initialize
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 	ParseData(Byte[])	Call this function to parse a raw byte stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct subclass of BasicSensorPacket (e.g. IMUSensorPacket)

 ParseData(Char[], String)	Call this function to parse a raw text stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct type of packet (e.g. IMUPacket)
 ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
 FIELD_DELIMITER		what character splits fields in a packet?
 HEADER_SIZE		binary header size (in bytes)
 MAX_PACKET_SIZE		maximum size of a binary packet
 MAX_PAYLOAD_SIZE		maximum size of a binary payload (in bytes)
 PACKET_DELIMITER		what character splits packets in the raw stream?
 PAYLOAD_OFFSET		where does the payload start in the packet

Properties



	Name	Description
 rawDataBytes		raw data received from serial port (binary)
 rawDataFields		raw data received over the serial port (text)
 sensorID		A unique identifier for this sensor
 timestamp		Timestamp from sensor (milliseconds, generally)
 variant		What is the variant of this packet? use this information to correctly cast it.
 version		Identify protocol version

See Also

[\(Default Namespace\) Namespace](#)

BasicSensorPacket Constructor

Overload List

	Name	Description
	BasicSensorPacket(Byte[])	parse binary data to generate a basic packet
	BasicSensorPacket(String[])	Parse incoming text data to generate a basic packet

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket Constructor (Byte[])

parse binary data to generate a basic packet

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public BasicSensorPacket (  
    byte[] rawData  
)
```

Parameters

rawData

Type: [System.Byte\[\]](#)

data from ArduIMU

See Also

[BasicSensorPacket Class](#)

[BasicSensorPacket Overload](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket Constructor (String[])

Parse incoming text data to generate a basic packet

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public BasicSensorPacket (  
    string[] rawDataFields  
)
```

Parameters

rawDataFields

Type: [System.String\[\]](#)

Separate each token of the incoming packet depending on the delimiter (might be a ',' or a ';', who knows?)

See Also

[BasicSensorPacket Class](#)







[BasicSensorPacket Overload](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.BasicSensorPacket Fields

The [BasicSensorPacket](#) type exposes the following members.

Fields

	Name	Description
	FIELD_DELIMITER	what character splits fields in a packet?
	HEADER_SIZE	binary header size (in bytes)
	MAX_PACKET_SIZE	maximum size of a binary packet
	MAX_PAYLOAD_SIZE	maximum size of a binary payload (in bytes)
	PACKET_DELIMITER	what character splits packets in the raw stream?
	PAYLOAD_OFFSET	where does the payload start in the packet

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.FIELD_DELIMITER Field

what character splits fields in a packet?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private const string FIELD_DELIMITER
```

Field Value

Type: [String](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.HEADER_SIZE Field

binary header size (in bytes)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public const int HEADER_SIZE
```

Field Value

Type: [Int32](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.MAX_PACKET_SIZE Field

maximum size of a binary packet

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const int MAX_PACKET_SIZE
```

Field Value

Type: [Int32](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.MAX_PAYLOAD_SIZE Field

maximum size of a binary payload (in bytes)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const int MAX_PAYLOAD_SIZE
```

Field Value

Type: [Int32](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.PACKET_DELIMITER Field

what character splits packets in the raw stream?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string PACKET_DELIMITER
```

Field Value

Type: [String](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.PAYLOAD_OFFSET Field

where does the payload start in the packet

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const int PAYLOAD_OFFSET
```

Field Value

Type: [Int32](#)

See Also













[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.BasicSensorPacket Methods

The [BasicSensorPacket](#) type exposes the following members.

Methods

	Name	Description
 	ChoosePacket	for simpler abstraction. When a new sensor variant is added, choose which sensor to initialize
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 	ParseData(Byte[])	Call this function to parse a raw byte stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct subclass of BasicSensorPacket (e.g. IMUSensorPacket)
 	ParseData(Char[], String)	Call this function to parse a raw text stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct type of packet (e.g. IMUPacket)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.ChoosePacket Method

for simpler abstraction. When a new sensor variant is added, choose which sensor to initialize

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static BasicSensorPacket ChoosePacket (  
    string[] rawDataFields,  
    PacketVariant variant  
)
```

Parameters

rawDataFields

Type: [System.String\[\]](#)

variant

Type: [\(Default Namespace\).PacketVariant](#)

Return Value

Type: [BasicSensorPacket](#)





See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.ParseData Method

Overload List

	Name	Description
 	ParseData(Byte[])	Call this function to parse a raw byte stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct subclass of BasicSensorPacket (e.g. IMUSensorPacket)
 	ParseData(Char[], String)	Call this function to parse a raw text stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct type of packet (e.g. IMUPacket)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.ParseData Method (Byte[])

Call this function to parse a raw byte stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct subclass of [BasicSensorPacket](#) (e.g. [IMUSensorPacket](#))

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static BasicSensorPacket ParseData(  
    byte[] data  
)
```

Parameters

data

Type: [System.Byte\[\]](#)

array of bytes that have been read from the ArduIMU.

Return Value

Type: [BasicSensorPacket](#)

A subclass of [BasicSensorPacket](#)

See Also

[BasicSensorPacket Class](#)

[ParseData Overload](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.ParseData Method (Char[], String)

Call this function to parse a raw text stream into a packet. If this function recognizes the packet's type, that packet will be parsed into the correct type of packet (e.g. IMUPacket)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static BasicSensorPacket ParseData(  
    char[] fieldDelimiters,  
    string rawData  
)
```

Parameters

fieldDelimiters

Type: [System.Char\[\]](#)

may be null if default delimiters are to be used

rawData

Type: [System.String](#)

Return Value

Type: [BasicSensorPacket](#)

See Also

[BasicSensorPacket Class](#)







[ParseData Overload](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.BasicSensorPacket Properties

The [BasicSensorPacket](#) type exposes the following members.

Properties

	Name	Description
	rawDataBytes	raw data received from serial port (binary)
	rawDataFields	raw data received over the serial port (text)
	sensorID	A unique identifier for this sensor
	timestamp	Timestamp from sensor (milliseconds, generally)
	variant	What is the variant of this packet? use this information to correctly cast it.
	version	Identify protocol version

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.rawDataBytes Property

raw data received from serial port (binary)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public byte[] rawDataBytes { get; protected set; }
```

Property Value

Type: [Byte\[\]](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.rawDataFields Property

raw data received over the serial port (text)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public string[] rawDataFields { get; protected set; }
```

Property Value

Type: [String\[\]](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.sensorID Property

A unique identifier for this sensor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int sensorID { get; protected set; }
```

Property Value

Type: [Int32](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.timestamp Property

Timestamp from sensor (milliseconds, generally)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public long timestamp { get; private set; }
```

Property Value

Type: [Int64](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.variant Property

What is the variant of this packet? use this information to correctly cast it.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public PacketVariant variant { get; protected set; }
```

Property Value

Type: [PacketVariant](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

BasicSensorPacket.version Property

Identify protocol version

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int version { get; protected set; }
```

Property Value

Type: [Int32](#)

See Also

[BasicSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers Class

This class provides utility methods for dealing with byte arrays.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).ByteArrayHelpers

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#















```
public class ByteArrayHelpers
```













The **ByteArrayHelpers** type exposes the following members.

Constructors

	Name	Description
	ByteArrayHelpers	Initializes a new instance of the ByteArrayHelpers class

Methods

	Name	Description
 	BytesToFloat	convert a 4-byte representation of a float to a <code>float</code> primitive (UNTESTED)
 	Concat	Concatenate two byte arrays together, e.g. a, b becomes [a, b]
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 	GetByteArrayString	print out an array of bytes
 	GetBytesFromInt	parse an int into its four constituent bytes
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
 	GetSignedIntFromBytes	parse an array of bytes into an integer.
	GetType	Gets the type of the current instance. (Inherited from Object .)

 	GetUnsignedIntFromBytes	Parse an array of bytesBigEndian into an integer.
 	Main	
 	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 	RawDataToFloat	Convert an incoming data field to a float.
 	ToString	Returns a string that represents the current object. (Inherited from Object .)
 	ToUnsignedInt	convert a signed byte to an unsigned integer

See Also

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public ByteArrayHelpers ()
```

See Also




[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.ByteArrayHelpers Methods

The [ByteArrayHelpers](#) type exposes the following members.

Methods

	Name	Description
	BytesToFloat	convert a 4-byte representation of a float to a <code>float</code> primitive (UNTESTED)
	Concat	Concatenate two byte arrays together, e.g. a, b becomes [a, b]
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetByteArrayString	print out an array of bytes
	GetBytesFromInt	parse an int into its four constituent bytes
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetSignedIntFromBytes	parse an array of bytes into an integer.
	GetType	Gets the type of the current instance. (Inherited from Object .)
	GetUnsignedIntFromBytes	Parse an array of bytesBigEndian into an integer.
	Main	
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RawDataToFloat	Convert an incoming data field to a float.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	ToUnsignedInt	convert a signed byte to an unsigned integer

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.BytesToFloat Method

convert a 4-byte representation of a float to a `float` primitive (UNTESTED)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static float BytesToFloat(  
    byte[] bytes,  
    bool isBigEndian  
)
```

Parameters

bytes

Type: [System.Byte\[\]](#)

isBigEndian

Type: [System.Boolean](#)

Return Value

Type: [Single](#)

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.Concat Method

Concatenate two byte arrays together, e.g. a, b becomes [a, b]

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static byte[] Concat (  
    byte[] a,  
    byte[] b  
)
```

Parameters

a

Type: [System.Byte\[\]](#)

first array (this will appear at the beginning)

b

Type: [System.Byte\[\]](#)

second array (this will appear at the end)

Return Value

Type: [Byte\[\]](#)

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.GetByteArrayString Method

print out an array of bytes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static string GetByteArrayString(  
    byte[] bytes,  
    ByteArrayHelpers.ByteArrayMode mode  
)
```

Parameters

bytes

Type: [System.Byte\[\]](#)

mode

Type: [\(Default Namespace\).ByteArrayHelpers.ByteArrayMode](#)

Return Value

Type: [String](#)

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.GetBytesFromInt Method

parse an int into its four constituent bytes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static byte[] GetBytesFromInt (  
    int x,  
    bool isBigEndian  
)
```

Parameters

x

Type: [System.Int32](#)

isBigEndian

Type: [System.Boolean](#)

Return Value

Type: [Byte\[\]](#)

a byte array containing the 4-bytes represented by x.

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.GetSignedIntFromBytes Method

parse an array of bytes into an integer.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static int GetSignedIntFromBytes (  
    byte[] bytes,  
    bool isBigEndian  
)
```

Parameters

bytes

Type: [System.Byte\[\]](#)

isBigEndian

Type: [System.Boolean](#)

Return Value

Type: [Int32](#)

the integer representation of the transmitted value.

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.GetUnsignedIntFromBytes Method

Parse an array of bytesBigEndian into an integer.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static uint GetUnsignedIntFromBytes (  
    byte[] bytes,  
    bool isBigEndian  
)
```

Parameters

bytes

Type: [System.Byte\[\]](#)

component bytesBigEndian of the desired integer

isBigEndian

Type: [System.Boolean](#)

Return Value

Type: [UInt32](#)

the integer representation of the transmitted value.

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.Main Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static int Main(  
    string[] args  
)
```

Parameters

args

Type: [System.String\[\]](#)

Return Value

Type: [Int32](#)

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.RawDataToFloat Method

Convert an incoming data field to a float.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static float RawDataToFloat(  
    string rawData  
)
```

Parameters

rawData

Type: [System.String](#)

Return Value

Type: [Single](#)

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.ToUnsignedInt Method

convert a signed byte to an unsigned integer

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static uint ToUnsignedInt(  
    byte x  
)
```

Parameters

x

Type: [System.Byte](#)

Return Value

Type: [UInt32](#)

See Also

[ByteArrayHelpers Class](#)

[\(Default Namespace\) Namespace](#)

ByteArrayHelpers.ByteArrayMode Enumeration

How should the byte array be displayed?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum ByteArrayMode
```

Members

Member name	Value	Description
BYTE_ARRAY_MODE_HEX	0	Represent the bytes as hexadecimal numbers
BYTE_ARRAY_MODE_DEC	1	represent the bytes as decimal numbers

See Also

[\(Default Namespace\) Namespace](#)

CircularBufferFloat Class

not used

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).CircularBufferFloat

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#









```
public class CircularBufferFloat
```

The **CircularBufferFloat** type exposes the following members.


Constructors

	Name	Description
	CircularBufferFloat	Initializes a new instance of the CircularBufferFloat class.

Methods

	Name	Description
	AddSample	Adds a sample to the buffer.
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetAvg	Gets the average of all the samples currently in the circular buffer.
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	sampleIndex	
	samples	

VRN House: Unity

See Also

[\(Default Namespace\) Namespace](#)

CircularBufferFloat Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public CircularBufferFloat (  
    int size  
)
```

Parameters

size

Type: [System.Int32](#)

The size.

See Also

[CircularBufferFloat Class](#)

[\(Default Namespace\) Namespace](#)

CircularBufferFloat.CircularBufferFloat Fields

Fields

	Name	Description
	sampleIndex	
	samples	

See Also

[CircularBufferFloat Class](#)

[\(Default Namespace\) Namespace](#)

CircularBufferFloat.sampleIndex Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private int sampleIndex
```

Field Value

Type: [Int32](#)

See Also

[CircularBufferFloat Class](#)

[\(Default Namespace\) Namespace](#)

CircularBufferFloat.samples Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float[] samples
```

Field Value

Type: [Single\[\]](#)

See Also

[CircularBufferFloat Class](#)

[\(Default Namespace\) Namespace](#)

CircularBufferFloat.CircularBufferFloat Methods

The [CircularBufferFloat](#) type exposes the following members.

Methods

	Name	Description
⇒	AddSample	Adds a sample to the buffer.
⇒	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒	GetAvg	Gets the average of all the samples currently in the circular buffer.
⇒	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
⇒	GetType	Gets the type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[CircularBufferFloat Class](#)

[\(Default Namespace\) Namespace](#)

CircularBufferFloat.AddSample Method

Adds a sample to the buffer.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void AddSample (  
    float sample  
)
```

Parameters

sample

Type: [System.Single](#)

The sample.

See Also

[CircularBufferFloat Class](#)

[\(Default Namespace\) Namespace](#)

CircularBufferFloat.GetAvg Method

Gets the average of all the samples currently in the circular buffer.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float GetAvg ()
```

Return Value

Type: [Single](#)

See Also

[CircularBufferFloat Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask Class

Represent a [GotoTask](#) that has been completed.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).CompletedGotoTask

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#







```
public class CompletedGotoTask : CompletedTask
```

The **CompletedGotoTask** type exposes the following members.


Constructors

	Name	Description
	CompletedGotoTask	Constructor



Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	position	Where in space was the GoToTask?

Properties

	Name	Description
	description	A description of what this GoToTask was when it was active
	player	The player (participant) that completed this task.

	type	The type of this GoToTask (i.e. TYPE_GOTO)
---	----------------------	---

See Also

[\(Default Namespace\) Namespace](#)

CompletedGotoTask Constructor

Constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public CompletedGotoTask(  
    AbstractVREPlayer player,  
    TaskType type,  
    string description,  
    Vector3 position  
)
```

Parameters

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

type

Type: [\(Default Namespace\).TaskType](#)

description

Type: [System.String](#)

position

Type: **Vector3**

See Also

[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask.CompletedGotoTask Fields

The [CompletedGotoTask](#) type exposes the following members.

Fields

	Name	Description
	position	Where in space was the GoToTask?

See Also

[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask.position Field

Where in space was the GoToTask?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3 position
```

Field Value

Type: **Vector3**

See Also







[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask.CompletedGotoTask Methods

The [CompletedGotoTask](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also




[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask.CompletedGotoTask Properties

The [CompletedGotoTask](#) type exposes the following members.

Properties

	Name	Description
	description	A description of what this GoToTask was when it was active
	player	The player (participant) that completed this task.
	type	The type of this GoToTask (i.e. TYPE_GOTO)

See Also

[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask.description Property

A description of what this GoToTask was when it was active

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public string description { get; private set; }
```

Property Value

Type: [String](#)

Implements

[CompletedTask.description](#)

See Also

[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask.player Property

The player (participant) that completed this task.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public AbstractVREPlayer player { get; private set; }
```

Property Value

Type: [AbstractVREPlayer](#)

Implements

[CompletedTask.player](#)

See Also

[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedGotoTask.type Property

The type of this GoToTask (i.e. [TYPE_GOTO](#))

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public TaskType type { get; private set; }
```

Property Value

Type: [TaskType](#)

Implements

[CompletedTask.type](#)

See Also

[CompletedGotoTask Class](#)

[\(Default Namespace\) Namespace](#)

CompletedTask Interface

Provide information about a task that has been completed. Subclass to add additional fields.

Namespace: [\(Default Namespace\)](#)




Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public interface CompletedTask
```

The **CompletedTask** type exposes the following members.

Properties

	Name	Description
	description	describe the particular AbstractVRETask instance that this CompletedTask represents
	player	The player (participant) that completed the task
	type	the type of the task that this represented. This field can be used to determine how to cast a particular CompletedTask object.




See Also

[\(Default Namespace\) Namespace](#)

CompletedTask.CompletedTask Properties

The [CompletedTask](#) type exposes the following members.

Properties

	Name	Description
	description	describe the particular AbstractVRETask instance that this CompletedTask represents
	player	The player (participant) that completed the task
	type	the type of the task that this represented. This field can be used to determine how to cast a particular CompletedTask object.

See Also

[CompletedTask Interface](#)

[\(Default Namespace\) Namespace](#)

CompletedTask.description Property

describe the particular AbstractVRETask instance that this CompletedTask represents

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
string description { get; }
```

Property Value

Type: [String](#)

See Also

[CompletedTask Interface](#)

[\(Default Namespace\) Namespace](#)

CompletedTask.player Property

The player (participant) that completed the task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
AbstractVREPlayer player { get; }
```

Property Value

Type: [AbstractVREPlayer](#)

See Also

[CompletedTask Interface](#)

[\(Default Namespace\) Namespace](#)

CompletedTask.type Property

the type of the task that this represented. This field can be used to determine how to cast a particular CompletedTask object.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
TaskType type { get; }
```

Property Value

Type: [TaskType](#)

See Also

[CompletedTask Interface](#)

[\(Default Namespace\) Namespace](#)

CompoundTask Class

A compound task can have child tasks, e.g. starting an engine may consist of a [GotoTask](#) and some kind of interaction task. (i.e. going and standing in a particular point and interacting with a button to start the engine)

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).AbstractVRETask](#)

(Default Namespace).CompoundTask

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#







```
public class CompoundTask : AbstractVRETask
```

























The **CompoundTask** type exposes the following members.




























Constructors





















	Name	Description
	CompoundTask	Default constructor

Methods








	Name	Description
	AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing. (Inherited from AbstractVRETask .)
	AddChildTask	Add a child task that must be completed before this CompoundTask can be considered complete.
	Awake	Awake is called when the script instance is being loaded (Since v1.0) (Inherited from AbstractVRETask .)
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)

 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task. (Inherited from AbstractVRETask .)
 DidComplete	Check children to see if they completed this round (Overrides AbstractVRETask.DidComplete() .)
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task. (Inherited from AbstractVRETask .)
 DidSetActive	Callback; what happens when this task is activated? (currently throws a NotImplementedException ; should probably set the child tasks as active or something like that... haven't really thought this one through since it wasn't used in the VRN House) (Overrides AbstractVRETask.DidSetActive(Boolean) .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update) (Inherited from AbstractVRETask .)
 GetCachedPtr	(Inherited from Object .)
 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned. (Inherited from AbstractVRETask .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)

 GetComponent ¹ (List(UMP))	(Inherited from Component .)
 GetComponentForListInternal	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren ¹ ()	(Inherited from Component .)
 GetComponentInChildren ¹ (Boolean)	(Inherited from Component .)
 GetComponentInChildren ¹ (List(UMP))	(Inherited from Component .)
 GetComponentInChildren ¹ (Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent ¹ ()	(Inherited from Component .)
 GetComponentInParent ¹ (Boolean)	(Inherited from Component .)
 GetComponentInParent ¹ (Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Initialize	Initialize the task, return false if the task is already initialized (Inherited from AbstractVRETask .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Call once when GameObject gets cleaned up from memory (Inherited from AbstractVRETask .)
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant. (Inherited from AbstractVRETask .)
 ResetTask	Mark this task as incomplete and clear completedByPlayer (Inherited from AbstractVRETask .)





















 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization (Inherited from AbstractVRETask .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)













Fields

Name	Description
 _assignedPlayers	(Inherited from AbstractVRETask .)
 isTaskActive	(Inherited from AbstractVRETask .)
 children	Prerequisite tasks that must be completed in order for this task to be considered complete
 didStart	(Inherited from AbstractVRETask .)
 isInitialized	(Inherited from AbstractVRETask .)
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)

 m_UnityRuntimeErrorString (Inherited from Object .)

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 assignedPlayers	Player(s) (Participant(s)) that are assigned to this task (Inherited from AbstractVRETask .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 completedByPlayer	The player (participant?) that completed this task (if applicable) (Inherited from AbstractVRETask .)
 constantForce	Obsolete. (Inherited from Component .)
 description	short description of this specific task (Inherited from AbstractVRETask .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false. (Inherited from AbstractVRETask .)
 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Boolean) callback will get called. (Inherited from AbstractVRETask .)
 light	Obsolete.

		(Inherited from Component .)
 mEnvironment		The environment in which this task is located (Inherited from AbstractVRETask .)
 mType		Get the type of this task (Overrides AbstractVRETask.mType .)
 name		(Inherited from Object .)
 networkView		Obsolete. (Inherited from Component .)
 particleEmitter		Obsolete. (Inherited from Component .)
 particleSystem		Obsolete. (Inherited from Component .)
 renderer		Obsolete. (Inherited from Component .)
 rigidbody		Obsolete. (Inherited from Component .)
 rigidbody2D		Obsolete. (Inherited from Component .)
 tag		(Inherited from Component .)
 transform		(Inherited from Component .)
 useGUILayout		(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

CompoundTask Constructor

Default constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public CompoundTask ()
```









See Also

[CompoundTask Class](#)

[\(Default Namespace\) Namespace](#)

CompoundTask.CompoundTask Fields

Fields

	Name	Description
	assignedPlayers	(Inherited from AbstractVRETask.)
	isTaskActive	(Inherited from AbstractVRETask.)
	children	Prerequisite tasks that must be completed in order for this task to be considered complete
	didStart	(Inherited from AbstractVRETask.)
	isInitialized	(Inherited from AbstractVRETask.)
	m_CachedPtr	(Inherited from Object.)
	m_InstanceID	(Inherited from Object.)
	m_UnityRuntimeErrorString	(Inherited from Object.)

See Also

[CompoundTask Class](#)[\(Default Namespace\) Namespace](#)

CompoundTask.children Field

Prerequisite tasks that must be completed in order for this task to be considered complete

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private AbstractVRETask[] children
```

Field Value

Type: [AbstractVRETask\[\]](#)

See Also



















[CompoundTask Class](#)


[\(Default Namespace\) Namespace](#)




























CompoundTask.CompoundTask Methods




The [CompoundTask](#) type exposes the following members.

Methods

Name	Description
 AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing. (Inherited from AbstractVRETask .)
 AddChildTask	Add a child task that must be completed before this CompoundTask can be considered complete.
 Awake	Awake is called when the script instance is being loaded (Since v1.0) (Inherited from AbstractVRETask .)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task. (Inherited from AbstractVRETask .)
 DidComplete	Check children to see if they completed this round (Overrides AbstractVRETask.DidComplete() .)
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task. (Inherited from AbstractVRETask .)
 DidSetActive	Callback; what happens when this task is activated? (currently throws a NotImplementedException ; should probably set the child tasks as active or something like that... haven't really thought this one through since it wasn't used in the VRN House) (Overrides AbstractVRETask.DidSetActive(Boolean) .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update) (Inherited from AbstractVRETask .)
 GetCachedPtr	(Inherited from Object .)

 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned. (Inherited from AbstractVRETask .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Initialize	Initialize the task, return false if the task is already initialized (Inherited from AbstractVRETask .)

 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Call once when GameObject gets cleaned up from memory (Inherited from AbstractVRETask .)
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant. (Inherited from AbstractVRETask .)
 ResetTask	Mark this task as incomplete and clear completedByPlayer (Inherited from AbstractVRETask .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization (Inherited from AbstractVRETask .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)

 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[CompoundTask Class](#)

[\(Default Namespace\) Namespace](#)

CompoundTask.AddChildTask Method

Add a child task that must be completed before this CompoundTask can be considered complete.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void AddChildTask(  
    AbstractVRETask childTask  
)
```

Parameters

childTask

Type: [\(Default Namespace\).AbstractVRETask](#)

See Also

[CompoundTask Class](#)

[\(Default Namespace\) Namespace](#)

CompoundTask.DidComplete Method

Check children to see if they completed this round

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override bool DidComplete ()
```

Return Value

Type: [Boolean](#)

true if all child tasks were completed, and false otherwise. Returns false if there are no children.

See Also

[CompoundTask Class](#)

[\(Default Namespace\) Namespace](#)

CompoundTask.DidSetActive Method

Callback; what happens when this task is activated? (currently throws a [NotImplementedException](#); should probably set the child tasks as active or something like that... haven't really thought this one through since it wasn't used in the VRN House)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void DidSetActive (  
    bool isTaskActive  
)
```

Parameters

isTaskActive

Type: [System.Boolean](#)

See Also




















[CompoundTask Class](#)














[\(Default Namespace\) Namespace](#)

CompoundTask.CompoundTask Properties

The [CompoundTask](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 assignedPlayers	Player(s) (Participant(s)) that are assigned to this task (Inherited from AbstractVRETask .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 completedByPlayer	The player (participant?) that completed this task (if applicable) (Inherited from AbstractVRETask .)
 constantForce	Obsolete. (Inherited from Component .)
 description	short description of this specific task (Inherited from AbstractVRETask .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false. (Inherited from AbstractVRETask .)
 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Boolean) callback will get called. (Inherited from AbstractVRETask .)

 light	Obsolete. (Inherited from Component.)
 mEnvironment	The environment in which this task is located (Inherited from AbstractVRETask.)
 mType	Get the type of this task (Overrides AbstractVRETask.mType.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[CompoundTask Class](#)

[\(Default Namespace\) Namespace](#)

CompoundTask.mType Property

Get the type of this task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override TaskType mType { get; }
```

Property Value

Type: [TaskType](#)

See Also

[CompoundTask Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger Class

Log data to a CSV file. The type of data is determined by the [DataLogger.DataLoggerDelegate](#) that is assigned to this [DataLogger](#). This object spawns a thread that polls a [DataLoggerDelegate](#) for data to log. Note that this does NOT extend [MonoBehaviour](#), and therefore does not count as a [GameObject](#). The [PositionTracker](#) creates an instance of this class.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).[DataLogger](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax








```
C#
public class DataLogger
```







The **DataLogger** type exposes the following members.

Constructors






	Name	Description
	DataLogger	Constructor

Methods


	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	HaltLogging	Pause logging (may resume)
	LogPositionCallback	Get the current position and store it in a text file, along with the time
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)

 OpenFileStream	Open a file stream in a new file
 ResumeLogging	Resume logging. Requires that a log file has already been setup.
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging at a specific frequency. Successive calls do nothing. Use CSV file extension.
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging at a specific frequency. Successive calls do nothing. allow user to specify data file extension
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing.
 ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	logFilePath	
	logPositionTimer	
	mDelegate	
	primedLogFile	has a log file been opened? (i.e. is it legit to call Resume)
	wasLogging	used to remember if the DataLogger has changed its state.

Properties

	Name	Description
	isLogging	property that communicates whether the DataLogger is logging data.

See Also

[\(Default Namespace\) Namespace](#)

DataLogger Constructor

Constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public DataLogger (  
    DataLogger.DataLoggerDelegate dataLoggerDelegate  
)
```

Parameters

dataLoggerDelegate

Type: [\(Default Namespace\).DataLogger.DataLoggerDelegate](#)

This object can dictate what the log data and log data headers will be.






See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.DataLogger Fields

Fields

	Name	Description
	logFilePath	
	logPositionTimer	
	mDelegate	
	primedLogFile	has a log file been opened? (i.e. is it legit to call Resume)
	wasLogging	used to remember if the DataLogger has changed its state.

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.logFilePath Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private string logFilePath
```

Field Value

Type: [String](#)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.logPositionTimer Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Timer logPositionTimer
```

Field Value

Type: [Timer](#)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.mDelegate Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private DataLogger.DataLoggerDelegate mDelegate
```

Field Value

Type: [DataLogger.DataLoggerDelegate](#)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.primedLogFile Field

has a log file been opened? (i.e. is it legit to call Resume)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool primedLogFile
```

Field Value

Type: [Boolean](#)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.wasLogging Field

used to remember if the DataLogger has changed its state.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool wasLogging
```

Field Value

Type: [Boolean](#)

See Also














[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.DataLogger Methods

The [DataLogger](#) type exposes the following members.

Methods

Name	Description
 Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 HaltLogging	Pause logging (may resume)
 LogPositionCallback	Get the current position and store it in a text file, along with the time
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OpenFileStream	Open a file stream in a new file
 ResumeLogging	Resume logging. Requires that a log file has already been setup.
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging at a specific frequency. Successive calls do nothing. Use CSV file extension.
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging at a specific frequency. Successive calls do nothing. allow user to specify data file extension
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing.
 ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.HaltLogging Method

Pause logging (may resume)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool HaltLogging()
```

Return Value

Type: [Boolean](#)

'true' if logging was stopped, false if it was previously stopped.

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.LogPositionCallback Method

Get the current position and store it in a text file, along with the time

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void LogPositionCallback(  
    Object state  
)
```

Parameters

state

Type: [System.Object](#)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.OpenFileStream Method

Open a file stream in a new file

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static FileStream OpenFileStream(  
    string filePath,  
    string fileName,  
    string extension,  
    int existing,  
    DataLogger.FileCollisionHandlerMode mCollisionHandlerMode  
)
```

Parameters

filePath

Type: [System.String](#)

the path to try

fileName

Type: [System.String](#)

name of the output file

extension

Type: [System.String](#)

file extension (no '.', e.g. for a .csv file this would be 'csv')

existing

Type: [System.Int32](#)

the number of times that this had already failed

mCollisionHandlerMode

Type: [\(Default Namespace\).DataLogger.FileCollisionHandlerMode](#)

How should filename collisions be resolved?

Return Value

Type: [FileStream](#)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.ResumeLogging Method

Resume logging. Requires that a log file has already been setup.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool ResumeLogging()
```

Return Value

Type: [Boolean](#)

'true' if currently logging. 'false' if 'StartLogging' has not been called



See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.StartLogging Method

Overload List

	Name	Description
	StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging at a specific frequency. Successive calls do nothing. Use CSV file extension.
	StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging at a specific frequency. Successive calls do nothing. allow user to specify data file extension

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.StartLogging Method (String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)

Begin logging at a specific frequency. Successive calls do nothing. Use CSV file extension.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#
public bool StartLogging(
    string outputPath,
    string outputFileName,
    int period,
    bool overwriteExisting,
    DataLogger.FileCollisionHandlerMode mCollisionHandlerMode
)
```

Parameters

outputFilePath

Type: [System.String](#)

full file path to save data to

outputFileName

Type: [System.String](#)

name of file where data will be saved

period

Type: [System.Int32](#)

sampling interval

overwriteExisting

Type: [System.Boolean](#)

if a log file of this name already exists, should it be overwritten, or should a new file be created?

mCollisionHandlerMode

Type: [\(Default Namespace\).DataLogger.FileCollisionHandlerMode](#)

How should filename collisions be resolved?

Return Value

Type: [Boolean](#)

true if logging was started, false if already logging.

See Also

[DataLogger Class](#)

[StartLogging Overload](#)

[\(Default Namespace\) Namespace](#)

DataLogger.StartLogging Method (String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)

Begin logging at a specific frequency. Successive calls do nothing. allow user to specify data file extension

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool StartLogging(  
    string outputPath,  
    string outputFileName,  
    string extension,  
    int period,  
    bool overwriteExisting,  
    DataLogger.FileCollisionHandlerMode mCollisionHandlerMode  
)
```

Parameters

outputFilePath

Type: [System.String](#)

full file path to save data to

outputFileName

Type: [System.String](#)

name of file where data will be saved

extension

Type: [System.String](#)

file extension for data file

period

Type: [System.Int32](#)

sampling interval

overwriteExisting

Type: [System.Boolean](#)

if a log file of this name already exists, should it be overwritten, or should a new file be created?

mCollisionHandlerMode

Type: [\(Default Namespace\).DataLogger.FileCollisionHandlerMode](#)

How should filename collisions be resolved?

Return Value

Type: [Boolean](#)

true if logging was started, false if already logging.

VRN House: Unity

See Also

[DataLogger Class](#)

[StartLogging Overload](#)

[\(Default Namespace\) Namespace](#)

DataLogger.StopLogging Method

Stop logging position. block until position logging thread is done. Successive calls do nothing.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool StopLogging()
```

Return Value

Type: [Boolean](#)

true if logging was stopped, false if logging has already stopped.

See Also


[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.DataLogger Properties

The [DataLogger](#) type exposes the following members.

Properties

	Name	Description
	isLogging	property that communicates whether the DataLogger is logging data.

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.isLogging Property

property that communicates whether the DataLogger is logging data.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool isLogging { get; private set; }
```

Property Value

Type: [Boolean](#)

See Also

[DataLogger Class](#)

[\(Default Namespace\) Namespace](#)

DataLogger.DataLoggerDelegate Interface

This interface allows a delegate class to specify which data should be logged. E.g. the [PositionTrackerAhmad](#) is a `DataLoggerDelegate`.

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public interface DataLoggerDelegate
```

The `DataLogger.DataLoggerDelegate` type exposes the following members.

Methods

	Name	Description
	GetDataLine	Return a line of data
	GetHeaderLine	Return a header line for the data file



See Also

[\(Default Namespace\) Namespace](#)

DataLoggerDelegate.DataLoggerDelegate Methods

The [DataLogger.DataLoggerDelegate](#) type exposes the following members.

Methods

	Name	Description
	GetDataLine	Return a line of data
	GetHeaderLine	Return a header line for the data file

See Also

[DataLogger.DataLoggerDelegate Interface](#)
[\(Default Namespace\) Namespace](#)

DataLogger.DataLoggerDelegate.GetDataLine Method

Return a line of data

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
string GetDataLine ()
```

Return Value

Type: [String](#)

See Also

[DataLogger.DataLoggerDelegate Interface](#)

[\(Default Namespace\) Namespace](#)

DataLogger.DataLoggerDelegate.GetHeaderLine Method

Return a header line for the data file

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
string GetHeaderLine ()
```

Return Value

Type: [String](#)

See Also

[DataLogger.DataLoggerDelegate Interface](#)

[\(Default Namespace\) Namespace](#)

DataLogger.FileCollisionHandlerMode Enumeration

enumerate the different possible ways to handle filename collisions

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#
public enum FileCollisionHandlerMode
```

Members

Member name	Value	Description
NONE	0	newer files overwrite older files
FILENAME_VERSION_NUMBER	1	duplicated files will have a version_number suffix, i.e. <Folder>/<Filename>_vers_1.<extension>
FOLDERNAME_VERSION_NUMBER	2	duplicated files will be placed in a sibling folder with a version_number suffix, i.e. <Folder>_vers_1/<Filename>.<extension>
FILENAME_NUMBER	3	duplicated files will be placed in a sibling folder with a number suffix, i.e. <Folder>_1/<Filename>.<extension>
FOLDERNAME_NUMBER	4	duplicated files will have a number suffix, i.e. <Folder>/<Filename>_1.<extension>

See Also

[\(Default Namespace\) Namespace](#)

DelayedExecution Class

Allow delayed execution of functions by means of Unity Co-routines. This is a bit neater than trying to use threads for synchronization, but should not be used in cases where actual concurrency is warranted (e.g. when doing lots of file I/O).

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).DelayedExecution

Namespace: [\(Default Namespace\)](#)


Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax











```
C#
public class DelayedExecution
```





The **DelayedExecution** type exposes the following members.

Constructors

	Name	Description
	DelayedExecution	Initializes a new instance of the DelayedExecution class

Methods

	Name	Description
 	DelayExecution(MonoBehaviour, Single, DelayedExecution.DelayedFunction)	Execute a function after a specific amount of time, using a co-routine (Delayed function does not have arguments)
 	DelayExecution(MonoBehaviour, Single, DelayedExecution.DelayedFunctionArgs, Object[])	Execute a function after a specific amount of time, using a co-routine. (Delayed function may have arguments)
 	DelayExecutionCoroutine(Single, DelayedExecution.DelayedFunction)	
 	DelayExecutionCoroutine(Single, DelayedExecution.DelayedFunctionArgs, Object[])	
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

 GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[\(Default Namespace\) Namespace](#)

DelayedExecution Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public DelayedExecution ()
```

See Also













[DelayedExecution Class](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayedExecution Methods

The [DelayedExecution](#) type exposes the following members.

Methods

	Name	Description
 	DelayExecution(MonoBehaviour, Single, DelayedExecution.DelayedFunction)	Execute a function after a specific amount of time, using a co-routine (Delayed function does not have arguments)
 	DelayExecution(MonoBehaviour, Single, DelayedExecution.DelayedFunctionArgs, Object[])	Execute a function after a specific amount of time, using a co-routine. (Delayed function may have arguments)
 	DelayExecutionCoroutine(Single, DelayedExecution.DelayedFunction)	
 	DelayExecutionCoroutine(Single, DelayedExecution.DelayedFunctionArgs, Object[])	
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)





See Also

[DelayedExecution Class](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayExecution Method

Overload List

	Name	Description
 	DelayedExecution(MonoBehaviour, Single, DelayedExecution.DelayedFunction)	Execute a function after a specific amount of time, using a co-routine (Delayed function does not have arguments)
 	DelayedExecution(MonoBehaviour, Single, DelayedExecution.DelayedFunctionArgs, Object[])	Execute a function after a specific amount of time, using a co-routine. (Delayed function may have arguments)

See Also

[DelayedExecution Class](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayExecution Method (MonoBehaviour, Single, DelayedExecution.DelayedFunction)

Execute a function after a specific amount of time, using a co-routine (Delayed function does not have arguments)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static void DelayExecution(  
    MonoBehaviour behaviour,  
    float seconds,  
    DelayedExecution.DelayedFunction functionToDelay  
)
```

Parameters

behaviour

Type: **MonoBehaviour**

seconds

Type: [System.Single](#)

functionToDelay

Type: [\(Default Namespace\).DelayedExecution.DelayedFunction](#)

See Also

[DelayedExecution Class](#)

[DelayExecution Overload](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayExecution Method (MonoBehaviour, Single, DelayedExecution.DelayedFunctionArgs, Object[])

Execute a function after a specific amount of time, using a co-routine. (Delayed function may have arguments)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static void DelayExecution(  
    MonoBehaviour behaviour,  
    float seconds,  
    DelayedExecution.DelayedFunctionArgs functionToDelay,  
    params Object[] functionArgs  
)
```

Parameters

behaviour

Type: **MonoBehaviour**

seconds

Type: [System.Single](#)

functionToDelay

Type: [\(Default Namespace\).DelayedExecution.DelayedFunctionArgs](#)

functionArgs

Type: [System.Object\[\]](#)

any arguments that should be passed

Return Value

Type:

See Also

[DelayedExecution Class](#)

[DelayExecution Overload](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayExecutionCoroutine Method

Overload List

	Name	Description
	DelayExecutionCoroutine(Single, DelayedExecution.DelayedFunction)	
	DelayExecutionCoroutine(Single, DelayedExecution.DelayedFunctionArgs, Object[])	

See Also

[DelayedExecution Class](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayExecutionCoroutine Method (Single, DelayedExecution.DelayedFunction)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static IEnumerator DelayExecutionCoroutine(  
    float seconds,  
    DelayedExecution.DelayedFunction functionToDelay  
)
```

Parameters

seconds

Type: [System.Single](#)

functionToDelay

Type: [\(Default Namespace\).DelayedExecution.DelayedFunction](#)

Return Value

Type: [IEnumerator](#)

See Also

[DelayedExecution Class](#)

[DelayExecutionCoroutine Overload](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayExecutionCoroutine Method (Single, DelayedExecution.DelayedFunctionArgs, Object[])

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static IEnumerator DelayExecutionCoroutine(  
    float seconds,  
    DelayedExecution.DelayedFunctionArgs functionToDelay,  
    params Object[] functionArgs  
)
```

Parameters

seconds

Type: [System.Single](#)

functionToDelay

Type: [\(Default Namespace\).DelayedExecution.DelayedFunctionArgs](#)

functionArgs

Type: [System.Object\[\]](#)

Return Value

Type: [IEnumerator](#)

See Also

[DelayedExecution Class](#)

[DelayExecutionCoroutine Overload](#)

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayedFunction Delegate

A function that can be delayed that contains no arguments.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public delegate void DelayedFunction ()
```

See Also

[\(Default Namespace\) Namespace](#)

DelayedExecution.DelayedFunctionArgs Delegate

A function that can be delayed that contains multiple arguments.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public delegate void DelayedFunctionArgs (  
    Object[] args  
)
```

Parameters

args

Type: [System.Object\[\]](#)

See Also

[\(Default Namespace\) Namespace](#)

DoorOpen Class

Manage a door that automatically opens when a participant gets close to it.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).DoorOpen

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class DoorOpen : MonoBehaviour
```

























The **DoorOpen** type exposes the following members.





























Constructors

	Name	Description
	DoorOpen	Initializes a new instance of the DoorOpen class














Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)











 FixedUpdate	This function is called every fixed framerate frame, if the MonoBehaviour is enabled.
 FloatLerp 	Lerp between two floats. Used to open/close the door in a smooth animation.
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
















 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnTriggerEnter	OnTriggerEnter is called when the Collider other enters the trigger
 OnTriggerExit	OnTriggerExit is called when the Collider other has stopped touching the trigger
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Start is called just before any of the Update methods is called the first time (Since v1.0)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 Tostring	(Inherited from Object .)

Fields

	Name	Description
	closedRotation	
	collidersInRange	The number of colliders that are triggering the door
	doorAngle	
	doorClosedAngle	
	doorObject	What GameObject should get rotated/translated when the door opens/closes?
	doorOpenAngle	When is the door considered open? How wide should it open?
	doorSpeed	How fast does the door move?
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	rotationAxis	The rotation axis
	state	The current state of the door
	type	what type of door is it?

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)

	guiTexture	Obsolete. (Inherited from Component.)
	hideFlags	(Inherited from Object.)
	hingeJoint	Obsolete. (Inherited from Component.)
	isActiveAndEnabled	(Inherited from Behaviour.)
	light	Obsolete. (Inherited from Component.)
	name	(Inherited from Object.)
	networkView	Obsolete. (Inherited from Component.)
	particleEmitter	Obsolete. (Inherited from Component.)
	particleSystem	Obsolete. (Inherited from Component.)
	renderer	Obsolete. (Inherited from Component.)
	rigidbody	Obsolete. (Inherited from Component.)
	rigidbody2D	Obsolete. (Inherited from Component.)
	tag	(Inherited from Component.)
	transform	(Inherited from Component.)
	useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

DoorOpen Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public DoorOpen ()
```

See Also














[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.DoorOpen Fields

The [DoorOpen](#) type exposes the following members.

Fields

Name	Description
 closedRotation	
 collidersInRange	The number of colliders that are triggering the door
 doorAngle	
 doorClosedAngle	
 doorObject	What GameObject should get rotated/translated when the door opens/closes?
 doorOpenAngle	When is the door considered open? How wide should it open?
 doorSpeed	How fast does the door move?
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 rotationAxis	The rotation axis
 state	The current state of the door
 type	what type of door is it?

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.closedRotation Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Quaternion closedRotation
```

Field Value

Type: **Quaternion**

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.collidersInRange Field

The number of colliders that are triggering the door

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private int collidersInRange
```

Field Value

Type: [Int32](#)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.doorAngle Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float doorAngle
```

Field Value

Type: [Single](#)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.doorClosedAngle Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private float doorClosedAngle
```

Field Value

Type: [Single](#)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.doorObject Field

What GameObject should get rotated/translated when the door opens/closes?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Transform doorObject
```

Field Value

Type: **Transform**

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.doorOpenAngle Field

When is the door considered open? How wide should it open?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float doorOpenAngle
```

Field Value

Type: [Single](#)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.doorSpeed Field

How fast does the door move?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float doorSpeed
```

Field Value

Type: [Single](#)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.rotationAxis Field

The rotation axis

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3 rotationAxis
```

Field Value

Type: **Vector3**

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.state Field

The current state of the door

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public DoorOpen.DoorState state
```

Field Value

Type: [DoorOpen.DoorState](#)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.type Field

what type of door is it?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public DoorOpen.DoorType type
```

Field Value

Type: [DoorOpen.DoorType](#)

See Also



























[DoorOpen Class](#)






























[\(Default Namespace\) Namespace](#)















DoorOpen.DoorOpen Methods

The [DoorOpen](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	This function is called every fixed framerate frame, if the MonoBehaviour is enabled.
 FloatLerp 	Lerp between two floats. Used to open/close the door in a smooth animation.
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)

	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInChildren`1(Boolean)	(Inherited from Component .)
	GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
	GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent(Type, Boolean)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponentInParent`1(Boolean)	(Inherited from Component .)
	GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)
	IsInvoking()	(Inherited from MonoBehaviour .)
	IsInvoking(String)	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnTriggerEnter	OnTriggerEnter is called when the Collider other enters the trigger
	OnTriggerExit	OnTriggerExit is called when the Collider other has stopped touching the trigger
	SendMessage(String)	(Inherited from Component .)
	SendMessage(String, Object)	(Inherited from Component .)
	SendMessage(String, SendMessageOptions)	(Inherited from Component .)
	SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String)	(Inherited from Component .)
	SendMessageUpwards(String, Object)	(Inherited from Component .)

 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Start is called just before any of the Update methods is called the first time (Since v1.0)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.FixedUpdate Method

This function is called every fixed framerate frame, if the MonoBehaviour is enabled.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void FixedUpdate ()
```

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.FloatLerp Method

Lerp between two floats. Used to open/close the door in a smooth animation.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static float FloatLerp(  
    float start,  
    float end,  
    float frac  
)
```

Parameters

start

Type: [System.Single](#)

The start.

end

Type: [System.Single](#)

The end.

frac

Type: [System.Single](#)

The frac.

Return Value

Type: [Single](#)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.OnTriggerEnter Method

OnTriggerEnter is called when the **Collider** other enters the trigger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void OnTriggerEnter(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

The other.

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.OnTriggerExit Method

OnTriggerExit is called when the **Collider** other has stopped touching the trigger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void OnTriggerExit(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

The other.

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.Start Method

Start is called just before any of the Update methods is called the first time (Since v1.0)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Start ()
```

See Also





















[DoorOpen Class](#)






[\(Default Namespace\) Namespace](#)

DoorOpen.DoorOpen Properties

The [DoorOpen](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[DoorOpen Class](#)

[\(Default Namespace\) Namespace](#)

DoorOpen.DoorState Enumeration

There are three states a door can be in

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum DoorState
```

Members

Member name	Value	Description
MOTIONLESS	0	Default; nothing is happening. Door is either completely open or completely closed
OPENING	1	Door is moving from completely closed to completely open
CLOSING	2	Door is moving from completely open to completely closed

See Also

[\(Default Namespace\) Namespace](#)

DoorOpen.DoorType Enumeration

There are two types of doors; swinging doors and sliding doors.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum DoorType
```

Members

	Member name	Value	Description
	SWING	0	A door that swings on a hinge
	SLIDE	1	A sliding, Star Trek-style door

See Also

[\(Default Namespace\) Namespace](#)

ElevatorMotor Class

Control a simple elevator in a virtual environment. Elevators can move between different levels (as defined in the [levels](#) property), and notify subscribers when they change location. This class can be built with debug flag to allow testing of elevator motion using the '0' and '9' keys.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).ElevatorMotor

Namespace: [\(Default Namespace\)](#)


Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax










```
C#
public class ElevatorMotor : MonoBehaviour
```




The **ElevatorMotor** type exposes the following members.





























Constructors








	Name	Description
	ElevatorMotor	Initializes a new instance of the ElevatorMotor class

Methods











	Name	Description
	Awake	Awake is called when the script instance is being loaded
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)

 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 FixedUpdate	This function is called every fixed framerate frame, if the MonoBehaviour is enabled.
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponentInParent`1(Boolean)	(Inherited from Component.)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)








 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 MoveDown	Move elevator down one floor
 MoveToLevel	Set the elevator's target destination and start it moving.
 MoveUp	Move elevator up one floor
 OnTriggerEnter	OnTriggerEnter is called when the Collider other enters the trigger
 OnTriggerExit	OnTriggerEnter is called when the Collider other exits the trigger
 OnTriggerStay	OnTriggerStay is called once per frame for every Collider other that is touching the trigger
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)





















 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	Update is called once per frame

Fields


Name	Description
 _mState	
 levels	array of GameObjects that represent points the elevator can travel to.
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 motionConstant	Percentage of distance to cover per second (used for LERPing)
 motionStartTime	
 passengers	Store passengers, map them to their parents when they enter the elevator
 ReachedLevel	
 speed	Elevator speed in m/s

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 currentLevel	which of the target points in levels is the elevator currently at?

 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 state	current motion state of the elevator.
 tag	(Inherited from Component .)
 targetLevel	which of the target points in levels is the elevator going to?
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

Events

Name	Description
 ReachedLevel	Subscribe to this event to be notified when the elevator changes level (possible levels are defined in levels).

VRN House: Unity

See Also

[\(Default Namespace\) Namespace](#)

ElevatorMotor Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public ElevatorMotor ()
```

See Also











[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.ElevatorMotor Fields

The [ElevatorMotor](#) type exposes the following members.

Fields

Name	Description
 _mState	
 levels	array of GameObjects that represent points the elevator can travel to.
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 motionConstant	Percentage of distance to cover per second (used for LERPing)
 motionStartTime	
 passengers	Store passengers, map them to their parents when they enter the elevator
 ReachedLevel	
 speed	Elevator speed in m/s

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor._mState Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private ElevatorMotor.ElevatorState _mState
```

Field Value

Type: [ElevatorMotor.ElevatorState](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.levels Field

array of GameObjects that represent points the elevator can travel to.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Transform[] levels
```

Field Value

Type: **Transform[]**

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.motionConstant Field

Percentage of distance to cover per second (used for LERPing)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float motionConstant
```

Field Value

Type: [Single](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.motionStartTime Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private float motionStartTime
```

Field Value

Type: [Single](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.passengers Field

Store passengers, map them to their parents when they enter the elevator

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Dictionary<Collider, Transform> passengers
```

Field Value

Type: [Dictionary\(Collider, Transform\)](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.ReachedLevel Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private ElevatorMotor.DidReachFloorDelegate ReachedLevel
```

Field Value

Type: [ElevatorMotor.DidReachFloorDelegate](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.speed Field

Elevator speed in m/s

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float speed
```

Field Value

Type: [Single](#)

See Also


























[ElevatorMotor Class](#)




[\(Default Namespace\) Namespace](#)




















ElevatorMotor.ElevatorMotor Methods

The [ElevatorMotor](#) type exposes the following members.

Methods

Name	Description
 Awake	Awake is called when the script instance is being loaded
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	This function is called every fixed framerate frame, if the MonoBehaviour is enabled.
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)

 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 MoveDown	Move elevator down one floor
 MoveToLevel	Set the elevator's target destination and start it moving.
 MoveUp	Move elevator up one floor
 OnTriggerEnter	OnTriggerEnter is called when the Collider other enters the trigger
 OnTriggerExit	OnTriggerEnter is called when the Collider other exits the trigger
 OnTriggerStay	OnTriggerStay is called once per frame for every Collider other that is touching the trigger
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)

 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	Update is called once per frame

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.Awake Method

Awake is called when the script instance is being loaded

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Awake ()
```

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.FixedUpdate Method

This function is called every fixed framerate frame, if the MonoBehaviour is enabled.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void FixedUpdate ()
```

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.MoveDown Method

Move elevator down one floor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool MoveDown ()
```

Return Value

Type: [Boolean](#)

true if elevator started moving

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.MoveToLevel Method

Set the elevator's target destination and start it moving.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool MoveToLevel(  
    int destLevel  
)
```

Parameters

destLevel

Type: [System.Int32](#)

index within [levels](#) of the target the elevator should navigate to

Return Value

Type: [Boolean](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.MoveUp Method

Move elevator up one floor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool MoveUp ()
```

Return Value

Type: [Boolean](#)

true if elevator started moving

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.OnTriggerEnter Method

OnTriggerEnter is called when the **Collider** other enters the trigger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void OnTriggerEnter(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

The other.

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.OnTriggerExit Method

OnTriggerEnter is called when the **Collider** other exits the trigger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void OnTriggerExit(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

The other.

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.OnTriggerStay Method

OnTriggerStay is called once per frame for every **Collider** other that is touching the trigger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void OnTriggerStay(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

The other.

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.Update Method

Update is called once per frame

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also





















[ElevatorMotor Class](#)









[\(Default Namespace\) Namespace](#)

ElevatorMotor.ElevatorMotor Properties

The [ElevatorMotor](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component.)
	audio	Obsolete. (Inherited from Component.)
	camera	Obsolete. (Inherited from Component.)
	collider	Obsolete. (Inherited from Component.)
	collider2D	Obsolete. (Inherited from Component.)
	constantForce	Obsolete. (Inherited from Component.)
	currentLevel	which of the target points in levels is the elevator currently at?
	enabled	(Inherited from Behaviour.)
	gameObject	(Inherited from Component.)
	guiElement	Obsolete. (Inherited from Component.)
	guiText	Obsolete. (Inherited from Component.)
	guiTexture	Obsolete. (Inherited from Component.)
	hideFlags	(Inherited from Object.)
	hingeJoint	Obsolete. (Inherited from Component.)
	isActiveAndEnabled	(Inherited from Behaviour.)
	light	Obsolete. (Inherited from Component.)
	name	(Inherited from Object.)
	networkView	Obsolete. (Inherited from Component.)
	particleEmitter	Obsolete. (Inherited from Component.)
	particleSystem	Obsolete. (Inherited from Component.)

 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 state	current motion state of the elevator.
 tag	(Inherited from Component .)
 targetLevel	which of the target points in levels is the elevator going to?
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.currentLevel Property

which of the target points in [levels](#) is the elevator currently at?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int currentLevel { get; private set; }
```

Property Value

Type: [Int32](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.state Property

current motion state of the elevator.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public ElevatorMotor.ElevatorState state { get; private set; }
```

Property Value

Type: [ElevatorMotor.ElevatorState](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.targetLevel Property

which of the target points in [levels](#) is the elevator going to?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int targetLevel { get; private set; }
```

Property Value

Type: [Int32](#)

See Also


[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.ElevatorMotor Events

The [ElevatorMotor](#) type exposes the following members.

Events

Name	Description
 ReachedLevel	Subscribe to this event to be notified when the elevator changes level (possible levels are defined in levels).

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.ReachedLevel Event

Subscribe to this event to be notified when the elevator changes level (possible levels are defined in [levels](#)).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public event ElevatorMotor.DidReachFloorDelegate ReachedLevel
```

Value

Type: [\(Default Namespace\).ElevatorMotor.DidReachFloorDelegate](#)

See Also

[ElevatorMotor Class](#)

[\(Default Namespace\) Namespace](#)

ElevatorMotor.DidReachFloorDelegate Delegate

This delegate is called when the elevator reaches a particular level (as defined in [levels](#))

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public delegate void DidReachFloorDelegate (  
    int floorIndex  
)
```

Parameters

floorIndex

Type: [System.Int32](#)

See Also

[\(Default Namespace\) Namespace](#)

ElevatorMotor.ElevatorState Enumeration

Defines 3 different possible states of the elevator.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum ElevatorState
```

Members

Member name	Value	Description
MOVING_UP	0	Elevator is moving to a higher level
MOVING_DOWN	1	Elevator is moving to a lower level
WAITING	2	Elevator is not moving

See Also

[\(Default Namespace\) Namespace](#)

FPS_counter Class

a box, like [HUD](#), that displays information to the user. In this case, it continuously calculates and displays the real-time framerate. It can be enabled/disabled in [VRNChairSettings](#).

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).FPS_counter

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class FPS_counter : MonoBehaviour
```

The **FPS_counter** type exposes the following members.

























Constructors

	Name	Description
	FPS_counter	Initializes a new instance of the FPS_counter class






Methods




	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is

		reclaimed by garbage collection. (Inherited from Object.)
	GetCachedPtr	(Inherited from Object.)
	GetComponent(Type)	(Inherited from Component.)
	GetComponent(String)	(Inherited from Component.)
	GetComponent`1()	(Inherited from Component.)
	GetComponentFastPath	(Inherited from Component.)
	GetComponentInChildren(Type)	(Inherited from Component.)
	GetComponentInChildren`1()	(Inherited from Component.)
	GetComponentInParent(Type)	(Inherited from Component.)
	GetComponentInParent`1()	(Inherited from Component.)
	GetComponents(Type)	(Inherited from Component.)
	GetComponents(Type, List(Component))	(Inherited from Component.)
	GetComponents`1()	(Inherited from Component.)
	GetComponents`1(List(UMP))	(Inherited from Component.)
	GetComponentsForListInternal	(Inherited from Component.)
	GetComponentsInChildren(Type)	(Inherited from Component.)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1()	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
	GetComponentsInParent(Type)	(Inherited from Component.)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
	GetComponentsInParent`1()	(Inherited from Component.)
	GetComponentsInParent`1(Boolean)	(Inherited from Component.)
	GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
	GetHashCode	(Inherited from Object.)
	GetInstanceID	(Inherited from Object.)
	GetType	Gets the type of the current instance. (Inherited from Object.)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour.)
	Invoke	(Inherited from MonoBehaviour.)







 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	







Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)
	m_frameCounter	
	m_InstanceID	(Inherited from Object .)
	m_lastFramerate	
	m_refreshTime	how frequently to calculate the framerate

 m_timeCounter	
 m_UnityRuntimeErrorString	(Inherited from Object .)
 outputTextBox	where to draw text

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)

 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

FPS_counter Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public FPS_counter ()
```

See Also









[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

FPS_counter.FPS_counter Fields

The [FPS_counter](#) type exposes the following members.

Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)
	m_frameCounter	
	m_InstanceID	(Inherited from Object .)
	m_lastFramerate	
	m_refreshTime	how frequently to calculate the framerate
	m_timeCounter	
	m_UnityRuntimeErrorString	(Inherited from Object .)
	outputTextBox	where to draw text

See Also

[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

FPS_counter.m_frameCounter Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private int m_frameCounter
```

Field Value

Type: [Int32](#)

See Also

[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

FPS_counter.m_lastFramerate Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private float m_lastFramerate
```

Field Value

Type: [Single](#)

See Also

[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

FPS_counter.m_refreshTime Field

how frequently to calculate the framerate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float m_refreshTime
```

Field Value

Type: [Single](#)

See Also

[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

FPS_counter.m_timeCounter Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float m_timeCounter
```

Field Value

Type: [Single](#)

See Also

[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

FPS_counter.outputTextBox Field

where to draw text

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Text outputTextBox
```

Field Value

Type: **Text**

See Also




























[FPS_counter Class](#)




























[\(Default Namespace\) Namespace](#)









FPS_counter.FPS_counter Methods

The [FPS_counter](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

	<code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type)</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1()</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetHashCode</code>	(Inherited from Object .)
	<code>GetInstanceID</code>	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	<code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
	<code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
	<code>Invoke</code>	(Inherited from MonoBehaviour .)
	<code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	<code>SendMessage(String)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object)</code>	(Inherited from Component .)
	<code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>StartCoroutine(IEnumerator)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String, Object)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine_Auto</code>	(Inherited from MonoBehaviour .)

 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	

See Also

[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

FPS_counter.Update Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also





















[FPS_counter Class](#)






[\(Default Namespace\) Namespace](#)

FPS_counter.FPS_counter Properties

The [FPS_counter](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component.)
	audio	Obsolete. (Inherited from Component.)
	camera	Obsolete. (Inherited from Component.)
	collider	Obsolete. (Inherited from Component.)
	collider2D	Obsolete. (Inherited from Component.)
	constantForce	Obsolete. (Inherited from Component.)
	enabled	(Inherited from Behaviour.)
	gameObject	(Inherited from Component.)
	guiElement	Obsolete. (Inherited from Component.)
	guiText	Obsolete. (Inherited from Component.)
	guiTexture	Obsolete. (Inherited from Component.)
	hideFlags	(Inherited from Object.)
	hingeJoint	Obsolete. (Inherited from Component.)
	isActiveAndEnabled	(Inherited from Behaviour.)
	light	Obsolete. (Inherited from Component.)
	name	(Inherited from Object.)
	networkView	Obsolete. (Inherited from Component.)
	particleEmitter	Obsolete. (Inherited from Component.)
	particleSystem	Obsolete. (Inherited from Component.)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[FPS_counter Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask Class

A `GotoTask` represents a geographical target for a participant to get to. The `GotoTask` is considered complete if a participant remains in it for a set amount of time.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).AbstractVRETask](#)

(Default Namespace).GotoTask

[\(Default Namespace\).WindowTask](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#








```
public class GotoTask : AbstractVRETask
```





The `GotoTask` type exposes the following members.




























Constructors





















	Name	Description
	GotoTask	Initializes a new instance of the <code>GotoTask</code> class

Methods









	Name	Description
	AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing. (Inherited from AbstractVRETask .)
	Awake	Awake is called when the script instance is being loaded (Overrides AbstractVRETask.Awake() .)
	BroadcastMessage(String)	(Inherited from <code>Component</code> .)
	BroadcastMessage(String, Object)	(Inherited from <code>Component</code> .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from <code>Component</code> .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from <code>Component</code> .)
	CancelInvoke()	(Inherited from <code>MonoBehaviour</code> .)



 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task. (Inherited from AbstractVRETask .)
 DidComplete	Check to see if the task was completed. This task counts as 'completed' when a qualifying AbstractVREPlayer enters the trigger area, and stays within it for a specific amount of time, specified by latency . (Overrides AbstractVRETask.DidComplete() .)
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task. (Inherited from AbstractVRETask .)
 DidSetActive	The 'active' state of this task has changed (Overrides AbstractVRETask.DidSetActive(Boolean) .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update) (Inherited from AbstractVRETask .)
 GetCachedPtr	(Inherited from Object .)
 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned. (Overrides AbstractVRETask.GetCompletedTask() .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)

 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Initialize	Initialize the task, return false if the task is already initialized (Inherited from AbstractVRETask .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Call once when GameObject gets cleaned up from memory (Inherited from AbstractVRETask .)
 OnTriggerEnter	A collider entered this trigger box
 OnTriggerExit	A collider exited this trigger box
 OnTriggerStay	OnTriggerStay is called once per frame for every Collider other that is touching the trigger
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant. (Inherited from AbstractVRETask .)
 ResetTask	Mark this task as incomplete and clear completedByPlayer (Inherited from AbstractVRETask .)




















 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization (Inherited from AbstractVRETask .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)














Fields

	Name	Description
	_assignedPlayers	(Inherited from AbstractVRETask .)
	_isTaskActive	(Inherited from AbstractVRETask .)
	_didEnter	did something enter the trigger area?
	_didStart	(Inherited from AbstractVRETask .)
	_isInitialized	(Inherited from AbstractVRETask .)
	_latency	how long does a participant need to stay in the task?
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)

 m_UnityRuntimeErrorString	(Inherited from Object .)
 occupyingTimesByPlayer	how long have all the players in this task been there?

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 assignedPlayers	Player(s) (Participant(s)) that are assigned to this task (Inherited from AbstractVRETask .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 completedByPlayer	The player (participant?) that completed this task (if applicable) (Inherited from AbstractVRETask .)
 constantForce	Obsolete. (Inherited from Component .)
 description	short description of this specific task (Inherited from AbstractVRETask .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false. (Inherited from AbstractVRETask .)
 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Boolean) callback will get called. (Inherited from AbstractVRETask .)

 light	Obsolete. (Inherited from Component.)
 mEnvironment	The environment in which this task is located (Inherited from AbstractVRETask.)
 mType	Declare a type for this task (Overrides AbstractVRETask.mType.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

GotoTask Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public GotoTask ()
```

See Also











[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.GotoTask Fields

The [GotoTask](#) type exposes the following members.

Fields

	Name	Description
	assignedPlayers	(Inherited from AbstractVRETask .)
	isTaskActive	(Inherited from AbstractVRETask .)
	didEnter	did something enter the trigger area?
	didStart	(Inherited from AbstractVRETask .)
	isInitialized	(Inherited from AbstractVRETask .)
	latency	how long does a participant need to stay in the task?
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	occupyingTimesByPlayer	how long have all the players in this task been there?

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.didEnter Field

did something enter the trigger area?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool didEnter
```

Field Value

Type: [Boolean](#)

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.latency Field

how long does a participant need to stay in the task?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
protected float latency
```

Field Value

Type: [Single](#)

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.occupyingTimesByPlayer Field

how long have all the players in this task been there?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Dictionary<AbstractVREPlayer, float> occupyingTimesByPlayer
```

Field Value

Type: [Dictionary\(AbstractVREPlayer, Single\)](#)

See Also



















[GotoTask Class](#)
































[\(Default Namespace\) Namespace](#)




























GotoTask.GotoTask Methods




The [GotoTask](#) type exposes the following members.

Methods

Name	Description
 AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing. (Inherited from AbstractVRETask .)
 Awake	Awake is called when the script instance is being loaded (Overrides AbstractVRETask.Awake() .)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task. (Inherited from AbstractVRETask .)
 DidComplete	Check to see if the task was completed. This task counts as 'completed' when a qualifying AbstractVREPlayer enters the trigger area, and stays within it for a specific amount of time, specified by latency . (Overrides AbstractVRETask.DidComplete() .)
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task. (Inherited from AbstractVRETask .)
 DidSetActive	The 'active' state of this task has changed (Overrides AbstractVRETask.DidSetActive(Boolean) .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update) (Inherited from AbstractVRETask .)
 GetCachedPtr	(Inherited from Object .)
 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned. (Overrides AbstractVRETask.GetCompletedTask() .)

	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
	GetComponentsInParent(Type)	(Inherited from Component .)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
	GetComponentsInParent`1()	(Inherited from Component .)
	GetComponentsInParent`1(Boolean)	(Inherited from Component .)
	GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Initialize	Initialize the task, return false if the task is already initialized (Inherited from AbstractVRETask .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)

 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Call once when GameObject gets cleaned up from memory (Inherited from AbstractVRETask .)
 OnTriggerEnter	A collider entered this trigger box
 OnTriggerExit	A collider exited this trigger box
 OnTriggerStay	OnTriggerStay is called once per frame for every Collider other that is touching the trigger
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant. (Inherited from AbstractVRETask .)
 ResetTask	Mark this task as incomplete and clear completedByPlayer (Inherited from AbstractVRETask .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization (Inherited from AbstractVRETask .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)

 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.Awake Method

Awake is called when the script instance is being loaded

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Awake ()
```

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.DidComplete Method

Check to see if the task was completed. This task counts as 'completed' when a qualifying [AbstractVREPlayer](#) enters the trigger area, and stays within it for a specific amount of time, specified by [latency](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override bool DidComplete ()
```

Return Value

Type: [Boolean](#)

false if task was not completed this frame.

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.DidSetActive Method

The 'active' state of this task has changed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void DidSetActive (  
    bool active  
)
```

Parameters

active

Type: [System.Boolean](#)

What has the 'active' state changed to?

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.GetCompletedTask Method

This function should be overridden if a custom subclass of [CompletedTask](#) is to be returned.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override CompletedTask GetCompletedTask ()
```

Return Value

Type: [CompletedTask](#)

A [CompletedTask](#) object that describes this Task, or NULL if this task is not yet completed. If the task was not completed by a player

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.OnTriggerEnter Method

A collider entered this trigger box

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void OnTriggerEnter (  
    Collider other  
)
```

Parameters

other

Type: **Collider**

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.OnTriggerExit Method

A collider exited this trigger box

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void OnTriggerExit (  
    Collider other  
)
```

Parameters

other

Type: **Collider**

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.OnTriggerStay Method

OnTriggerStay is called once per frame for every Collider other that is touching the trigger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void OnTriggerStay(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

See Also




















[GotoTask Class](#)














[\(Default Namespace\) Namespace](#)

GotoTask.GotoTask Properties

The [GotoTask](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 assignedPlayers	Player(s) (Participant(s)) that are assigned to this task (Inherited from AbstractVRETask .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 completedByPlayer	The player (participant?) that completed this task (if applicable) (Inherited from AbstractVRETask .)
 constantForce	Obsolete. (Inherited from Component .)
 description	short description of this specific task (Inherited from AbstractVRETask .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false. (Inherited from AbstractVRETask .)
 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Boolean) callback will get called. (Inherited from AbstractVRETask .)

 light	Obsolete. (Inherited from Component.)
 mEnvironment	The environment in which this task is located (Inherited from AbstractVRETask.)
 mType	Declare a type for this task (Overrides AbstractVRETask.mType.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

GotoTask.mType Property

Declare a type for this task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override TaskType mType { get; }
```

Property Value

Type: [TaskType](#)

See Also

[GotoTask Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock Class

selectively lock axes of an HMD to prevent motion

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).HmdLock

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class HmdLock : MonoBehaviour
```

































The **HmdLock** type exposes the following members.



























Constructors

	Name	Description
	HmdLock	Initializes a new instance of the HmdLock class











Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)














	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
	GetComponentsInParent(Type)	(Inherited from Component .)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
	GetComponentsInParent`1()	(Inherited from Component .)
	GetComponentsInParent`1(Boolean)	(Inherited from Component .)
	GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)













	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RelativeOrientation	Compute the relative rotation between two quaternions. This is done by computing the conjugate of the reference quaternion and multiplying by the other quaternion.
	ResetCorrection	reset the corrections of this lock to default values. Call this when the person is known to be looking in a specific direction (e.g. when resetting the HMD to get rid of drift)
	<code>SendMessage(String)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object)</code>	(Inherited from Component .)
	<code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	Start	
	<code>StartCoroutine(IEnumerator)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String, Object)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine_Auto</code>	(Inherited from MonoBehaviour .)
	<code>StopAllCoroutines</code>	(Inherited from MonoBehaviour .)
	<code>StopCoroutine(String)</code>	(Inherited from MonoBehaviour .)
	<code>StopCoroutine(IEnumerator)</code>	(Inherited from MonoBehaviour .)
	<code>StopCoroutine(Coroutine)</code>	(Inherited from MonoBehaviour .)
	<code>StopCoroutine_Auto</code>	(Inherited from MonoBehaviour .)
	<code>StopCoroutineViaEnumerator_Auto</code>	(Inherited from MonoBehaviour .)
	<code>ToString</code>	(Inherited from Object .)
	Update	

Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	mPlayerController	
	pitchLock	rotation axes
	rollLock	rotation axes
	xLock	translation axes
	yawLock	rotation axes
	yLock	translation axes
	zLock	translation axes

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)

	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

HmdLock Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public HmdLock ()
```

See Also











[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.HmdLock Fields

The [HmdLock](#) type exposes the following members.

Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	mPlayerController	
	pitchLock	rotation axes
	rollLock	rotation axes
	xLock	translation axes
	yawLock	rotation axes
	yLock	translation axes
	zLock	translation axes

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.mPlayerController Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private PlayerController mPlayerController
```

Field Value

Type: [PlayerController](#)

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.pitchLock Field

rotation axes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool pitchLock
```

Field Value

Type: [Boolean](#)

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.rollLock Field

rotation axes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool rollLock
```

Field Value

Type: [Boolean](#)

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.xLock Field

translation axes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool xLock
```

Field Value

Type: [Boolean](#)

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.yawLock Field

rotation axes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool yawLock
```

Field Value

Type: [Boolean](#)

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.yLock Field

translation axes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool yLock
```

Field Value

Type: [Boolean](#)

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.zLock Field

translation axes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool zLock
```

Field Value

Type: [Boolean](#)

See Also




























[HmdLock Class](#)



























[\(Default Namespace\) Namespace](#)















HmdLock.HmdLock Methods

The [HmdLock](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

	<code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent(Type, Boolean)	(Inherited from Component .)
	<code>GetComponentInParent`1()</code>	(Inherited from Component .)
	GetComponentInParent`1(Boolean)	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	IsInvoking(String)	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RelativeOrientation	Compute the relative rotation between two quaternions. This is done by computing the conjugate of the reference quaternion and multiplying by the other quaternion.
	ResetCorrection	reset the corrections of this lock to default values. Call this when the person is known to be looking in a specific direction (e.g. when resetting the HMD to get rid of drift)
	SendMessage(String)	(Inherited from Component .)
	SendMessage(String, Object)	(Inherited from Component .)
	SendMessage(String, SendMessageOptions)	(Inherited from Component .)
	SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String)	(Inherited from Component .)
	SendMessageUpwards(String, Object)	(Inherited from Component .)
	SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)

 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.RelativeOrientation Method

Compute the relative rotation between two quaternions. This is done by computing the conjugate of the reference quaternion and multiplying by the other quaternion.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static Quaternion RelativeOrientation(  
    Quaternion reference,  
    Quaternion other  
)
```

Parameters

reference

Type: **Quaternion**

angle relative to which the result should be calculated.

other

Type: **Quaternion**

Return Value

Type: **Quaternion**

The angle that 'reference' would need to be rotated through to get 'other'

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.ResetCorrection Method

reset the corrections of this lock to default values. Call this when the person is known to be looking in a specific direction (e.g. when **resetting the HMD** to get rid of drift)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void ResetCorrection ()
```

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.Start Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HmdLock.Update Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also






[HmdLock Class](#)






[\(Default Namespace\) Namespace](#)

HmdLock.HmdLock Properties

The [HmdLock](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[HmdLock Class](#)

[\(Default Namespace\) Namespace](#)

HousePan Class

Move participant camera to a particular position, then cause the house to rotate in place. This script component should be attached to the highest-level container of the HMD in the kinematic chain, if nested **Transforms** are being used to compensate for body rotation.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).Panner](#)

(Default Namespace).HousePan

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class HousePan : Panner
```



The **HousePan** type exposes the following members.




























Constructors

	Name	Description
	HousePan	Initializes a new instance of the HousePan class





















Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	DidFinishSpin	Finished spinning
	Equals	(Inherited from Object .)







 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentsInParent(Type)	(Inherited from Component.)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponentsInParent`1(Boolean)	(Inherited from Component.)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetType	Gets the type of the current instance. (Inherited from Object.)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)

 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnCameraPanFinished	The default behaviour at end of pan is to return the camera to its original position/orientation. (Inherited from Panner .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	

Fields


	Name	Description
	CameraPanFinished	(Inherited from Panner.)
	fracJourney	
	isPanning	is the camera currently panning? (Inherited from Panner.)
	localStartPosition	The start position (Inherited from Panner.)
	localStartRotation	The start rotation (Inherited from Panner.)
	m_CachedPtr	(Inherited from Object.)
	m_InstanceID	(Inherited from Object.)
	m_UnityRuntimeErrorString	(Inherited from Object.)
	motionStartTime	
	MoveSpeed	The speed at which the camera pulls away
	mPanState	
	PanOrigin	where does the camera pan to?
	PanTarget	The thing we are panning out to look at needs to spin
	PlayerTransform	where did the camera start?
	RotationSpeed	The rotation speed
	startPosition	The start position (Inherited from Panner.)
	startRotation	The start rotation (Inherited from Panner.)
	wasPanning	
	wasReturning	
	wasSettingUp	

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component.)
	audio	Obsolete. (Inherited from Component.)
	camera	Obsolete. (Inherited from Component.)
	collider	Obsolete. (Inherited from Component.)
	collider2D	Obsolete. (Inherited from Component.)
	constantForce	Obsolete.

		(Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

Events

Name	Description
 CameraPanFinished	notify a listener that the Camera pan operation has finished. (Inherited from Panner .)

VRN House: Unity

See Also

[\(Default Namespace\) Namespace](#)

HousePan Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public HousePan ()
```

See Also





















[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.HousePan Fields

The [HousePan](#) type exposes the following members.

Fields

Name	Description
 CameraPanFinished	(Inherited from Panner.)
 fracJourney	
 isPanning	is the camera currently panning? (Inherited from Panner.)
 localStartPosition	The start position (Inherited from Panner.)
 localStartRotation	The start rotation (Inherited from Panner.)
 m_CachedPtr	(Inherited from Object.)
 m_InstanceID	(Inherited from Object.)
 m_UnityRuntimeErrorString	(Inherited from Object.)
 motionStartTime	
 MoveSpeed	The speed at which the camera pulls away
 mPanState	
 PanOrigin	where does the camera pan to?
 PanTarget	The thing we are panning out to look at needs to spin
 PlayerTransform	where did the camera start?
 RotationSpeed	The rotation speed
 startPosition	The start position (Inherited from Panner.)
 startRotation	The start rotation (Inherited from Panner.)
 wasPanning	
 wasReturning	
 wasSettingUp	

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.fracJourney Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float fracJourney
```

Field Value

Type: [Single](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.motionStartTime Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float motionStartTime
```

Field Value

Type: [Single](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.MoveSpeed Field

The speed at which the camera pulls away

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float MoveSpeed
```

Field Value

Type: [Single](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.mPanState Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private HousePan.PanState mPanState
```

Field Value

Type: [HousePan.PanState](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.PanOrigin Field

where does the camera pan to?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public GameObject PanOrigin
```

Field Value

Type: **GameObject**

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.PanTarget Field

The thing we are panning out to look at needs to spin

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Spinner PanTarget
```

Field Value

Type: [Spinner](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.PlayerTransform Field

where did the camera start?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Transform PlayerTransform
```

Field Value

Type: **Transform**

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.RotationSpeed Field

The rotation speed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float RotationSpeed
```

Field Value

Type: [Single](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.wasPanning Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool wasPanning
```

Field Value

Type: [Boolean](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.wasReturning Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool wasReturning
```

Field Value

Type: [Boolean](#)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.wasSettingUp Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool wasSettingUp
```

Field Value

Type: [Boolean](#)

See Also




























[HousePan Class](#)





























[\(Default Namespace\) Namespace](#)












HousePan.HousePan Methods

The [HousePan](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	DidFinishSpin	Finished spinning
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)

 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnCameraPanFinished	The default behaviour at end of pan is to return the camera to its original position/orientation. (Inherited from Panner .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)

 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.DidFinishSpin Method

Finished spinning

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void DidFinishSpin(  
    float angleRotated  
)
```

Parameters

angleRotated

Type: [System.Single](#)

angle (in degrees) that was rotated.

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.Update Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also







[HousePan Class](#)






[\(Default Namespace\) Namespace](#)

HousePan.HousePan Properties

The [HousePan](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also


[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.HousePan Events

The [HousePan](#) type exposes the following members.

Events

Name	Description
 CameraPanFinished	notify a listener that the Camera pan operation has finished. (Inherited from Panner .)

See Also

[HousePan Class](#)

[\(Default Namespace\) Namespace](#)

HousePan.PanState Enumeration

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private enum PanState
```

Members

Member name	Value	Description
IDLE	0	
SETUP	1	
PAN	2	
RETURN	3	

See Also

[\(Default Namespace\) Namespace](#)

HUD Class

a simple box on the player's screen that shows information. (i.e. text)

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).HUD

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class HUD : MonoBehaviour
```





























The **HUD** type exposes the following members.
























Constructors

	Name	Description
	HUD	Initializes a new instance of the HUD class





Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)





 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetText	Sets the text of the HUD.
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

Fields

	Name	Description
	hudText	the text to show
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component.)
	audio	Obsolete. (Inherited from Component.)
	camera	Obsolete. (Inherited from Component.)
	collider	Obsolete. (Inherited from Component.)
	collider2D	Obsolete. (Inherited from Component.)
	constantForce	Obsolete. (Inherited from Component.)
	enabled	(Inherited from Behaviour.)
	gameObject	(Inherited from Component.)
	guiElement	Obsolete. (Inherited from Component.)
	guiText	Obsolete. (Inherited from Component.)
	guiTexture	Obsolete. (Inherited from Component.)
	hideFlags	(Inherited from Object.)
	hingeJoint	Obsolete. (Inherited from Component.)
	isActiveAndEnabled	(Inherited from Behaviour.)
	light	Obsolete. (Inherited from Component.)
	name	(Inherited from Object.)
	networkView	Obsolete. (Inherited from Component.)
	particleEmitter	Obsolete. (Inherited from Component.)
	particleSystem	Obsolete. (Inherited from Component.)
	renderer	Obsolete. (Inherited from Component.)
	rigidbody	Obsolete. (Inherited from Component.)

 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

HUD Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public HUD ()
```

See Also





[HUD Class](#)

[\(Default Namespace\) Namespace](#)

HUD.HUD Fields

The [HUD](#) type exposes the following members.

Fields

	Name	Description
	hudText	the text to show
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)

See Also

[HUD Class](#)

[\(Default Namespace\) Namespace](#)

HUD.hudText Field

the text to show

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Text hudText
```

Field Value

Type: **Text**

See Also




























[HUD Class](#)


























[\(Default Namespace\) Namespace](#)









HUD.HUD Methods

The [HUD](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetText	Sets the text of the HUD.
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)

 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[HUD Class](#)

[\(Default Namespace\) Namespace](#)

HUD.SetText Method

Sets the text of the HUD.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void SetText (  
    string hudMsg  
)
```

Parameters

hudMsg

Type: [System.String](#)

The hud MSG.

See Also







[HUD Class](#)






[\(Default Namespace\) Namespace](#)

HUD.HUD Properties

The [HUD](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[HUD Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket Class

Data from an IMU sensor.

Inheritance Hierarchy

[System.Object](#)

[\(Default Namespace\).BasicSensorPacket](#)

(Default Namespace).IMUSensorPacket

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax








```
C#
public class IMUSensorPacket : BasicSensorPacket
```

The **IMUSensorPacket** type exposes the following members.


Constructors



	Name	Description
	IMUSensorPacket(Byte[])	Constructor from an ArduIMU in binary mode
	IMUSensorPacket(String[])	Constructor from an ArduIMU in string mode

Methods









	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Initialize	in case you don't want to use the constructor??? not sure why I made this. It should probably be deleted.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	_orientationDouble	orientation data from the IMU

 	SCALE_FACTOR	The scale factor used for converting bytes from the BNO055 to real-world quaternion values.
--	------------------------------	---

Properties



	Name	Description
	orientation	Gets the orientation in the packet.
	orientationDouble	get the orientation as a Quaternion
	rawDataBytes	raw data received from serial port (binary) (Inherited from BasicSensorPacket.)
	rawDataFields	raw data received over the serial port (text) (Inherited from BasicSensorPacket.)
	sensorID	A unique identifier for this sensor (Inherited from BasicSensorPacket.)
	timestamp	Timestamp from sensor (milliseconds, generally) (Inherited from BasicSensorPacket.)
	variant	What is the variant of this packet? use this information to correctly cast it. (Inherited from BasicSensorPacket.)
	version	Identify protocol version (Inherited from BasicSensorPacket.)

See Also

[\(Default Namespace\) Namespace](#)

IMUSensorPacket Constructor

Overload List

	Name	Description
	IMUSensorPacket(Byte[])	Constructor from an ArduIMU in binary mode
	IMUSensorPacket(String[])	Constructor from an ArduIMU in string mode

See Also

[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket Constructor (Byte[])

Constructor from an ArduIMU in binary mode

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public IMUSensorPacket (  
    byte[] rawData  
)
```

Parameters

rawData

Type: [System.Byte\[\]](#)

the data received from the ArduIMU

See Also

[IMUSensorPacket Class](#)

[IMUSensorPacket Overload](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket Constructor (String[])

Constructor from an ArduIMU in string mode

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public IMUSensorPacket (  
    string[] fields  
)
```

Parameters

fields

Type: [System.String\[\]](#)

the data received from the ArduIMU

See Also

[IMUSensorPacket Class](#)




[IMUSensorPacket Overload](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket.IMUSensorPacket Fields

The [IMUSensorPacket](#) type exposes the following members.

Fields

	Name	Description
	orientationDouble	orientation data from the IMU
 	SCALE_FACTOR	The scale factor used for converting bytes from the BNO055 to real-world quaternion values.

See Also

[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket._orientationDouble Field

orientation data from the IMU

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private QuaternionDouble _orientationDouble
```

Field Value

Type: [QuaternionDouble](#)

See Also

[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket.SCALE_FACTOR Field

The scale factor used for converting bytes from the BNO055 to real-world quaternion values.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const double SCALE_FACTOR
```

Field Value

Type: [Double](#)

See Also









[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket.IMUSensorPacket Methods

The [IMUSensorPacket](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Initialize	in case you don't want to use the constructor??? not sure why I made this. It should probably be deleted.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket.Initialize Method

in case you don't want to use the constructor??? not sure why I made this. It should probably be deleted.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static BasicSensorPacket Initialize(  
    string[] fields  
)
```

Parameters

fields

Type: [System.String\[\]](#)

Return Value

Type: [BasicSensorPacket](#)

See Also









[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket.IMUSensorPacket Properties

The [IMUSensorPacket](#) type exposes the following members.

Properties

	Name	Description
	orientation	Gets the orientation in the packet.
	orientationDouble	get the orientation as a Quaternion
	rawDataBytes	raw data received from serial port (binary) (Inherited from BasicSensorPacket.)
	rawDataFields	raw data received over the serial port (text) (Inherited from BasicSensorPacket.)
	sensorID	A unique identifier for this sensor (Inherited from BasicSensorPacket.)
	timestamp	Timestamp from sensor (milliseconds, generally) (Inherited from BasicSensorPacket.)
	variant	What is the variant of this packet? use this information to correctly cast it. (Inherited from BasicSensorPacket.)
	version	Identify protocol version (Inherited from BasicSensorPacket.)

See Also

[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket.orientation Property

Gets the orientation in the packet.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Quaternion orientation { get; }
```

Property Value

Type: **Quaternion**

The orientation.

See Also

[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorPacket.orientationDouble Property

get the orientation as a Quaternion

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public QuaternionDouble orientationDouble { get; private set; }
```

Property Value

Type: [QuaternionDouble](#)

See Also

[IMUSensorPacket Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader Class

Read input from the ArduIMUs and parse it.

Inheritance Hierarchy

[System.Object](#)

[\(Default Namespace\).SensorReader](#)

(Default Namespace).IMUSensorReader

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax








```
C#
public class IMUSensorReader : SensorReader
```












The **IMUSensorReader** type exposes the following members.

Constructors













	Name	Description
	IMUSensorReader	
	IMUSensorReader	convenience constructor

Methods


	Name	Description
	Close	close the serial port down. this MUST be called at some point or the Serial Port thread will continue to run until the device is unplugged. (Inherited from SensorReader .)
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetLastLatency	Retrieve the latency for a particular packet type, i.e., the time interval between receiving two packets of a specific type. returns -1 if we have not yet received two packets of the specified type. (Inherited from SensorReader .)
	GetLastPacket	Retreive the last received packet of a particular type from a particular sensor, or null if no packet of that type has been received (Inherited from SensorReader .)
	GetOrientation	Get the most recent orientation from a particular sensor, or identity if that sensor has not returned anything yet.

	GetRotationChange	Get the change in rotation since the last time this function was called.
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	Stop the serial thread when this object gets garbage collected. (Inherited from SensorReader .)
	OpenSerialPort	Open a new serial port, after first closing any open serial ports. (Inherited from SensorReader .)
	ReadSerialBinary	poll the serial port (Inherited from SensorReader .)
	ReadSerialString	poll the serial port. (Inherited from SensorReader .)
 	RelativeOrientation	Compute the relative rotation between two quaternions. This is done by computing the conjugate of the reference quaternion and multiplying by the other quaternion.
	ResetRotation	Sets the 'last' rotation against which subsequent calls of <code>GetRotationChange()</code> will be matched. This allows you to ignore rotation that may have occurred since you last called <code>GetRotationChange()</code>
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	baudRate	serial port baud (Inherited from SensorReader .)
 	EMPTY_QUATERION	Identity quaternion
	fieldDelimiters	(Inherited from SensorReader .)
	inputPort	(Inherited from SensorReader .)
	isAlive	(Inherited from SensorReader .)
	lastOrientations	used to store most recent orientation for each known ArduIMU device.
	lastPacketsOfType	Store the last received sensor packet of each type from each sensor (Inherited from SensorReader .)
	latenciesByType	Store the latency for each type of sensor packet so we know how frequently we are getting measurements. Consult this rather than the times for <code>lastPacketsOfType</code> since this structure is immune to framerate fluctuations. (Inherited from SensorReader .)
	packetDelimiter	(Inherited from SensorReader .)
	serialPortID	the serial port from which IMU data will come (Inherited from SensorReader .)
	serialThread	(Inherited from SensorReader .)

Properties

	Name	Description
	isConnected	property that shows whether the serial port is connected. (Inherited from SensorReader .)

See Also

[\(Default Namespace\) Namespace](#)

IMUSensorReader Constructor

convenience constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public IMUSensorReader(  
    string serialPortID,  
    int baudrate  
)
```

Parameters

serialPortID

Type: [System.String](#)

baudrate

Type: [System.Int32](#)

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader Constructor

Initializes the static fields of the [IMUSensorReader](#) class

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
static IMUSensorReader ()
```

See Also












[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.IMUSensorReader Fields

The [IMUSensorReader](#) type exposes the following members.

Fields

Name	Description
 baudRate	serial port baud (Inherited from SensorReader .)
 EMPTY_QUATERION	Identity quaternion
 fieldDelimiters	(Inherited from SensorReader .)
 inputPort	(Inherited from SensorReader .)
 isAlive	(Inherited from SensorReader .)
 lastOrientations	used to store most recent orientation for each known ArduIMU device.
 lastPacketsOfType	Store the last received sensor packet of each type from each sensor (Inherited from SensorReader .)
 latenciesByType	Store the latency for each type of sensor packet so we know how frequently we are getting measurements. Consult this rather than the times for lastPacketsOfType since this structure is immune to framerate fluctuations. (Inherited from SensorReader .)
 packetDelimiter	(Inherited from SensorReader .)
 serialPortID	the serial port from which IMU data will come (Inherited from SensorReader .)
 serialThread	(Inherited from SensorReader .)

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.EMPTY_QUATERION Field

Identity quaternion

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public static readonly Quaternion EMPTY_QUATERION
```

Field Value

Type: **Quaternion**

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.lastOrientations Field

used to store most recent orientation for each known ArduIMU device.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Dictionary<int, Quaternion> lastOrientations
```

Field Value

Type: [Dictionary\(Int32, Quaternion\)](#)

See Also



















[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.IMUSensorReader Methods

The [IMUSensorReader](#) type exposes the following members.

Methods

	Name	Description
	Close	close the serial port down. this MUST be called at some point or the Serial Port thread will continue to run until the device is unplugged. (Inherited from SensorReader .)
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetLastLatency	Retrieve the latency for a particular packet type, i.e., the time interval between receiving two packets of a specific type. returns -1 if we have not yet received two packets of the specified type. (Inherited from SensorReader .)
	GetLastPacket	Retrieve the last received packet of a particular type from a particular sensor, or null if no packet of that type has been received (Inherited from SensorReader .)
	GetOrientation	Get the most recent orientation from a particular sensor, or identity if that sensor has not returned anything yet.
	GetRotationChange	Get the change in rotation since the last time this function was called.
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	Stop the serial thread when this object gets garbage collected. (Inherited from SensorReader .)
	OpenSerialPort	Open a new serial port, after first closing any open serial ports. (Inherited from SensorReader .)
	ReadSerialBinary	poll the serial port (Inherited from SensorReader .)
	ReadSerialString	poll the serial port. (Inherited from SensorReader .)
 	RelativeOrientation	Compute the relative rotation between two quaternions. This is done by computing the conjugate of the reference quaternion and multiplying by the other quaternion.
	ResetRotation	Sets the 'last' rotation against which subsequent calls of GetRotationChange() will be matched. This allows you to ignore rotation that may have occurred since you last called GetRotationChange()
	ToString	Returns a string that represents the current object. (Inherited from Object .)

VRN House: Unity

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.GetOrientation Method

Get the most recent orientation from a particular sensor, or identity if that sensor has not returned anything yet.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Quaternion GetOrientation(  
    int sensorID  
)
```

Parameters

sensorID

Type: [System.Int32](#)

Return Value

Type: **Quaternion**

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.GetRotationChange Method

Get the change in rotation since the last time this function was called.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float GetRotationChange(  
    int sensorID  
)
```

Parameters

sensorID

Type: [System.Int32](#)

Return Value

Type: [Single](#)

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.RelativeOrientation Method

Compute the relative rotation between two quaternions. This is done by computing the conjugate of the reference quaternion and multiplying by the other quaternion.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static Quaternion RelativeOrientation(  
    Quaternion reference,  
    Quaternion other  
)
```

Parameters

reference

Type: **Quaternion**

angle relative to which the result should be calculated.

other

Type: **Quaternion**

Return Value

Type: **Quaternion**

The angle that 'reference' would need to be rotated through to get 'other'

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.ResetRotation Method

Sets the 'last' rotation against which subsequent calls of GetRotationChange() will be matched. This allows you to ignore rotation that may have occurred since you last called GetRotationChange()

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void ResetRotation(  
    int sensorID  
)
```

Parameters

sensorID

Type: [System.Int32](#)

See Also


[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

IMUSensorReader.IMUSensorReader Properties

The [IMUSensorReader](#) type exposes the following members.

Properties

	Name	Description
	isConnected	property that shows whether the serial port is connected. (Inherited from SensorReader .)

See Also

[IMUSensorReader Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger Class

Communicates with [AbstractVREPlayer](#) and [PositionTracker](#) to figure out where in the house the participant is when they visit a window. This [MonoBehaviour](#) must be attached to the [VRNPlayerController](#) or the '_int' text file will not be created, and the 'correct wall/direction/floor' columns in the log file will not be populated. This [MonoBehaviour](#) makes metadata available to the [PositionTrackerAhmad](#) so that it can log the current and target room in the log file.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).JudgementLogger

Namespace: [\(Default Namespace\)](#)


Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax









```
C#
public class JudgementLogger : MonoBehaviour
```





























The **JudgementLogger** type exposes the following members.


























Constructors











	Name	Description
	JudgementLogger	Initializes a new instance of the JudgementLogger class

Methods











	Name	Description
 	BoolToInt	Convenience function to convert a <code>bool</code> to an <code>int</code>
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)

 CompareTag	(Inherited from Component .)
 DidEnterRoom	Called by the WindowTask whenever a participant enters a room, and causes the current room to be judged and written out to the path summary file and assessment summary file.
 DidLeaveRoom	Called by the WindowTask whenever a participant leaves a room, and causes the current room to be judged and written out to the path summary file and assessment summary file.
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)





	GetComponentInParent`1(Boolean)	(Inherited from Component .)
	GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)
	IsInvoking()	(Inherited from MonoBehaviour .)
	IsInvoking(String)	(Inherited from MonoBehaviour .)
	Judge	'Judges' a room by comparing the descriptors of the target room, and the actually selected room to see whether the participant chose a correct room, and if not, what was wrong with their selection. The result is written out to the assessment summary and the current path summary.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendMessage(String)	(Inherited from Component .)
	SendMessage(String, Object)	(Inherited from Component .)
	SendMessage(String, SendMessageOptions)	(Inherited from Component .)
	SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String)	(Inherited from Component .)
	SendMessageUpwards(String, Object)	(Inherited from Component .)
	SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
	Start	Start is called just before any of the Update methods is called the first time
	StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
	StartCoroutine(String)	(Inherited from MonoBehaviour .)
	StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
























 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartJudgementFile	Create a file to store path summary for a particular trial (i.e. the '_int' file) and write out the first few lines of boilerplate text.
 StartSummaryFile	Create a file to store assessment summary for the entire assessment (i.e. the '_EGO' file) and write out the first few lines of boilerplate text.
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

Fields

Name	Description
 _targetRoom	
 didFinish	
 judgementFilePath	log file locations
 judgementResultByte	a single byte that represents the current state (for compatibility)
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mPlayer	
 mPositionTracker	
 summaryFilePath	log file locations

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete.

		(Inherited from Component .)
 collider2D		Obsolete. (Inherited from Component .)
 constantForce		Obsolete. (Inherited from Component .)
 currentRoom		The identifier of the room (if any) that the participant is currently in. If the participant is not in a room, this will be '-'.
 enabled		(Inherited from Behaviour .)
 gameObject		(Inherited from Component .)
 guiElement		Obsolete. (Inherited from Component .)
 guiText		Obsolete. (Inherited from Component .)
 guiTexture		Obsolete. (Inherited from Component .)
 hideFlags		(Inherited from Object .)
 hingeJoint		Obsolete. (Inherited from Component .)
 isActiveAndEnabled		(Inherited from Behaviour .)
 light		Obsolete. (Inherited from Component .)
 name		(Inherited from Object .)
 networkView		Obsolete. (Inherited from Component .)
 particleEmitter		Obsolete. (Inherited from Component .)
 particleSystem		Obsolete. (Inherited from Component .)
 renderer		Obsolete. (Inherited from Component .)
 rigidbody		Obsolete. (Inherited from Component .)
 rigidbody2D		Obsolete. (Inherited from Component .)
 tag		(Inherited from Component .)
 targetRoom		The room that the participant is currently supposed to go to
 transform		(Inherited from Component .)
 useGUILayout		(Inherited from MonoBehaviour .)

VRN House: Unity

See Also

[\(Default Namespace\) Namespace](#)

JudgementLogger Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public JudgementLogger ()
```

See Also











[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.JudgementLogger Fields

The [JudgementLogger](#) type exposes the following members.

Fields

	Name	Description
	_targetRoom	
	didFinish	
	judgementFilePath	log file locations
	judgementResultByte	a single byte that represents the current state (for compatibility)
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	mPlayer	
	mPositionTracker	
	summaryFilePath	log file locations

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger._targetRoom Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private string _targetRoom
```

Field Value

Type: [String](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.didFinish Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool didFinish
```

Field Value

Type: [Boolean](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.judgementFilePath Field

log file locations

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private string judgementFilePath
```

Field Value

Type: [String](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.judgementResultByte Field

a single byte that represents the current state (for compatibility)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int judgementResultByte
```

Field Value

Type: [Int32](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.mPlayer Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private VREHousePlayer mPlayer
```

Field Value

Type: [VREHousePlayer](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.mPositionTracker Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private PositionTracker mPositionTracker
```

Field Value

Type: [PositionTracker](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.summaryFilePath Field

log file locations

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private string summaryFilePath
```

Field Value

Type: [String](#)

See Also























[JudgementLogger Class](#)





























[\(Default Namespace\) Namespace](#)





















JudgementLogger.JudgementLogger Methods

The [JudgementLogger](#) type exposes the following members.

Methods

Name	Description
 BoolToInt	Convenience function to convert a <code>bool</code> to an <code>int</code>
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidEnterRoom	Called by the WindowTask whenever a participant enters a room, and causes the current room to be judged and written out to the path summary file and assessment summary file.
 DidLeaveRoom	Called by the WindowTask whenever a participant leaves a room, and causes the current room to be judged and written out to the path summary file and assessment summary file.
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)

	<code>GetComponent<Type>(List<Component>)</code>	(Inherited from Component .)
	<code>GetComponent<>()</code>	(Inherited from Component .)
	<code>GetComponent<>1(List<UMP>)</code>	(Inherited from Component .)
	GetComponentForListInternal	(Inherited from Component .)
	GetComponentInChildren<Type>	(Inherited from Component .)
	GetComponentInChildren<Type, Boolean>	(Inherited from Component .)
	<code>GetComponentInChildren<>()</code>	(Inherited from Component .)
	GetComponentInChildren<>1(Boolean)	(Inherited from Component .)
	<code>GetComponentInChildren<>1(List<UMP>)</code>	(Inherited from Component .)
	<code>GetComponentInChildren<>1(Boolean, List<UMP>)</code>	(Inherited from Component .)
	GetComponentInParent<Type>	(Inherited from Component .)
	GetComponentInParent<Type, Boolean>	(Inherited from Component .)
	<code>GetComponentInParent<>()</code>	(Inherited from Component .)
	GetComponentInParent<>1(Boolean)	(Inherited from Component .)
	<code>GetComponentInParent<>1(Boolean, List<UMP>)</code>	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	IsInvoking(String)	(Inherited from MonoBehaviour .)
	Judge	'Judges' a room by comparing the descriptors of the target room, and the actually selected room to see whether the participant chose a correct room, and if not, what was wrong with their selection. The result is written out to the assessment summary and the current path summary.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendMessage(String)	(Inherited from Component .)
	SendMessage(String, Object)	(Inherited from Component .)

 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Start is called just before any of the Update methods is called the first time
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartJudgementFile	Create a file to store path summary for a particular trial (i.e. the '_int' file) and write out the first few lines of boilerplate text.
 StartSummaryFile	Create a file to store assessment summary for the entire assessment (i.e. the '_EGO' file) and write out the first few lines of boilerplate text.
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.BoolToInt Method

Convenience function to convert a `bool` to an `int`

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static int BoolToInt(  
    bool val  
)
```

Parameters

val

Type: [System.Boolean](#)

Return Value

Type: [Int32](#)

1 if true, 0 if false

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.DidEnterRoom Method

Called by the [WindowTask](#) whenever a participant enters a room, and causes the current room to be judged and written out to the path summary file and assessment summary file.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void DidEnterRoom(  
    WindowTaskDescriptor descriptor  
)
```

Parameters

descriptor

Type: [\(Default Namespace\).WindowTaskDescriptor](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.DidLeaveRoom Method

Called by the [WindowTask](#) whenever a participant leaves a room, and causes the current room to be judged and written out to the path summary file and assessment summary file.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void DidLeaveRoom(  
    WindowTaskDescriptor descriptor  
)
```

Parameters

descriptor

Type: [\(Default Namespace\).WindowTaskDescriptor](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.Judge Method

'Judges' a room by comparing the descriptors of the target room, and the actually selected room to see whether the participant chose a correct room, and if not, what was wrong with their selection. The result is written out to the assessment summary and the current path summary.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Judge (  
    bool isInRoom,  
    WindowTaskDescriptor currentRoomDescriptor,  
    WindowTaskDescriptor targetRoomDescriptor  
)
```

Parameters

isInRoom

Type: [System.Boolean](#)

currentRoomDescriptor

Type: [\(Default Namespace\).WindowTaskDescriptor](#)

targetRoomDescriptor

Type: [\(Default Namespace\).WindowTaskDescriptor](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.Start Method

Start is called just before any of the Update methods is called the first time

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Start ()
```

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.StartJudgementFile Method

Create a file to store path summary for a particular trial (i.e. the '_int' file) and write out the first few lines of boilerplate text.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void StartJudgementFile(  
    string outputPath  
)
```

Parameters

outputFilePath

Type: [System.String](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.StartSummaryFile Method

Create a file to store assessment summary for the entire assessment (i.e. the '_EGO' file) and write out the first few lines of boilerplate text.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void StartSummaryFile(  
    string outputPath  
)
```

Parameters

outputFilePath

Type: [System.String](#)

See Also





















[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.JudgementLogger Properties

The [JudgementLogger](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 currentRoom	The identifier of the room (if any) that the participant is currently in. If the participant is not in a room, this will be '- '.
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete.

		(Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	targetRoom	The room that the participant is currently supposed to go to
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.currentRoom Property

The identifier of the room (if any) that the participant is currently in. If the participant is not in a room, this will be '-'.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string currentRoom { get; private set; }
```

Property Value

Type: [String](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

JudgementLogger.targetRoom Property

The room that the participant is currently supposed to go to

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string targetRoom { get; private set; }
```

Property Value

Type: [String](#)

See Also

[JudgementLogger Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook Class

MouseLook rotates the transform based on the mouse delta. Minimum and Maximum values can be used to constrain the possible rotation. To make an FPS style character: - Create a capsule. - Add the MouseLook script to the capsule. -> Set the mouse look to use LookX. (You want to only turn character but not tilt it) - Add FPSInputController script to the capsule -> A CharacterMotor and a CharacterController component will be automatically added. - Create a camera. Make the camera a child of the capsule. Reset it's transform. - Add a MouseLook script to the camera. -> Set the mouse look to use LookY. (You want the camera to tilt up and down like a head. The character already turns.)

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).MouseLook

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#








```
public class MouseLook : MonoBehaviour
```

The **MouseLook** type exposes the following members.





























Constructors

	Name	Description
	MouseLook	Initializes a new instance of the MouseLook class

Methods











	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)

 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)















 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	











Fields

	Name	Description
	axes	The axes

 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 maximumX	The maximum x
 maximumY	The maximum y
 minimumX	The minimum x
 minimumY	The minimum y
 rotationY	
 sensitivityX	The sensitivity x
 sensitivityY	The sensitivity y

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)

	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

MouseLook Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public MouseLook ()
```

See Also












[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.MouseLook Fields

The [MouseLook](#) type exposes the following members.

Fields

	Name	Description
	axes	The axes
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	maximumX	The maximum x
	maximumY	The maximum y
	minimumX	The minimum x
	minimumY	The minimum y
	rotationY	
	sensitivityX	The sensitivity x
	sensitivityY	The sensitivity y

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.axes Field

The axes

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public MouseLook.RotationAxes axes
```

Field Value

Type: [MouseLook.RotationAxes](#)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.maximumX Field

The maximum x

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float maximumX
```

Field Value

Type: [Single](#)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.maximumY Field

The maximum y

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float maximumY
```

Field Value

Type: [Single](#)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.minimumX Field

The minimum x

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float minimumX
```

Field Value

Type: [Single](#)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.minimumY Field

The minimum y

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float minimumY
```

Field Value

Type: [Single](#)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.rotationY Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float rotationY
```

Field Value

Type: [Single](#)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.sensitivityX Field

The sensitivity x

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float sensitivityX
```

Field Value

Type: [Single](#)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.sensitivityY Field

The sensitivity y

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float sensitivityY
```

Field Value

Type: [Single](#)

See Also




























[MouseLook Class](#)





























[\(Default Namespace\) Namespace](#)










MouseLook.MouseLook Methods

The [MouseLook](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

	<code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type)</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1()</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetHashCode</code>	(Inherited from Object .)
	<code>GetInstanceID</code>	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	<code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
	<code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
	<code>Invoke</code>	(Inherited from MonoBehaviour .)
	<code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	<code>SendMessage(String)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object)</code>	(Inherited from Component .)
	<code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	Start	
	<code>StartCoroutine(IEnumerator)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String, Object)</code>	(Inherited from MonoBehaviour .)

 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.Start Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.Update Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also









[MouseLook Class](#)






[\(Default Namespace\) Namespace](#)

MouseLook.MouseLook Properties

The [MouseLook](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[MouseLook Class](#)

[\(Default Namespace\) Namespace](#)

MouseLook.RotationAxes Enumeration

Which axes rotated?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum RotationAxes
```

Members

Member name	Value	Description
MouseXAndY	0	The mouse x and y
MouseX	1	The mouse x
MouseY	2	The mouse y

See Also

[\(Default Namespace\) Namespace](#)

PacketVariant Enumeration

Different types of packets can be received from the ArduIMU. This enum allows a packet to be initialized once its variant is known.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum PacketVariant
```

Members

Member name	Value	Description
IMU_DATA	81	Raw orientation data from an IMU sensor in the form of a quaternion
ACCEL_DATA	65	Raw linear acceleration data from an accelerometer in the form of a vector3.
CONTROL	67	Control data
UNKNOWN	88	Unrecognized format

See Also

[\(Default Namespace\) Namespace](#)

PacketVariantMethods Class

Define an extension method in a non-nested static class.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).PacketVariantMethods

Namespace: [\(Default Namespace\)](#)





Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public static class PacketVariantMethods
```

Methods





	Name	Description
 	InitPacket(PacketVariant,Byte[])	Initialize a BasicSensorPacket using the raw data stored in <i>rawData</i> . This function populates a structured packet, depending on the variant.
 	InitPacket(PacketVariant,String[])	Initialize a BasicSensorPacket using the raw data stored in <i>rawDataFields</i> . This function populates a structured packet, depending on the variant.

See Also

[\(Default Namespace\) Namespace](#)

PacketVariantMethods.PacketVariantMethods Methods

Methods

	Name	Description
 	InitPacket(PacketVariant,Byte[])	Initialize a BasicSensorPacket using the raw data stored in <i>rawData</i> . This function populates a structured packet, depending on the variant.
 	InitPacket(PacketVariant,String[])	Initialize a BasicSensorPacket using the raw data stored in <i>rawDataFields</i> . This function populates a structured packet, depending on the variant.





See Also

[PacketVariantMethods Class](#)

[\(Default Namespace\) Namespace](#)

PacketVariantMethods.InitPacket Method

Overload List

	Name	Description
 	InitPacket(PacketVariant,Byte[])	Initialize a BasicSensorPacket using the raw data stored in <i>rawData</i> . This function populates a structured packet, depending on the variant.
 	InitPacket(PacketVariant,String[])	Initialize a BasicSensorPacket using the raw data stored in <i>rawDataFields</i> . This function populates a structured packet, depending on the variant.

See Also

[PacketVariantMethods Class](#)

[\(Default Namespace\) Namespace](#)

PacketVariantMethods.InitPacket Method (PacketVariant, Byte[])

Initialize a [BasicSensorPacket](#) using the raw data stored in *rawData*. This function populates a structured packet, depending on the variant.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static BasicSensorPacket InitPacket(  
    this PacketVariant variant,  
    byte[] rawData  
)
```

Parameters

variant

Type: [\(Default Namespace\).PacketVariant](#)

variant of packet data in *rawDataFields*

rawData

Type: [System.Byte\[\]](#)

array of bytes read from ArduIMU in Binary mode

Return Value

Type: [BasicSensorPacket](#)

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [PacketVariant](#). When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

[PacketVariantMethods Class](#)

[InitPacket Overload](#)

[\(Default Namespace\) Namespace](#)

PacketVariantMethods.InitPacket Method (PacketVariant, String[])

Initialize a [BasicSensorPacket](#) using the raw data stored in *rawDataFields*. This function populates a structured packet, depending on the variant.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static BasicSensorPacket InitPacket(  
    this PacketVariant variant,  
    string[] rawDataFields  
)
```

Parameters

variant

Type: [\(Default Namespace\).PacketVariant](#)

variant of packet data in *rawDataFields*

rawDataFields

Type: [System.String\[\]](#)

array of strings read from ArduIMU in String mode

Return Value

Type: [BasicSensorPacket](#)

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [PacketVariant](#). When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

[PacketVariantMethods Class](#)

[InitPacket Overload](#)

[\(Default Namespace\) Namespace](#)

Panner Class

This abstract class provides a means for a camera to pan out and rotate around a target. For a detailed implementation, see [HousePan](#). Not entirely sure this needed to be done as an abstract class; it could probably have just been a single MonoBehaviour.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).Panner

[\(Default Namespace\).HousePan](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#









```
public abstract class Panner : MonoBehaviour
```



The **Panner** type exposes the following members.



























Constructors

	Name	Description
	Panner	Initializes a new instance of the Panner class



Methods








	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)

 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1()	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentsInParent(Type)	(Inherited from Component.)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentsInParent`1()	(Inherited from Component.)
 GetComponentsInParent`1(Boolean)	(Inherited from Component.)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetType	Gets the type of the current instance. (Inherited from Object.)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)


















 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnCameraPanFinished	The default behaviour at end of pan is to return the camera to its original position/orientation.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)









Fields

	Name	Description
 CameraPanFinished		
 isPanning		is the camera currently panning?


 localStartPosition	The start position
 localStartRotation	The start rotation
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 startPosition	The start position
 startRotation	The start rotation

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete.

		(Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

Events

	Name	Description
	CameraPanFinished	notify a listener that the Camera pan operation has finished.

See Also

[\(Default Namespace\) Namespace](#)

Panner Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
protected Panner ()
```

See Also










[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.Panner Fields

The [Panner](#) type exposes the following members.

Fields

	Name	Description
	CameraPanFinished	
	isPanning	is the camera currently panning?
	localStartPosition	The start position
	localStartRotation	The start rotation
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	startPosition	The start position
	startRotation	The start rotation

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.CameraPanFinished Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Panner.CameraPanFinishedHandler CameraPanFinished
```

Field Value

Type: [Panner.CameraPanFinishedHandler](#)

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.isPanning Field

is the camera currently panning?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool isPanning
```

Field Value

Type: [Boolean](#)

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.localStartPosition Field

The start position

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected Vector3 localStartPosition
```

Field Value

Type: **Vector3**

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.localStartRotation Field

The start rotation

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected Quaternion localStartRotation
```

Field Value

Type: **Quaternion**

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.startPosition Field

The start position

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected Vector3 startPosition
```

Field Value

Type: **Vector3**

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.startRotation Field

The start rotation

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected Quaternion startRotation
```

Field Value

Type: **Quaternion**

See Also




























[Panner Class](#)






























[\(Default Namespace\) Namespace](#)









Panner.Panner Methods

The [Panner](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

	<code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type)</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1()</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetHashCode</code>	(Inherited from Object .)
	<code>GetInstanceID</code>	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	<code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
	<code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
	<code>Invoke</code>	(Inherited from MonoBehaviour .)
	<code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnCameraPanFinished	The default behaviour at end of pan is to return the camera to its original position/orientation.
	<code>SendMessage(String)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object)</code>	(Inherited from Component .)
	<code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>StartCoroutine(IEnumerator)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String)</code>	(Inherited from MonoBehaviour .)
	<code>StartCoroutine(String, Object)</code>	(Inherited from MonoBehaviour .)

 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.OnCameraPanFinished Method

The default behaviour at end of pan is to return the camera to its original position/orientation.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected virtual void OnCameraPanFinished ()
```

See Also




[Panner Class](#)






[\(Default Namespace\) Namespace](#)

Panner.Panner Properties

The [Panner](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also


[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.Panner Events

The [Panner](#) type exposes the following members.

Events

	Name	Description
	CameraPanFinished	notify a listener that the Camera pan operation has finished.

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.CameraPanFinished Event

notify a listener that the Camera pan operation has finished.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public event Panner.CameraPanFinishedHandler CameraPanFinished
```

Value

Type: [\(Default Namespace\).Panner.CameraPanFinishedHandler](#)

See Also

[Panner Class](#)

[\(Default Namespace\) Namespace](#)

Panner.CameraPanFinishedHandler Delegate

notify a listener that the Camera pan operation has finished.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public delegate void CameraPanFinishedHandler ()
```

See Also

[\(Default Namespace\) Namespace](#)

PCPlayerController Class

PCPlayerController interacts with the VRNchair input device, and keyboard/mouse for input. It handles UI events using its base class. Inspiration for the mouse handling came from the [MouseLook](#) class. It also is responsible for deciding whether to load the Calibration level or not. This logic appears in [Awake\(\)](#). The Calibration level uses the [StickSensitivityCalibration](#) to set the base calibration of the VRN Chair, so it can be used in 1:1 tracking.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).PlayerController](#)

(Default Namespace).PCPlayerController

[\(Default Namespace\).PCPlayerControllerVR](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#







```
public class PCPlayerController : PlayerController
```



























The **PCPlayerController** type exposes the following members.


























Constructors




















	Name	Description
	PCPlayerController	Initializes a new instance of the PCPlayerController class

Methods






























	Name	Description
	Awake	Awake is called when the script instance is being loaded (Overrides PlayerController.Awake() .)
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)

 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 ChangeDecoupled	Change the value of the Decoupled variable. (Overrides PlayerController.ChangeDecoupled(Boolean) .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)






















 GetForwardMotion	Speed at which to move participant forward/backward (Overrides PlayerController.GetForwardMotion().)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetRightMotion	Speed at which to strafe to left and right (Overrides PlayerController.GetRightMotion().)
 GetRotation	Speed at which to pivot participant's body (Overrides PlayerController.GetRotation().)
 GetType	Gets the type of the current instance. (Inherited from Object.)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour.)
 Invoke	(Inherited from MonoBehaviour.)
 InvokeRepeating	(Inherited from MonoBehaviour.)
 IsInvoking()	(Inherited from MonoBehaviour.)
 IsInvoking(String)	(Inherited from MonoBehaviour.)
 IsJoystickConnected	Check if a joystick is connected, ignore vJoy emulated joysticks.
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
 OnDestroy	This function is called when the MonoBehaviour will be destroyed
 ResetPlayer	return the participant to their original position/rotation (Inherited from PlayerController.)
 SendMessage(String)	(Inherited from Component.)
 SendMessage(String, Object)	(Inherited from Component.)
 SendMessage(String, SendMessageOptions)	(Inherited from Component.)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component.)
 SendMessageUpwards(String)	(Inherited from Component.)
 SendMessageUpwards(String, Object)	(Inherited from Component.)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component.)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component.)
 SetHudEnabled	Show or hide the HUD (Inherited from PlayerController.)











 SetSimulationPaused	Pause the simulation and show the pause menu (Code is commented out because this function never worked right and I see no reason to fix it since it is fundamentally useless with the existence of 'Decoupled Mode'.) (Inherited from PlayerController.)
 ShowPopup(String, String)	Show a popup that will automatically terminate when the 'submit' key is pressed (Inherited from PlayerController.)
 ShowPopup(String, String, Popup.HandleButton)	Show a popup that will automatically terminate when a button is clicked, and pass a notification (Inherited from PlayerController.)
 ShowPopup(String, String, Popup.HandleButton, Int32)	Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification (Inherited from PlayerController.)
 ShowPopup(String, String, Popup.HandleButton,String[])	Show a popup that will not automatically terminate, and pass a notification when a button is selected. (Inherited from PlayerController.)
 Start	Start is called just before any of the Update methods is called the first time (Overrides PlayerController.Start().)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour.)
 StartCoroutine(String)	(Inherited from MonoBehaviour.)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour.)
 StartCoroutine_Auto	(Inherited from MonoBehaviour.)
 StopAllCoroutines	(Inherited from MonoBehaviour.)
 StopCoroutine(String)	(Inherited from MonoBehaviour.)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour.)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour.)
 StopCoroutine_Auto	(Inherited from MonoBehaviour.)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour.)
 ToString	(Inherited from Object.)
 Update	called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs. (Inherited from PlayerController.)
 UpdateHud	put some text in the HUD (Inherited from PlayerController.)

Fields

	Name	Description
	_isDecoupled	(Inherited from PlayerController.)
	decoupledModePopup	Inform the user that they are in Decoupled mode, and that's why the screen is blank.
	foreheadHeight	height of forehead above eyes (in metres)
	FPS_Counter	The FPS counter (Inherited from PlayerController.)
	guiCanvas	Draw GUI elements (Inherited from PlayerController.)
	hud	The hud (Inherited from PlayerController.)
	isPaused	(Inherited from PlayerController.)
	keySensitivityFwdBwd	The key sensitivity forward BWD
	keySensitivityPivot	The key sensitivity pivot
	keySensitivityStrafe	The key sensitivity strafe
	lastReaderTry	
	m_CachedPtr	(Inherited from Object.)
	m_InstanceID	(Inherited from Object.)
	m_UnityRuntimeErrorString	(Inherited from Object.)
	maximumX	The maximum x
	maximumY	The maximum y
	mCollider	The collider
	menuButton	The menu button (Inherited from PlayerController.)
	minimumX	The minimum x
	minimumY	The minimum y
	mouseSensitivityX	The mouse sensitivity x
	mPopupTemplate	The m popup template (Inherited from PlayerController.)
	originPosition	(Inherited from PlayerController.)
	originRotation	(Inherited from PlayerController.)
	pauseMenu	The pause menu (Inherited from PlayerController.)
	reader	This provides orientation values from an ArduIMU device.
	sensorID	the sensor id of the ArduIMU to use for monitoring the user's body orientation.
	stickSensitivityX	The stick sensitivity x
	stickSensitivityY	The stick sensitivity y

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 eyeHeight	height of players eyes above the ground in metres
 forwardMotion	number of meters this PlayerController moves forward this frame, if not decoupled (Inherited from PlayerController.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isDecoupled	Decoupled mode for if you need to move the subject but not have the virtual character move. This is preferable to pausing as it allows the subject to look around freely and not become simulator-sick. (Inherited from PlayerController.)
 isParalyzed	Enable/disable translation for this person (Inherited from PlayerController.)
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)

 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rightMotion	number of meters this PlayerController strafes to the right this frame, if not decoupled (Inherited from PlayerController.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 rotationAngle	number of degrees through which the PlayerController rotates to the right this frame, if not decoupled (Inherited from PlayerController.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

PCPlayerController Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public PCPlayerController ()
```

See Also





























[PCPlayerController Class](#)


[\(Default Namespace\) Namespace](#)

PCPlayerController.PCPlayerController Fields

The [PCPlayerController](#) type exposes the following members.

Fields

	Name	Description
	isDecoupled	(Inherited from PlayerController .)
	decoupledModePopup	Inform the user that they are in Decoupled mode, and that's why the screen is blank.
	foreheadHeight	height of forehead above eyes (in metres)
	FPS_Counter	The FPS counter (Inherited from PlayerController .)
	guiCanvas	Draw GUI elements (Inherited from PlayerController .)
	hud	The hud (Inherited from PlayerController .)
	isPaused	(Inherited from PlayerController .)
	keySensitivityFwdBwd	The key sensitivity forward BWD
	keySensitivityPivot	The key sensitivity pivot
	keySensitivityStrafe	The key sensitivity strafe
	lastReaderTry	
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	maximumX	The maximum x
	maximumY	The maximum y
	mCollider	The collider
	menuButton	The menu button (Inherited from PlayerController .)
	minimumX	The minimum x
	minimumY	The minimum y
	mouseSensitivityX	The mouse sensitivity x
	mPopupTemplate	The m popup template (Inherited from PlayerController .)
	originPosition	(Inherited from PlayerController .)
	originRotation	(Inherited from PlayerController .)
	pauseMenu	The pause menu (Inherited from PlayerController .)
	reader	This provides orientation values from an ArduIMU device.
	sensorID	the sensor id of the ArduIMU to use for monitoring the user's body orientation.
	stickSensitivityX	The stick sensitivity x

	stickSensitivityY	The stick sensitivity y
---	-----------------------------------	-------------------------

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.decoupledModePopup Field

Inform the user that they are in Decoupled mode, and that's why the screen is blank.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected Popup decoupledModePopup
```

Field Value

Type: [Popup](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.foreheadHeight Field

height of forehead above eyes (in metres)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const float foreheadHeight
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.keySensitivityFwdBwd Field

The key sensitivity forward BWD

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float keySensitivityFwdBwd
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.keySensitivityPivot Field

The key sensitivity pivot

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float keySensitivityPivot
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.keySensitivityStrafe Field

The key sensitivity strafe

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float keySensitivityStrafe
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.lastReaderTry Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private float lastReaderTry
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.maximumX Field

The maximum x

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float maximumX
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.maximumY Field

The maximum y

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float maximumY
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.mCollider Field

The collider

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private CapsuleCollider mCollider
```

Field Value

Type: **CapsuleCollider**

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.minimumX Field

The minimum x

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float minimumX
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.minimumY Field

The minimum y

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float minimumY
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.mouseSensitivityX Field

The mouse sensitivity x

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float mouseSensitivityX
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.reader Field

This provides orientation values from an ArduIMU device.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public IMUSensorReader reader
```

Field Value

Type: [IMUSensorReader](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.sensorID Field

the sensor id of the ArduIMU to use for monitoring the user's body orientation.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int sensorID
```

Field Value

Type: [Int32](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.stickSensitivityX Field

The stick sensitivity x

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float stickSensitivityX
```

Field Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.stickSensitivityY Field

The stick sensitivity y

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float stickSensitivityY
```

Field Value

Type: [Single](#)

See Also



























[PCPlayerController Class](#)




























[\(Default Namespace\) Namespace](#)























PCPlayerController.PCPlayerController Methods






The [PCPlayerController](#) type exposes the following members.

Methods

Name	Description
 Awake	Awake is called when the script instance is being loaded (Overrides PlayerController.Awake() .)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 ChangeDecoupled	Change the value of the Decoupled variable. (Overrides PlayerController.ChangeDecoupled(Boolean) .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)

 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetForwardMotion	Speed at which to move participant forward/backward (Overrides PlayerController.GetForwardMotion() .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetRightMotion	Speed at which to strafe to left and right (Overrides PlayerController.GetRightMotion() .)
 GetRotation	Speed at which to pivot participant's body (Overrides PlayerController.GetRotation() .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 IsJoystickConnected	Check if a joystick is connected, ignore vJoy emulated joysticks.
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	This function is called when the MonoBehaviour will be destroyed
 ResetPlayer	return the participant to their original position/rotation (Inherited from PlayerController .)
 SendMessage(String)	(Inherited from Component .)

 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetHudEnabled	Show or hide the HUD (Inherited from PlayerController .)
 SetSimulationPaused	Pause the simulation and show the pause menu (Code is commented out because this function never worked right and I see no reason to fix it since it is fundamentally useless with the existence of 'Decoupled Mode'.) (Inherited from PlayerController .)
 ShowPopup(String, String)	Show a popup that will automatically terminate when the 'submit' key is pressed (Inherited from PlayerController .)
 ShowPopup(String, String, Popup.HandleButton)	Show a popup that will automatically terminate when a button is clicked, and pass a notification (Inherited from PlayerController .)
 ShowPopup(String, String, Popup.HandleButton, Int32)	Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification (Inherited from PlayerController .)
 ShowPopup(String, String, Popup.HandleButton,String[])	Show a popup that will not automatically terminate, and pass a notification when a button is selected. (Inherited from PlayerController .)
 Start	Start is called just before any of the Update methods is called the first time (Overrides PlayerController.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)

 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs. (Inherited from PlayerController .)
 UpdateHud	put some text in the HUD (Inherited from PlayerController .)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.Awake Method

Awake is called when the script instance is being loaded

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Awake ()
```

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.ChangeDecoupled Method

Change the value of the Decoupled variable.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected override void ChangeDecoupled(  
    bool isDecoupled  
)
```

Parameters

isDecoupled

Type: [System.Boolean](#)

What did decoupled change to?

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.GetForwardMotion Method

Speed at which to move participant forward/backward

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected override float GetForwardMotion()
```

Return Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.GetRightMotion Method

Speed at which to strafe to left and right

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected override float GetRightMotion()
```

Return Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.GetRotation Method

Speed at which to pivot participant's body

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected override float GetRotation()
```

Return Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.IsJoystickConnected Method

Check if a joystick is connected, ignore vJoy emulated joysticks.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool IsJoystickConnected()
```

Return Value

Type: [Boolean](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.OnDestroy Method

This function is called when the MonoBehaviour will be destroyed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void OnDestroy()
```

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.Start Method

Start is called just before any of the Update methods is called the first time

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Start ()
```

See Also




















[PCPlayerController Class](#)













[\(Default Namespace\) Namespace](#)

PCPlayerController.PCPlayerController Properties

The [PCPlayerController](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 eyeHeight	height of players eyes above the ground in metres
 forwardMotion	number of meters this PlayerController moves forward this frame, if not decoupled (Inherited from PlayerController.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isDecoupled	Decoupled mode for if you need to move the subject but not have the virtual character move. This is preferable to pausing as it allows the subject to look around freely and not become simulator-sick. (Inherited from PlayerController.)
 isParalyzed	Enable/disable translation for this person (Inherited from PlayerController.)
 light	Obsolete. (Inherited from Component.)

 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 renderer	Obsolete. (Inherited from Component .)
 rightMotion	number of meters this PlayerController strafes to the right this frame, if not decoupled (Inherited from PlayerController .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 rotationAngle	number of degrees through which the PlayerController rotates to the right this frame, if not decoupled (Inherited from PlayerController .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerController.eyeHeight Property

height of players eyes above the ground in metres

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected float eyeHeight { get; private set; }
```

Property Value

Type: [Single](#)

See Also

[PCPlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR Class

PCPlayerControllerVR interacts with the HMD, and implements the more advanced features of 'Decoupled Mode', including initializing and managing a [WebcamRender](#). It also handles UI elements, and interaction with input devices by means of its base class(es).

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).PlayerController](#)

[\(Default Namespace\).PCPlayerController](#)

(Default Namespace).PCPlayerControllerVR

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#








```
public class PCPlayerControllerVR : PCPlayerController
```


The **PCPlayerControllerVR** type exposes the following members.


























Constructors






















	Name	Description
	PCPlayerControllerVR	Initializes a new instance of the PCPlayerControllerVR class

Methods




























	Name	Description
	Awake	Awake is called when the script instance is being loaded (Inherited from PCPlayerController.)
	BroadcastMessage(String)	(Inherited from Component.)
	BroadcastMessage(String, Object)	(Inherited from Component.)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component.)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component.)
	CancelInvoke()	(Inherited from MonoBehaviour.)
	CancelInvoke(String)	(Inherited from MonoBehaviour.)






 ChangeDecoupled	different from base class, when decoupling we need to lock the user's body and allow them to re-locate. (Overrides PCPlayerController.ChangeDecoupled(Boolean).)
 CompareTag	(Inherited from Component.)
 Equals	(Inherited from Object.)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1()	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentsInParent(Type)	(Inherited from Component.)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentsInParent`1()	(Inherited from Component.)
 GetComponentsInParent`1(Boolean)	(Inherited from Component.)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)

 GetForwardMotion	Speed at which to move participant forward/backward (Inherited from PCPlayerController.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetRightMotion	Speed at which to strafe to left and right (Inherited from PCPlayerController.)
 GetRotation	Speed at which to pivot participant's body (Inherited from PCPlayerController.)
 GetType	Gets the type of the current instance. (Inherited from Object.)
 HmdReset	Reset the Oculus Rift, and align the person's body with their gaze (assume that they are looking straight ahead)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour.)
 Invoke	(Inherited from MonoBehaviour.)
 InvokeRepeating	(Inherited from MonoBehaviour.)
 IsInvoking()	(Inherited from MonoBehaviour.)
 IsInvoking(String)	(Inherited from MonoBehaviour.)
 IsJoystickConnected	Check if a joystick is connected, ignore vJoy emulated joysticks. (Inherited from PCPlayerController.)
 IsWebcamPlaying	Determines whether the webcam feed is currently displaying.
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
 OnDestroy	This function is called when the MonoBehaviour will be destroyed (Overrides PCPlayerController.OnDestroy().)
 ResetPlayer	return the participant to their original position/rotation (Overrides PlayerController.ResetPlayer().)
 SendMessage(String)	(Inherited from Component.)
 SendMessage(String, Object)	(Inherited from Component.)
 SendMessage(String, SendMessageOptions)	(Inherited from Component.)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component.)
 SendMessageUpwards(String)	(Inherited from Component.)
 SendMessageUpwards(String, Object)	(Inherited from Component.)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component.)


















⇒  SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
⇒  SetHudEnabled	Show or hide the HUD (Inherited from PlayerController .)
⇒  SetSimulationPaused	Pause the simulation and show the pause menu (Code is commented out because this function never worked right and I see no reason to fix it since it is fundamentally useless with the existence of 'Decoupled Mode'.) (Inherited from PlayerController .)
⇒  ShowPopup(String, String)	Show a popup that will automatically terminate when the 'submit' key is pressed (Inherited from PlayerController .)
⇒  ShowPopup(String, String, Popup.HandleButton)	Show a popup that will automatically terminate when a button is clicked, and pass a notification (Inherited from PlayerController .)
⇒  ShowPopup(String, String, Popup.HandleButton, Int32)	Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification (Inherited from PlayerController .)
⇒  ShowPopup(String, String, Popup.HandleButton, String[])	Show a popup that will not automatically terminate, and pass a notification when a button is selected. (Inherited from PlayerController .)
⇒  Start	Start is called just before any of the Update methods is called the first time (Overrides PCPlayerController.Start() .)
⇒  StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
⇒  StartCoroutine(String)	(Inherited from MonoBehaviour .)
⇒  StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
⇒  StartCoroutine_Auto	(Inherited from MonoBehaviour .)
⇒  StopAllCoroutines	(Inherited from MonoBehaviour .)
⇒  StopCoroutine(String)	(Inherited from MonoBehaviour .)
⇒  StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
⇒  StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
💡  StopCoroutine_Auto	(Inherited from MonoBehaviour .)
💡  StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
⇒  Tostring	(Inherited from Object .)
⇒  Update	called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs. (Overrides PlayerController.Update() .)
⇒  UpdateHud	put some text in the HUD (Inherited from PlayerController .)















Fields

Name	Description
 isDecoupled	(Inherited from PlayerController.)
 decoupledModePopup	Inform the user that they are in Decoupled mode, and that's why the screen is blank. (Inherited from PCPlayerController.)
 FPS_Counter	The FPS counter (Inherited from PlayerController.)
 guiCanvas	Draw GUI elements (Inherited from PlayerController.)
 HMDCameraRigCorrection	correct any offsets of the OVRCameraRig
 hmdYRotationBeforeDecoupling	Keep track of HMD rotation in global Y axis before decoupling, so that the direction that the person is facing will be unchanged after we exit decoupled mode.
 hud	The hud (Inherited from PlayerController.)
 isPaused	(Inherited from PlayerController.)
 keySensitivityFwdBwd	The key sensitivity forward BWD (Inherited from PCPlayerController.)
 keySensitivityPivot	The key sensitivity pivot (Inherited from PCPlayerController.)
 keySensitivityStrafe	The key sensitivity strafe (Inherited from PCPlayerController.)
 lastReaderTry	(Inherited from PCPlayerController.)
 m_CachedPtr	(Inherited from Object.)
 m_InstanceID	(Inherited from Object.)
 m_UnityRuntimeErrorString	(Inherited from Object.)
 maximumX	The maximum x (Inherited from PCPlayerController.)
 maximumY	The maximum y (Inherited from PCPlayerController.)
 mCollider	The collider (Inherited from PCPlayerController.)
 menuButton	The menu button (Inherited from PlayerController.)
 minimumX	The minimum x (Inherited from PCPlayerController.)
 minimumY	The minimum y (Inherited from PCPlayerController.)
 mouseSensitivityX	The mouse sensitivity x (Inherited from PCPlayerController.)
 mPopupTemplate	The m popup template (Inherited from PlayerController.)
 originPosition	(Inherited from PlayerController.)
 originRotation	(Inherited from PlayerController.)
 pauseMenu	The pause menu (Inherited from PlayerController.)
 reader	This provides orientation values from an ArduIMU device. (Inherited from PCPlayerController.)

 sensorID	the sensor id of the ArduIMU to use for monitoring the user's body orientation. (Inherited from PCPlayerController.)
 stickSensitivityX	The stick sensitivity x (Inherited from PCPlayerController.)
 stickSensitivityY	The stick sensitivity y (Inherited from PCPlayerController.)
 trackerGameObj	display a virtual version of the tracker camera (if applicable)
 webcamRenderPlane	used for displaying real-time live feed.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 eyeHeight	height of players eyes above the ground in metres (Inherited from PCPlayerController.)
 forwardMotion	number of meters this PlayerController moves forward this frame, if not decoupled (Inherited from PlayerController.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isDecoupled	Decoupled mode for if you need to move the subject but not have the virtual character move. This is preferable to pausing as it allows the subject to look

		around freely and not become simulator-sick. (Inherited from PlayerController.)
	isParalyzed	Enable/disable translation for this person (Inherited from PlayerController.)
	light	Obsolete. (Inherited from Component.)
	name	(Inherited from Object.)
	networkView	Obsolete. (Inherited from Component.)
	particleEmitter	Obsolete. (Inherited from Component.)
	particleSystem	Obsolete. (Inherited from Component.)
	renderer	Obsolete. (Inherited from Component.)
	rightMotion	number of meters this PlayerController strafes to the right this frame, if not decoupled (Inherited from PlayerController.)
	rigidbody	Obsolete. (Inherited from Component.)
	rigidbody2D	Obsolete. (Inherited from Component.)
	rotationAngle	number of degrees through which the PlayerController rotates to the right this frame, if not decoupled (Inherited from PlayerController.)
	tag	(Inherited from Component.)
	transform	(Inherited from Component.)
	useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public PCPlayerControllerVR ()
```

See Also



























[PCPlayerControllerVR Class](#)






[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.PCPlayerControllerVR Fields

The [PCPlayerControllerVR](#) type exposes the following members.

Fields

Name	Description
 isDecoupled	(Inherited from PlayerController.)
 decoupledModePopup	Inform the user that they are in Decoupled mode, and that's why the screen is blank. (Inherited from PCPlayerController.)
 FPS_Counter	The FPS counter (Inherited from PlayerController.)
 guiCanvas	Draw GUI elements (Inherited from PlayerController.)
 HMDCameraRigCorrection	correct any offsets of the OVRCameraRig
 hmdYRotationBeforeDecoupling	Keep track of HMD rotation in global Y axis before decoupling, so that the direction that the person is facing will be unchanged after we exit decoupled mode.
 hud	The hud (Inherited from PlayerController.)
 isPaused	(Inherited from PlayerController.)
 keySensitivityFwdBwd	The key sensitivity forward BWD (Inherited from PCPlayerController.)
 keySensitivityPivot	The key sensitivity pivot (Inherited from PCPlayerController.)
 keySensitivityStrafe	The key sensitivity strafe (Inherited from PCPlayerController.)
 lastReaderTry	(Inherited from PCPlayerController.)
 m_CachedPtr	(Inherited from Object.)
 m_InstanceID	(Inherited from Object.)
 m_UnityRuntimeErrorString	(Inherited from Object.)
 maximumX	The maximum x (Inherited from PCPlayerController.)
 maximumY	The maximum y (Inherited from PCPlayerController.)
 mCollider	The collider (Inherited from PCPlayerController.)
 menuButton	The menu button (Inherited from PlayerController.)
 minimumX	The minimum x (Inherited from PCPlayerController.)
 minimumY	The minimum y (Inherited from PCPlayerController.)
 mouseSensitivityX	The mouse sensitivity x (Inherited from PCPlayerController.)
 mPopupTemplate	The m popup template (Inherited from PlayerController.)
 originPosition	(Inherited from PlayerController.)
 originRotation	(Inherited from PlayerController.)
 pauseMenu	The pause menu (Inherited from PlayerController.)
 reader	This provides orientation values from an ArduIMU device. (Inherited from PCPlayerController.)

 sensorID	the sensor id of the ArduIMU to use for monitoring the user's body orientation. (Inherited from PCPlayerController.)
 stickSensitivityX	The stick sensitivity x (Inherited from PCPlayerController.)
 stickSensitivityY	The stick sensitivity y (Inherited from PCPlayerController.)
 trackerGameObj	display a virtual version of the tracker camera (if applicable)
 webcamRenderPlane	used for displaying real-time live feed.

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.HMDCameraRigCorrection Field

correct any offsets of the OVRCameraRig

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public HmdLock HMDCameraRigCorrection
```

Field Value

Type: [HmdLock](#)

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.hmdYRotationBeforeDecoupling Field

Keep track of HMD rotation in global Y axis before decoupling, so that the direction that the person is facing will be unchanged after we exit decoupled mode.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private float hmdYRotationBeforeDecoupling
```

Field Value

Type: [Single](#)

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.trackerGameObj Field

display a virtual version of the tracker camera (if applicable)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Transform trackerGameObj
```

Field Value

Type: **Transform**

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.webcamRenderPlane Field

used for displaying real-time live feed.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private WebcamRender webcamRenderPlane
```

Field Value

Type: [WebcamRender](#)

See Also

























[PCPlayerControllerVR Class](#)




























[\(Default Namespace\) Namespace](#)




















PCPlayerControllerVR.PCPlayerControllerVR Methods













The [PCPlayerControllerVR](#) type exposes the following members.

Methods

Name	Description
 Awake	Awake is called when the script instance is being loaded (Inherited from PCPlayerController .)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 ChangeDecoupled	different from base class, when decoupling we need to lock the user's body and allow them to re-locate. (Overrides PCPlayerController.ChangeDecoupled(Boolean) .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)

 GetComponentForListInternal	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetForwardMotion	Speed at which to move participant forward/backward (Inherited from PCPlayerController .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetRightMotion	Speed at which to strafe to left and right (Inherited from PCPlayerController .)
 GetRotation	Speed at which to pivot participant's body (Inherited from PCPlayerController .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 HmdReset	Reset the Oculus Rift, and align the person's body with their gaze (assume that they are looking straight ahead)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 IsJoystickConnected	Check if a joystick is connected, ignore vJoy emulated joysticks. (Inherited from PCPlayerController .)
 IsWebcamPlaying	Determines whether the webcam feed is currently displaying.

 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	This function is called when the MonoBehaviour will be destroyed (Overrides PCPlayerController.OnDestroy() .)
 ResetPlayer	return the participant to their original position/rotation (Overrides PlayerController.ResetPlayer() .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetHudEnabled	Show or hide the HUD (Inherited from PlayerController .)
 SetSimulationPaused	Pause the simulation and show the pause menu (Code is commented out because this function never worked right and I see no reason to fix it since it is fundamentally useless with the existence of 'Decoupled Mode'.) (Inherited from PlayerController .)
 ShowPopup(String, String)	Show a popup that will automatically terminate when the 'submit' key is pressed (Inherited from PlayerController .)
 ShowPopup(String, String, Popup.HandleButton)	Show a popup that will automatically terminate when a button is clicked, and pass a notification (Inherited from PlayerController .)
 ShowPopup(String, String, Popup.HandleButton, Int32)	Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification (Inherited from PlayerController .)
 ShowPopup(String, String, Popup.HandleButton, String[])	Show a popup that will not automatically terminate, and pass a notification when a button is selected. (Inherited from PlayerController .)
 Start	Start is called just before any of the Update methods is called the first time (Overrides PCPlayerController.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)

 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs. (Overrides PlayerController.Update() .)
 UpdateHud	put some text in the HUD (Inherited from PlayerController .)

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.ChangeDecoupled Method

different from base class, when decoupling we need to lock the user's body and allow them to re-locate.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected override void ChangeDecoupled(  
    bool isDecoupled  
)
```

Parameters

isDecoupled

Type: [System.Boolean](#)

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.HmdReset Method

Reset the Oculus Rift, and align the person's body with their gaze (assume that they are looking straight ahead)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void HmdReset ()
```

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.IsWebcamPlaying Method

Determines whether the webcam feed is currently displaying.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool IsWebcamPlaying()
```

Return Value

Type: [Boolean](#)

true if webcam is playing; otherwise, false.

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.OnDestroy Method

This function is called when the MonoBehaviour will be destroyed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void OnDestroy()
```

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.ResetPlayer Method

return the participant to their original position/rotation

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void ResetPlayer ()
```

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.Start Method

Start is called just before any of the Update methods is called the first time

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Start ()
```

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.Update Method

called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Update ()
```

See Also




















[PCPlayerControllerVR Class](#)













[\(Default Namespace\) Namespace](#)

PCPlayerControllerVR.PCPlayerControllerVR Properties

The [PCPlayerControllerVR](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 enabled	(Inherited from Behaviour .)
 eyeHeight	height of players eyes above the ground in metres (Inherited from PCPlayerController .)
 forwardMotion	number of meters this PlayerController moves forward this frame, if not decoupled (Inherited from PlayerController .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isDecoupled	Decoupled mode for if you need to move the subject but not have the virtual character move. This is preferable to pausing as it allows the subject to look around freely and not become simulator-sick. (Inherited from PlayerController .)
 isParalyzed	Enable/disable translation for this person (Inherited from PlayerController .)
 light	Obsolete. (Inherited from Component .)

 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 renderer	Obsolete. (Inherited from Component .)
 rightMotion	number of meters this PlayerController strafes to the right this frame, if not decoupled (Inherited from PlayerController .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 rotationAngle	number of degrees through which the PlayerController rotates to the right this frame, if not decoupled (Inherited from PlayerController .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[PCPlayerControllerVR Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController Class

Abstract representation of what PlayerControllers can do. This class interacts with UI devices and handles the motion of the player. It collects inputs from one of its concrete subclasses (in particular, [PCPlayerController](#)).

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).PlayerController

[\(Default Namespace\).PCPlayerController](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#









```
public abstract class PlayerController : MonoBehaviour
```




















The **PlayerController** type exposes the following members.

























Constructors
















	Name	Description
	PlayerController	Initializes a new instance of the PlayerController class

Methods














	Name	Description
	Awake	Awake is called when the script instance is being loaded
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	ChangeDecoupled	Change the value of the Decoupled variable.

 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetForwardMotion	Speed at which to move participant forward/backward
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)






















 GetRightMotion	Speed at which to strafe to left and right
 GetRotation	Speed at which to pivot participant's body
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 ResetPlayer	return the participant to their original position/rotation
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetHudEnabled	Show or hide the HUD
 SetSimulationPaused	Pause the simulation and show the pause menu (Code is commented out because this function never worked right and I see no reason to fix it since it is fundamentally useless with the existence of 'Decoupled Mode'.)
 ShowPopup(String, String)	Show a popup that will automatically terminate when the 'submit' key is pressed
 ShowPopup(String, String, Popup.HandleButton)	Show a popup that will automatically terminate when a button is clicked, and pass a notification
 ShowPopup(String, String, Popup.HandleButton, Int32)	Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification










 ShowPopup(String, String, Popup.HandleButton,String[])	Show a popup that will not automatically terminate, and pass a notification when a button is selected.
 Start	Start is called just before any of the Update methods is called the first time
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs.
 UpdateHud	put some text in the HUD

Fields

	Name	Description
 isDecoupled		
 FPS_Counter		The FPS counter
 guiCanvas		Draw GUI elements
 hud		The hud
 isPaused		
 m_CachedPtr		(Inherited from Object .)
 m_InstanceID		(Inherited from Object .)
 m_UnityRuntimeErrorString		(Inherited from Object .)
 menuButton		The menu button
 mPopupTemplate		The m popup template
 originPosition		
 originRotation		
 pauseMenu		The pause menu

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 forwardMotion	number of meters this PlayerController moves forward this frame, if not decoupled
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isDecoupled	Decoupled mode for if you need to move the subject but not have the virtual character move. This is preferable to pausing as it allows the subject to look around freely and not become simulator-sick.
 isParalyzed	Enable/disable translation for this person
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete.

		(Inherited from Component .)
 particleSystem		Obsolete. (Inherited from Component .)
 renderer		Obsolete. (Inherited from Component .)
 rightMotion		number of meters this PlayerController strafes to the right this frame, if not decoupled
 rigidbody		Obsolete. (Inherited from Component .)
 rigidbody2D		Obsolete. (Inherited from Component .)
 rotationAngle		number of degrees through which the PlayerController rotates to the right this frame, if not decoupled
 tag		(Inherited from Component .)
 transform		(Inherited from Component .)
 useGUILayout		(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

PlayerController Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected PlayerController ()
```

See Also














[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.PlayerController Fields

The [PlayerController](#) type exposes the following members.

Fields

	Name	Description
	isDecoupled	
	FPS_Counter	The FPS counter
	guiCanvas	Draw GUI elements
	hud	The hud
	isPaused	
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	menuButton	The menu button
	mPopupTemplate	The m popup template
	originPosition	
	originRotation	
	pauseMenu	The pause menu

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController._isDecoupled Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool _isDecoupled
```

Field Value

Type: [Boolean](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.FPS_Counter Field

The FPS counter

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public GameObject FPS_Counter
```

Field Value

Type: **GameObject**

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.guiCanvas Field

Draw GUI elements

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Canvas guiCanvas
```

Field Value

Type: **Canvas**

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.hud Field

The hud

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public HUD hud
```

Field Value

Type: [HUD](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.isPaused Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool isPaused
```

Field Value

Type: [Boolean](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.menuButton Field

The menu button

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public GameObject menuButton
```

Field Value

Type: **GameObject**

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.mPopupTemplate Field

The m popup template

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Transform mPopupTemplate
```

Field Value

Type: **Transform**

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.originPosition Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Vector3 originPosition
```

Field Value

Type: **Vector3**

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.originRotation Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Quaternion originRotation
```

Field Value

Type: **Quaternion**

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.pauseMenu Field

The pause menu

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject pauseMenu
```

Field Value

Type: **GameObject**

See Also




















[PlayerController Class](#)






























[\(Default Namespace\) Namespace](#)























PlayerController.PlayerController Methods

The [PlayerController](#) type exposes the following members.

Methods

	Name	Description
	Awake	Awake is called when the script instance is being loaded
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	ChangeDecoupled	Change the value of the Decoupled variable.
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)

	<code>GetComponentInChildren`1()</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type)</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1()</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	GetForwardMotion	Speed at which to move participant forward/backward
	<code>GetHashCode</code>	(Inherited from Object .)
	<code>GetInstanceID</code>	(Inherited from Object .)
	GetRightMotion	Speed at which to strafe to left and right
	GetRotation	Speed at which to pivot participant's body
	GetType	Gets the type of the current instance. (Inherited from Object .)
	<code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
	<code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
	<code>Invoke</code>	(Inherited from MonoBehaviour .)
	<code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ResetPlayer	return the participant to their original position/rotation
	<code>SendMessage(String)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object)</code>	(Inherited from Component .)
	<code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)

 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetHudEnabled	Show or hide the HUD
 SetSimulationPaused	Pause the simulation and show the pause menu (Code is commented out because this function never worked right and I see no reason to fix it since it is fundamentally useless with the existence of 'Decoupled Mode'.)
 ShowPopup(String, String)	Show a popup that will automatically terminate when the 'submit' key is pressed
 ShowPopup(String, String, Popup.HandleButton)	Show a popup that will automatically terminate when a button is clicked, and pass a notification
 ShowPopup(String, String, Popup.HandleButton, Int32)	Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification
 ShowPopup(String, String, Popup.HandleButton,String[])	Show a popup that will not automatically terminate, and pass a notification when a button is selected.
 Start	Start is called just before any of the Update methods is called the first time
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 Tostring	(Inherited from Object .)
 Update	called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs.
 UpdateHud	put some text in the HUD

See Also

[PlayerController Class](#)

VRN House: Unity

[\(Default Namespace\) Namespace](#)

PlayerController.Awake Method

Awake is called when the script instance is being loaded

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Awake ()
```

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.ChangeDecoupled Method

Change the value of the Decoupled variable.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected abstract void ChangeDecoupled(  
    bool isDecoupled  
)
```

Parameters

isDecoupled

Type: [System.Boolean](#)

What did decoupled change to?

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.GetForwardMotion Method

Speed at which to move participant forward/backward

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected abstract float GetForwardMotion()
```

Return Value

Type: [Single](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.GetRightMotion Method

Speed at which to strafe to left and right

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected abstract float GetRightMotion()
```

Return Value

Type: [Single](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.GetRotation Method

Speed at which to pivot participant's body

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
protected abstract float GetRotation()
```

Return Value

Type: [Single](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.ResetPlayer Method

return the participant to their original position/rotation

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual void ResetPlayer ()
```

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.SetHudEnabled Method

Show or hide the HUD

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void SetHudEnabled(  
    bool isHudEnabled  
)
```

Parameters

isHudEnabled

Type: [System.Boolean](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.SetSimulationPaused Method

Pause the simulation and show the pause menu (Code is commented out because this function never worked right and I see no reason to fix it since it is fundamentally useless with the existence of 'Decoupled Mode'.)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void SetSimulationPaused(  
    bool shouldPause  
)
```

Parameters

shouldPause

Type: [System.Boolean](#)





See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.ShowPopup Method

Overload List

	Name	Description
	ShowPopup(String, String)	Show a popup that will automatically terminate when the 'submit' key is pressed
	ShowPopup(String, String, Popup.HandleButton)	Show a popup that will automatically terminate when a button is clicked, and pass a notification
	ShowPopup(String, String, Popup.HandleButton, Int32)	Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification
	ShowPopup(String, String, Popup.HandleButton, String[])	Show a popup that will not automatically terminate, and pass a notification when a button is selected.

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.ShowPopup Method (String, String)

Show a popup that will automatically terminate when the 'submit' key is pressed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ShowPopup(  
    string title,  
    string content  
)
```

Parameters

title

Type: [System.String](#)

content

Type: [System.String](#)

See Also

[PlayerController Class](#)

[ShowPopup Overload](#)

[\(Default Namespace\) Namespace](#)

PlayerController.ShowPopup Method (String, String, Popup.HandleButton)

Show a popup that will automatically terminate when a button is clicked, and pass a notification

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void ShowPopup (  
    string title,  
    string content,  
    Popup.HandleButton buttonHandler  
)
```

Parameters

title

Type: [System.String](#)

The title.

content

Type: [System.String](#)

The content.

buttonHandler

Type: [\(Default Namespace\).Popup.HandleButton](#)

The button handler.

See Also

[PlayerController Class](#)

[ShowPopup Overload](#)

[\(Default Namespace\) Namespace](#)

PlayerController.ShowPopup Method (String, String, Popup.HandleButton, Int32)

Show a popup that will automatically terminate after 'millis' milliseconds, and pass a notification

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ShowPopup (  
    string title,  
    string content,  
    Popup.HandleButton buttonHandler,  
    int millis  
)
```

Parameters

title

Type: [System.String](#)

The title.

content

Type: [System.String](#)

The content.

buttonHandler

Type: [\(Default Namespace\).Popup.HandleButton](#)

The button handler.

millis

Type: [System.Int32](#)

The time, in milliseconds, to display the popup.

See Also

[PlayerController Class](#)

[ShowPopup Overload](#)

[\(Default Namespace\) Namespace](#)

PlayerController.ShowPopup Method (String, String, Popup.HandleButton, String[])

Show a popup that will not automatically terminate, and pass a notification when a button is selected.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ShowPopup (  
    string title,  
    string content,  
    Popup.HandleButton buttonHandler,  
    params string[] buttonText  
)
```

Parameters

title

Type: [System.String](#)

The title.

content

Type: [System.String](#)

The content.

buttonHandler

Type: [\(Default Namespace\).Popup.HandleButton](#)

The button handler.

buttonText

Type: [System.String\[\]](#)

The button text.

See Also

[PlayerController Class](#)

[ShowPopup Overload](#)

[\(Default Namespace\) Namespace](#)

PlayerController.Start Method

Start is called just before any of the Update methods is called the first time

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Start ()
```

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.Update Method

called every frame. Can be overridden in subclasses, but they should call base.Update(). This function moves the PlayerController GameObject by polling the inputs.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Update ()
```

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.UpdateHud Method

put some text in the HUD

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void UpdateHud(  
    string hudText  
)
```

Parameters

hudText

Type: [System.String](#)

See Also





















[PlayerController Class](#)











[\(Default Namespace\) Namespace](#)

PlayerController.PlayerController Properties

The [PlayerController](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 forwardMotion	number of meters this PlayerController moves forward this frame, if not decoupled
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isDecoupled	Decoupled mode for if you need to move the subject but not have the virtual character move. This is preferable to pausing as it allows the subject to look around freely and not become simulator-sick.
 isParalyzed	Enable/disable translation for this person
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete.

		(Inherited from Component .)
 particleEmitter		Obsolete. (Inherited from Component .)
 particleSystem		Obsolete. (Inherited from Component .)
 renderer		Obsolete. (Inherited from Component .)
 rightMotion		number of meters this PlayerController strafes to the right this frame, if not decoupled
 rigidbody		Obsolete. (Inherited from Component .)
 rigidbody2D		Obsolete. (Inherited from Component .)
 rotationAngle		number of degrees through which the PlayerController rotates to the right this frame, if not decoupled
 tag		(Inherited from Component .)
 transform		(Inherited from Component .)
 useGUILayout		(Inherited from MonoBehaviour .)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.forwardMotion Property

number of meters this PlayerController moves forward this frame, if not decoupled

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float forwardMotion { get; protected set; }
```

Property Value

Type: [Single](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.isDecoupled Property

Decoupled mode for if you need to move the subject but not have the virtual character move. This is preferable to pausing as it allows the subject to look around freely and not become simulator-sick.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool isDecoupled { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.isParalyzed Property

Enable/disable translation for this person

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isParalyzed { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.rightMotion Property

number of meters this PlayerController strafes to the right this frame, if not decoupled

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float rightMotion { get; protected set; }
```

Property Value

Type: [Single](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.rotationAngle Property

number of degrees through which the PlayerController rotates to the right this frame, if not decoupled

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float rotationAngle { get; protected set; }
```

Property Value

Type: [Single](#)

See Also

[PlayerController Class](#)

[\(Default Namespace\) Namespace](#)

PlayerController.UpdateHudHandler Delegate

Handler for updating HUD text for a particular player

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public delegate void UpdateHudHandler (  
    string hudText  
)
```

Parameters

hudText

Type: [System.String](#)

See Also

[\(Default Namespace\) Namespace](#)

Popup Class

A transient popup that is shown to the user and may be dismissed either after a certain amount of time, or by the user pressing a key/button.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).Popup

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#











```
public class Popup : MonoBehaviour
```

The **Popup** type exposes the following members.






























Constructors










	Name	Description
	Popup	Initializes a new instance of the Popup class

Methods











	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	ButtonPressedCallback	this gets attached to the OnClick listener of each button in the GUI.
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	Close	Closes this popup.
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)

 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetButtons	Gets the popup's buttons.
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1()	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentsInParent(Type)	(Inherited from Component.)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentsInParent`1()	(Inherited from Component.)
 GetComponentsInParent`1(Boolean)	(Inherited from Component.)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetType	Gets the type of the current instance. (Inherited from Object.)





 Hide	Hides this popup.
 Init	configure this particular popup according to a template
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour.)
 Invoke	(Inherited from MonoBehaviour.)
 InvokeRepeating	(Inherited from MonoBehaviour.)
 IsActive	Determines whether this popup is active.
 IsInvoking()	(Inherited from MonoBehaviour.)
 IsInvoking(String)	(Inherited from MonoBehaviour.)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component.)
 SendMessage(String, Object)	(Inherited from Component.)
 SendMessage(String, SendMessageOptions)	(Inherited from Component.)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component.)
 SendMessageUpwards(String)	(Inherited from Component.)
 SendMessageUpwards(String, Object)	(Inherited from Component.)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component.)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component.)
 SetButtonText	Sets the button text.
 SetContent	Sets the content.
 SetTitle	Sets the title.
 Show()	Shows this popup.
 Show(String, String)	Show a popup with just a title and content, that is dismissed by pressing any key
 Show(String, String, Popup.HandleButton,String[])	Convenience method to set the title, content, buttons and callback all at once
 Show(String, String, Int32, Popup.HandleButton,String[])	Show a popup with just at title and content that is dismissed after a certain amount of time
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour.)
 StartCoroutine(String)	(Inherited from MonoBehaviour.)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour.)
 StartCoroutine_Auto	(Inherited from MonoBehaviour.)






















	StopAllCoroutines	(Inherited from MonoBehaviour .)
	StopCoroutine(String)	(Inherited from MonoBehaviour .)
	StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
	StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
	StopCoroutine_Auto	(Inherited from MonoBehaviour .)
	StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
	ToString	(Inherited from Object .)
	Update	Update is called every frame, if the MonoBehaviour is enabled (Since v1.0)
	WaitAndClose	A co-routine that dismisses the popup after a certain amount of time, provided the popup dismissal is TIMEOUT .

Fields


	Name	Description
	ANY_KEY_STRING	button macro to indicate that any key has been pressed. (See ButtonPress)
	ButtonPress	
	contentText	The content text for the popup
	dismissMode	The means to dismiss this particular popup.
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	popupButtons	
	TIMEOUT_STRING	button macro to indicate that timer has expired. (See ButtonPress)
	titleText	The title text for the popup

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete.

		(Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

Events

	Name	Description
	ButtonPress	This event occurs when the user interacts with this popup. the string argument contains the title of the button that was pressed

See Also

[\(Default Namespace\) Namespace](#)

Popup Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Popup ()
```

See Also













[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.Popup Fields

The [Popup](#) type exposes the following members.

Fields

	Name	Description
 	ANY_KEY_STRING	button macro to indicate that any key has been pressed. (See ButtonPress)
	ButtonPress	
	contentText	The content text for the popup
	dismissMode	The means to dismiss this particular popup.
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	popupButtons	
 	TIMEOUT_STRING	button macro to indicate that timer has expired. (See ButtonPress)
	titleText	The title text for the popup

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.ANY_KEY_STRING Field

button macro to indicate that any key has been pressed. (See [ButtonPress](#))

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string ANY_KEY_STRING
```

Field Value

Type: [String](#)

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.ButtonPress Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Popup.HandleButton ButtonPress
```

Field Value

Type: [Popup.HandleButton](#)

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.contentText Field

The content text for the popup

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Text contentText
```

Field Value

Type: **Text**

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.dismissMode Field

The means to dismiss this particular popup.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Popup.PopupDismiss dismissMode
```

Field Value

Type: [Popup.PopupDismiss](#)

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.popupButtons Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Button[] popupButtons
```

Field Value

Type: **Button[]**

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.TIMEOUT_STRING Field

button macro to indicate that timer has expired. (See [ButtonPress](#))

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string TIMEOUT_STRING
```

Field Value

Type: [String](#)

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.titleText Field

The title text for the popup

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Text titleText
```

Field Value

Type: **Text**

See Also



























[Popup Class](#)
































[\(Default Namespace\) Namespace](#)























Popup.Popup Methods

The [Popup](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 ButtonPressedCallback	this gets attached to the OnClick listener of each button in the GUI.
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 Close	Closes this popup.
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetButtons	Gets the popup's buttons.
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)

	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInChildren`1(Boolean)	(Inherited from Component .)
	GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
	GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent(Type, Boolean)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponentInParent`1(Boolean)	(Inherited from Component .)
	GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Hide	Hides this popup.
	Init	configure this particular popup according to a template
		
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)
	IsActive	Determines whether this popup is active.
	IsInvoking()	(Inherited from MonoBehaviour .)
	IsInvoking(String)	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendMessage(String)	(Inherited from Component .)
	SendMessage(String, Object)	(Inherited from Component .)
	SendMessage(String, SendMessageOptions)	(Inherited from Component .)
	SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String)	(Inherited from Component .)
	SendMessageUpwards(String, Object)	(Inherited from Component .)

 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetButtonText	Sets the button text.
 SetContent	Sets the content.
 SetTitle	Sets the title.
 Show()	Shows this popup.
 Show(String, String)	Show a popup with just a title and content, that is dismissed by pressing any key
 Show(String, String, Popup.HandleButton,String[])	Convenience method to set the title, content, buttons and callback all at once
 Show(String, String, Int32, Popup.HandleButton,String[])	Show a popup with just at title and content that is dismissed after a certain amount of time
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	Update is called every frame, if the MonoBehaviour is enabled (Since v1.0)
 WaitAndClose	A co-routine that dismisses the popup after a certain amount of time, provided the popup dismissal is TIMEOUT .

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.ButtonPressedCallback Method

this gets attached to the OnClick listener of each button in the GUI.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ButtonPressedCallback(  
    string buttonTitle  
)
```

Parameters

buttonTitle

Type: [System.String](#)

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.Close Method

Closes this popup.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Close ()
```

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.GetButtons Method

Gets the popup's buttons.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Button[] GetButtons ()
```

Return Value

Type: **Button[]**

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.Hide Method

Hides this popup.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Hide ()
```

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.Init Method

configure this particular popup according to a template

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static Popup Init(  
    Canvas parent,  
    GameObject mPopupTemplate  
)
```

Parameters

parent

Type: **Canvas**

mPopupTemplate

Type: **GameObject**

Return Value

Type: [Popup](#)

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.IsActive Method

Determines whether this popup is active.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool IsActive ()
```

Return Value

Type: [Boolean](#)

`true` if this instance is active; otherwise, `false`.

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.SetButtonText Method

Sets the button text.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void SetButtonText (  
    params string[] buttonText  
)
```

Parameters

buttonText

Type: [System.String\[\]](#)

The button text.

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.SetContent Method

Sets the content.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void SetContent (  
    string mContent  
)
```

Parameters

mContent

Type: [System.String](#)

Content of the m.

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.SetTitle Method

Sets the title.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void SetTitle(  
    string mTitle  
)
```

Parameters

mTitle

Type: [System.String](#)

The m title.





See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.Show Method

Overload List

	Name	Description
	Show()	Shows this popup.
	Show(String, String)	Show a popup with just a title and content, that is dismissed by pressing any key
	Show(String, String, Popup.HandleButton,String[])	Convenience method to set the title, content, buttons and callback all at once
	Show(String, String, Int32, Popup.HandleButton,String[])	Show a popup with just at title and content that is dismissed after a certain amount of time

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.Show Method

Shows this popup.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Show ()
```

See Also

[Popup Class](#)

[Show Overload](#)

[\(Default Namespace\) Namespace](#)

Popup.Show Method (String, String)

Show a popup with just a title and content, that is dismissed by pressing any key

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void Show(  
    string title,  
    string content  
)
```

Parameters

title

Type: [System.String](#)

content

Type: [System.String](#)

See Also

[Popup Class](#)

[Show Overload](#)

[\(Default Namespace\) Namespace](#)

Popup.Show Method (String, String, Popup.HandleButton, String[])

Convenience method to set the title, content, buttons and callback all at once

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void Show(  
    string title,  
    string content,  
    Popup.HandleButton buttonCallback,  
    params string[] buttonText  
)
```

Parameters

title

Type: [System.String](#)

content

Type: [System.String](#)

buttonCallback

Type: [\(Default Namespace\).Popup.HandleButton](#)

buttonText

Type: [System.String\[\]](#)

See Also

[Popup Class](#)

[Show Overload](#)

[\(Default Namespace\) Namespace](#)

Popup.Show Method (String, String, Int32, Popup.HandleButton, String[])

Show a popup with just a title and content that is dismissed after a certain amount of time

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void Show(  
    string title,  
    string content,  
    int millis,  
    Popup.HandleButton buttonCallback,  
    params string[] buttonText  
)
```

Parameters

title

Type: [System.String](#)

The title.

content

Type: [System.String](#)

The content.

millis

Type: [System.Int32](#)

number of milliseconds to wait before dismissing

buttonCallback

Type: [\(Default Namespace\).Popup.HandleButton](#)

The button callback.

buttonText

Type: [System.String\[\]](#)

The button text.

See Also

[Popup Class](#)

[Show Overload](#)

[\(Default Namespace\) Namespace](#)

Popup.Update Method

Update is called every frame, if the MonoBehaviour is enabled (Since v1.0)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Update ()
```

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.WaitAndClose Method

A co-routine that dismisses the popup after a certain amount of time, provided the popup dismissal is [TIMEOUT](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private IEnumerator WaitAndClose(  
    float waitTimeSeconds  
)
```

Parameters

waitTimeSeconds

Type: [System.Single](#)

Return Value

Type: [IEnumerator](#)

See Also









[Popup Class](#)






[\(Default Namespace\) Namespace](#)

Popup.Popup Properties

The [Popup](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)


See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.Popup Events

Events

	Name	Description
	ButtonPress	This event occurs when the user interacts with this popup. the string argument contains the title of the button that was pressed

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.ButtonPress Event

This event occurs when the user interacts with this popup. the string argument contains the title of the button that was pressed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private event Popup.HandleButton ButtonPress
```

Value

Type: [\(Default Namespace\).Popup.HandleButton](#)

See Also

[Popup Class](#)

[\(Default Namespace\) Namespace](#)

Popup.HandleButton Delegate

call this to indicate that a popup button was pressed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public delegate void HandleButton(  
    Popup popup,  
    string buttonTitle  
)
```

Parameters

popup

Type: [\(Default Namespace\).Popup](#)

buttonTitle

Type: [System.String](#)

See Also

[\(Default Namespace\) Namespace](#)

Popup.PopupDismiss Enumeration

There are different ways that a particular popup may be dismissed.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum PopupDismiss
```

Members

Member name	Value	Description
ANY_KEY	0	Dismiss by pressing any key
ACK_KEY	1	Dismiss by pressing the 'ack' key (whatever it may be)
TIMEOUT	2	Only show for a certain amount of time
NONE	3	Do not auto-dismiss

See Also

[\(Default Namespace\) Namespace](#)

PositionTracker Class

The PositionTracker logs the position and orientation of a GameObject. It may be extended to add additional data fields, and child classes should override [GetDataLine\(\)](#) and [GetHeaderLine\(\)](#) (and of course be sure to call the base functions defined here).

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).PositionTracker

[\(Default Namespace\).AdvancedPositionLogger](#)

[\(Default Namespace\).PositionTrackerAhmad](#)

Namespace: [\(Default Namespace\)](#)


Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax







```
C#
public class PositionTracker : MonoBehaviour,
    DataLogger.DataLoggerDelegate
```






























The **PositionTracker** type exposes the following members.
























Constructors
















Name	Description
 PositionTracker	Default Constructor. Unity does not explicitly call constructors, instead using the Start() function. The default constructor is defined here to instantiate the DataLogger, which needs to spin up a thread.

Methods







Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)

 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetDataLine	This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in GetHeaderLine(). this


		function may be overridden by child classes to add additional data fields to the log.
	GetHashCode	(Inherited from Object .)
	GetHeaderLine	This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in GetDataLine(). this function may be overridden by child classes to add additional data fields to the log.
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)
	IsInvoking()	(Inherited from MonoBehaviour .)
	IsInvoking(String)	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	Need to implement <code>OnDestroy()</code> since the logging thread will not terminate on its own, and will cause all sorts of mischief.
	PauseLogging	Temporarily stop logging, with the intention of resuming later on.
	ResumeLogging	Resume logging that was previously paused.
	SendMessage(String)	(Inherited from Component .)
	SendMessage(String, Object)	(Inherited from Component .)
	SendMessage(String, SendMessageOptions)	(Inherited from Component .)
	SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String)	(Inherited from Component .)
	SendMessageUpwards(String, Object)	(Inherited from Component .)
	SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
	Start	Use this for initialization

























 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing.
 ToString	(Inherited from Object .)
 Update	Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!)







Fields

Name	Description
 isAbsolutePosition	Should the position be logged relative to the world (true), or the local position relative to the parent (false)?
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mDataLogger	
 updatePosnLastFrame	this state variable is used to ensure that positions are captured the frame AFTER the isLogging property of mDataLogger becomes true.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)

 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 currentPosition	position of body, relative to parent (usually world)
 currentRotation	current angle of body relative to parent (usually world)
 distance	Total distance covered since calling 'StartLogging()'
 enabled	(Inherited from Behaviour.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isLogging	property that lets other objects know if the associated DataLogger is currently active.
 lastPosition	position in previous frame (used for detecting movement, measuring velocity, etc.)
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete.

		(Inherited from Component .)
 rigidbody		Obsolete. (Inherited from Component .)
 rigidbody2D		Obsolete. (Inherited from Component .)
 startTimeMillis		Gets the start time, in milliseconds.
 tag		(Inherited from Component .)
 transform		(Inherited from Component .)
 useGUILayout		(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

PositionTracker Constructor

Default Constructor. Unity does not explicitly call constructors, instead using the [Start\(\)](#) function. The default constructor is defined here to instantiate the DataLogger, which needs to spin up a thread.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public PositionTracker ()
```

See Also







[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.PositionTracker Fields

The [PositionTracker](#) type exposes the following members.

Fields

Name	Description
 isAbsolutePosition	Should the position be logged relative to the world (true), or the local position relative to the parent (false)?
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mDataLogger	
 updatePosnLastFrame	this state variable is used to ensure that positions are captured the frame AFTER the isLogging property of mDataLogger becomes true.

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.isAbsolutePosition Field

Should the position be logged relative to the world (true), or the local position relative to the parent (false)?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isAbsolutePosition
```

Field Value

Type: [Boolean](#)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.mDataLogger Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private DataLogger mDataLogger
```

Field Value

Type: [DataLogger](#)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.updatePosnLastFrame Field

this state variable is used to ensure that positions are captured the frame AFTER the [isLogging](#) property of [mDataLogger](#) becomes true.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool updatePosnLastFrame
```

Field Value

Type: [Boolean](#)

See Also




























[PositionTracker Class](#)






















[\(Default Namespace\) Namespace](#)

























PositionTracker.PositionTracker Methods

The [PositionTracker](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

 <code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
 <code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
 <code>GetComponentInParent(Type)</code>	(Inherited from Component .)
 <code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
 <code>GetComponentInParent`1()</code>	(Inherited from Component .)
 <code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
 <code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
 GetDataLine	This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in <code>GetHeaderLine()</code> . this function may be overridden by child classes to add additional data fields to the log.
 <code>GetHashCode</code>	(Inherited from Object .)
 GetHeaderLine	This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in <code>GetDataLine()</code> . this function may be overridden by child classes to add additional data fields to the log.
 <code>GetInstanceID</code>	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 <code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
 <code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
 <code>Invoke</code>	(Inherited from MonoBehaviour .)
 <code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Need to implement <code>OnDestroy()</code> since the logging thread will not terminate on its own, and will cause all sorts of mischief.
 PauseLogging	Temporarily stop logging, with the intention of resuming later on.

 ResumeLogging	Resume logging that was previously paused.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing.
 ToString	(Inherited from Object .)
 Update	Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.GetDataLine Method

This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in GetHeaderLine(). this function may be overridden by child classes to add additional data fields to the log.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual string GetDataLine ()
```

Return Value

Type: [String](#)

Implements

[DataLogger.DataLoggerDelegate.GetDataLine\(\)](#)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.GetHeaderLine Method

This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in GetDataLine(). this function may be overridden by child classes to add additional data fields to the log.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual string GetHeaderLine ()
```

Return Value

Type: [String](#)

Implements

[DataLogger.DataLoggerDelegate.GetHeaderLine\(\)](#)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.OnDestroy Method

Need to implement `OnDestroy()` since the logging thread will not terminate on its own, and will cause all sorts of mischief.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void OnDestroy()
```

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.PauseLogging Method

Temporarily stop logging, with the intention of resuming later on.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual bool PauseLogging()
```

Return Value

Type: [Boolean](#)

true if successful

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.ResumeLogging Method

Resume logging that was previously paused.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual bool ResumeLogging()
```

Return Value

Type: [Boolean](#)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Start ()
```


See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.StartLogging Method

Overload List

	Name	Description
	StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.
	StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.StartLogging Method (String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)

Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
  
public virtual bool StartLogging(  
    string outputPath,  
    string outputFileName,  
    int period,  
    bool overwriteExisting,  
    DataLogger.FileCollisionHandlerMode mCollisionHandlerMode  
)
```

Parameters

outputFilePath

Type: [System.String](#)

full file path to save data to

outputFileName

Type: [System.String](#)

name of file where data will be saved

period

Type: [System.Int32](#)

sampling interval

overwriteExisting

Type: [System.Boolean](#)

if a log file of this name already exists, should it be overwritten, or should a new file be created?

mCollisionHandlerMode

Type: [\(Default Namespace\).DataLogger.FileCollisionHandlerMode](#)

What should be done in the event that a file with the specified name and directory already exists?

Return Value

Type: [Boolean](#)

See Also

[PositionTracker Class](#)

[StartLogging Overload](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.StartLogging Method (String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)

Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual bool StartLogging(  
    string outputPath,  
    string outputFileName,  
    string extension,  
    int period,  
    bool overwriteExisting,  
    DataLogger.FileCollisionHandlerMode mCollisionHandlerMode  
)
```

Parameters

outputFilePath

Type: [System.String](#)

full file path to save data to

outputFileName

Type: [System.String](#)

name of file where data will be saved

extension

Type: [System.String](#)

file extension for dat file

period

Type: [System.Int32](#)

sampling interval

overwriteExisting

Type: [System.Boolean](#)

if a log file of this name already exists, should it be overwritten, or should a new file be created?

mCollisionHandlerMode

Type: [\(Default Namespace\).DataLogger.FileCollisionHandlerMode](#)

What should be done in the event that a file with the specified name and directory already exists?

Return Value

Type: [Boolean](#)

true if logging was started, false if already logging.

VRN House: Unity

See Also

[PositionTracker Class](#)

[StartLogging Overload](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.StopLogging Method

Stop logging position. block until position logging thread is done. Successive calls do nothing.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public virtual bool StopLogging()
```

Return Value

Type: [Boolean](#)

true if logging was stopped, false if logging has already stopped.

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.Update Method

Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public virtual void Update ()
```

See Also






















[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.PositionTracker Properties

The [PositionTracker](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 currentPosition	position of body, relative to parent (usually world)
 currentRotation	current angle of body relative to parent (usually world)
 distance	Total distance covered since calling 'StartLogging()'
 enabled	(Inherited from Behaviour.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isLogging	property that lets other objects know if the associated DataLogger is currently active.
 lastPosition	position in previous frame (used for detecting movement, measuring velocity, etc.)
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)

 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 startTimeMillis	Gets the start time, in milliseconds.
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.currentPosition Property

position of body, relative to parent (usually world)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3 currentPosition { get; private set; }
```

Property Value

Type: **Vector3**

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.currentRotation Property

current angle of body relative to parent (usually world)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Quaternion currentRotation { get; private set; }
```

Property Value

Type: **Quaternion**

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.distance Property

Total distance covered since calling 'StartLogging()'

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float distance { get; private set; }
```

Property Value

Type: [Single](#)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.isLogging Property

property that lets other objects know if the associated [DataLogger](#) is currently active.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isLogging { get; }
```

Property Value

Type: [Boolean](#)

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.lastPosition Property

position in previous frame (used for detecting movement, measuring velocity, etc.)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3 lastPosition { get; private set; }
```

Property Value

Type: **Vector3**

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTracker.startTimeMillis Property

Gets the start time, in milliseconds.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public long startTimeMillis { get; private set; }
```

Property Value

Type: [Int64](#)

The start time in milliseconds.

See Also

[PositionTracker Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad Class

Track position in the same style as the original virtual house. This class replaces the 'AdvancedPositionLogger' in the VRN House, and so replicates some of its functionality, such as collecting the head angle.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).PositionTracker](#)

(Default Namespace).PositionTrackerAhmad

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#









```
public class PositionTrackerAhmad : PositionTracker,
    DataLogger.DataLoggerDelegate
```




























The **PositionTrackerAhmad** type exposes the following members.























Constructors

















	Name	Description
	PositionTrackerAhmad	Initializes a new instance of the PositionTrackerAhmad class

Methods








	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)








 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetDataLine	This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in GetHeaderLine(). this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetDataLine() .)

 GetHashCode	(Inherited from Object .)
 GetHeaderLine	This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in GetDataLine(). this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetHeaderLine() .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Need to implement <code>OnDestroy()</code> since the logging thread will not terminate on its own, and will cause all sorts of mischief. (Inherited from PositionTracker .)
 PauseLogging	Temporarily stop logging, with the intention of resuming later on. (Inherited from PositionTracker .)
 ResumeLogging	Resume logging that was previously paused. (Inherited from PositionTracker .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
















 Start	Called at start by default. gather references to necessary objects, and throw up error messages if stuff doesn't work. (Overrides PositionTracker.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing. (Inherited from PositionTracker .)
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Override (See base class) (Overrides PositionTracker.StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode) .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing. (Inherited from PositionTracker .)
 ToString	(Inherited from Object .)
 Update	Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!) (Overrides PositionTracker.Update() .)



















Fields

Name	Description
 decoupledModeCamera	
 decoupledModeString	
 isAbsolutePosition	Should the position be logged relative to the world (true), or the local position relative to the parent (false)? (Inherited from PositionTracker .)
 isHmdPresent	
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)

 mChairSettings	
 mControls	
 mDataLogger	(Inherited from PositionTracker .)
 mJudgementLogger	
 mPlayer	
 playerCamera	
 updatePosnLastFrame	this state variable is used to ensure that positions are captured the frame AFTER the isLogging property of mDataLogger becomes true. (Inherited from PositionTracker .)

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 currentCameraRotation	Gets the current camera rotation.
 currentPosition	position of body, relative to parent (usually world) (Inherited from PositionTracker .)
 currentRotation	current angle of body relative to parent (usually world) (Inherited from PositionTracker .)
 distance	Total distance covered since calling 'StartLogging()' (Inherited from PositionTracker .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)

 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isLogging	property that lets other objects know if the associated DataLogger is currently active. (Inherited from PositionTracker .)
 lastPosition	position in previous frame (used for detecting movement, measuring velocity, etc.) (Inherited from PositionTracker .)
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 relativeCameraRotation	Gets the relative camera rotation.
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 startTimeMillis	Gets the start time, in milliseconds. (Inherited from PositionTracker .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public PositionTrackerAhmad ()
```

See Also















[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.PositionTrackerAhmad Fields

The [PositionTrackerAhmad](#) type exposes the following members.

Fields

Name	Description
 decoupledModeCamera	
 decoupledModeString	
 isAbsolutePosition	Should the position be logged relative to the world (true), or the local position relative to the parent (false)? (Inherited from PositionTracker.)
 isHmdPresent	
 m_CachedPtr	(Inherited from Object.)
 m_InstanceID	(Inherited from Object.)
 m_UnityRuntimeErrorString	(Inherited from Object.)
 mChairSettings	
 mControls	
 mDataLogger	(Inherited from PositionTracker.)
 mJudgementLogger	
 mPlayer	
 playerCamera	
 updatePosnLastFrame	this state variable is used to ensure that positions are captured the frame AFTER the isLogging property of mDataLogger becomes true. (Inherited from PositionTracker.)

See Also

[PositionTrackerAhmad Class](#)
[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.decoupledModeCamera Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private string decoupledModeCamera
```

Field Value

Type: [String](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.decoupledModeString Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private string decoupledModeString
```

Field Value

Type: [String](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.isHmdPresent Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool isHmdPresent
```

Field Value

Type: [Boolean](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.mChairSettings Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private VRNChairSettings mChairSettings
```

Field Value

Type: [VRNChairSettings](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.mControls Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private VRNControls mControls
```

Field Value

Type: [VRNControls](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.mJudgementLogger Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private JudgementLogger mJudgementLogger
```

Field Value

Type: [JudgementLogger](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.mPlayer Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private VREHousePlayer mPlayer
```

Field Value

Type: [VREHousePlayer](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.playerCamera Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private GameObject playerCamera
```

Field Value

Type: **GameObject**

See Also
























[PositionTrackerAhmad Class](#)






















[\(Default Namespace\) Namespace](#)

























PositionTrackerAhmad.PositionTrackerAhmad Methods


The [PositionTrackerAhmad](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

 <code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
 <code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
 <code>GetComponentInParent(Type)</code>	(Inherited from Component .)
 <code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
 <code>GetComponentInParent`1()</code>	(Inherited from Component .)
 <code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
 <code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
 GetDataLine	This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in <code>GetHeaderLine()</code> . this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetDataLine() .)
 <code>GetHashCode</code>	(Inherited from Object .)
 GetHeaderLine	This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in <code>GetDataLine()</code> . this function may be overridden by child classes to add additional data fields to the log. (Overrides PositionTracker.GetHeaderLine() .)
 <code>GetInstanceID</code>	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 <code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
 <code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
 <code>Invoke</code>	(Inherited from MonoBehaviour .)
 <code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Need to implement <code>OnDestroy()</code> since the logging thread will not terminate on its own, and will cause all sorts of mischief. (Inherited from PositionTracker .)
 PauseLogging	Temporarily stop logging, with the intention of resuming later on. (Inherited from PositionTracker .)

 ResumeLogging	Resume logging that was previously paused. (Inherited from PositionTracker .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Called at start by default. gather references to necessary objects, and throw up error messages if stuff doesn't work. (Overrides PositionTracker.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing. (Inherited from PositionTracker .)
 StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Override (See base class) (Overrides PositionTracker.StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode) .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 StopLogging	Stop logging position. block until position logging thread is done. Successive calls do nothing. (Inherited from PositionTracker .)
 Tostring	(Inherited from Object .)

 Update	Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!) (Overrides PositionTracker.Update().)
--	--

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.GetDataLine Method

This function is called each time the DataLogger thread creates a new record. The data needs to be formatted in a comma-separated string with the data in the order specified in GetHeaderLine(). this function may be overridden by child classes to add additional data fields to the log.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override string GetDataLine ()
```

Return Value

Type: [String](#)

Implements

[DataLogger.DataLoggerDelegate.GetDataLine\(\)](#)

[DataLogger.DataLoggerDelegate.GetDataLine\(\)](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.GetHeaderLine Method

This function is called once when the DataLogger thread creates a new log file, and returns the names of each of the data fields. The names need to be formatted in a comma-separated string with the data in the order specified in GetDataLine(). this function may be overridden by child classes to add additional data fields to the log.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override string GetHeaderLine ()
```

Return Value

Type: [String](#)

Implements

[DataLogger.DataLoggerDelegate.GetHeaderLine\(\)](#)

[DataLogger.DataLoggerDelegate.GetHeaderLine\(\)](#)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.Start Method

Called at start by default. gather references to necessary objects, and throw up error messages if stuff doesn't work.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Start ()
```



See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.StartLogging Method

Overload List

	Name	Description
	StartLogging(String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Begin logging the position of this GameObject at a specific frequency. Successive calls do nothing. (Inherited from PositionTracker .)
	StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)	Override (See base class) (Overrides PositionTracker.StartLogging(String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode) .)

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.StartLogging Method (String, String, String, Int32, Boolean, DataLogger.FileCollisionHandlerMode)

Override (See base class)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
  
public override bool StartLogging(  
    string outputPath,  
    string outputFileName,  
    string extension,  
    int period,  
    bool overwriteExisting,  
    DataLogger.FileCollisionHandlerMode mCollisionHandlerMode  
)
```

Parameters

outputFilePath

Type: [System.String](#)

outputFileName

Type: [System.String](#)

extension

Type: [System.String](#)

period

Type: [System.Int32](#)

overwriteExisting

Type: [System.Boolean](#)

mCollisionHandlerMode

Type: [\(Default Namespace\).DataLogger.FileCollisionHandlerMode](#)

Return Value

Type: [Boolean](#)

See Also

[PositionTrackerAhmad Class](#)

[StartLogging Overload](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.Update Method

Called every frame. Override in subclasses to add extra functionality (but make sure to call base function!!!)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Update ()
```

See Also




















[PositionTrackerAhmad Class](#)















[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.PositionTrackerAhmad Properties

The [PositionTrackerAhmad](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 currentCameraRotation	Gets the current camera rotation.
 currentPosition	position of body, relative to parent (usually world) (Inherited from PositionTracker .)
 currentRotation	current angle of body relative to parent (usually world) (Inherited from PositionTracker .)
 distance	Total distance covered since calling 'StartLogging()' (Inherited from PositionTracker .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isLogging	property that lets other objects know if the associated DataLogger is currently active. (Inherited from PositionTracker .)

 lastPosition	position in previous frame (used for detecting movement, measuring velocity, etc.) (Inherited from PositionTracker.)
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 relativeCameraRotation	Gets the relative camera rotation.
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 startTimeMillis	Gets the start time, in milliseconds. (Inherited from PositionTracker.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[PositionTrackerAhmad Class](#)
[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.currentCameraRotation Property

Gets the current camera rotation.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Quaternion currentCameraRotation { get; private set; }
```

Property Value

Type: **Quaternion**

The current camera rotation.

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

PositionTrackerAhmad.relativeCameraRotation Property

Gets the relative camera rotation.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Quaternion relativeCameraRotation { get; private set; }
```

Property Value

Type: **Quaternion**

The relative camera rotation.

See Also

[PositionTrackerAhmad Class](#)

[\(Default Namespace\) Namespace](#)

QuaternionDouble Class

Represent a **Quaternion** with doubles instead of floats.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).QuaternionDouble

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#







```
public class QuaternionDouble
```

The **QuaternionDouble** type exposes the following members.





Constructors

	Name	Description
	QuaternionDouble	constructor

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	w	The quaternion coordinates.
	x	The quaternion coordinates.
	y	The quaternion coordinates.
	z	The quaternion coordinates.

VRN House: Unity

See Also

[\(Default Namespace\) Namespace](#)

QuaternionDouble Constructor

constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public QuaternionDouble (  
    double x,  
    double y,  
    double z,  
    double w  
)
```

Parameters

x

Type: [System.Double](#)

y

Type: [System.Double](#)

z

Type: [System.Double](#)

w

Type: [System.Double](#)

See Also





[QuaternionDouble Class](#)

[\(Default Namespace\) Namespace](#)

QuaternionDouble.QuaternionDouble Fields

The [QuaternionDouble](#) type exposes the following members.

Fields

	Name	Description
	w	The quaternion coordinates.
	x	The quaternion coordinates.
	y	The quaternion coordinates.
	z	The quaternion coordinates.

See Also

[QuaternionDouble Class](#)

[\(Default Namespace\) Namespace](#)

QuaternionDouble.w Field

The quaternion coordinates.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double w
```

Field Value

Type: [Double](#)

See Also

[QuaternionDouble Class](#)

[\(Default Namespace\) Namespace](#)

QuaternionDouble.x Field

The quaternion coordinates.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double x
```

Field Value

Type: [Double](#)

See Also

[QuaternionDouble Class](#)

[\(Default Namespace\) Namespace](#)

QuaternionDouble.y Field

The quaternion coordinates.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double y
```

Field Value

Type: [Double](#)

See Also

[QuaternionDouble Class](#)

[\(Default Namespace\) Namespace](#)

QuaternionDouble.z Field

The quaternion coordinates.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public double z
```

Field Value

Type: [Double](#)

See Also







[QuaternionDouble Class](#)

[\(Default Namespace\) Namespace](#)

QuaternionDouble.QuaternionDouble Methods

The [QuaternionDouble](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[QuaternionDouble Class](#)

[\(Default Namespace\) Namespace](#)

SelectiveEnable Class

allow a GameObject to only be visible if VR is enabled. (e.g. apply to a virtual nose that should only appear when using an HMD, and not be visible on a conventional display)

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).SelectiveEnable

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class SelectiveEnable : MonoBehaviour
```

The **SelectiveEnable** type exposes the following members.






















Constructors

	Name	Description
	SelectiveEnable	Initializes a new instance of the SelectiveEnable class





Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is


		reclaimed by garbage collection. (Inherited from Object.)
	GetCachedPtr	(Inherited from Object.)
	GetComponent(Type)	(Inherited from Component.)
	GetComponent(String)	(Inherited from Component.)
	GetComponent`1()	(Inherited from Component.)
	GetComponentFastPath	(Inherited from Component.)
	GetComponentInChildren(Type)	(Inherited from Component.)
	GetComponentInChildren`1()	(Inherited from Component.)
	GetComponentInParent(Type)	(Inherited from Component.)
	GetComponentInParent`1()	(Inherited from Component.)
	GetComponents(Type)	(Inherited from Component.)
	GetComponents(Type, List(Component))	(Inherited from Component.)
	GetComponents`1()	(Inherited from Component.)
	GetComponents`1(List(UMP))	(Inherited from Component.)
	GetComponentsForListInternal	(Inherited from Component.)
	GetComponentsInChildren(Type)	(Inherited from Component.)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1()	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
	GetComponentsInParent(Type)	(Inherited from Component.)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
	GetComponentsInParent`1()	(Inherited from Component.)
	GetComponentsInParent`1(Boolean)	(Inherited from Component.)
	GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
	GetHashCode	(Inherited from Object.)
	GetInstanceID	(Inherited from Object.)
	GetType	Gets the type of the current instance. (Inherited from Object.)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour.)
	Invoke	(Inherited from MonoBehaviour.)





 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

Fields

Name	Description
 EnabledWithVR	check in Unity Editor whether this GameObject should be enabled if VR is enabled.
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component.)
	audio	Obsolete. (Inherited from Component.)
	camera	Obsolete. (Inherited from Component.)
	collider	Obsolete. (Inherited from Component.)
	collider2D	Obsolete. (Inherited from Component.)
	constantForce	Obsolete. (Inherited from Component.)
	enabled	(Inherited from Behaviour.)
	gameObject	(Inherited from Component.)
	guiElement	Obsolete. (Inherited from Component.)
	guiText	Obsolete. (Inherited from Component.)
	guiTexture	Obsolete. (Inherited from Component.)
	hideFlags	(Inherited from Object.)
	hingeJoint	Obsolete. (Inherited from Component.)
	isActiveAndEnabled	(Inherited from Behaviour.)
	light	Obsolete. (Inherited from Component.)
	name	(Inherited from Object.)
	networkView	Obsolete. (Inherited from Component.)
	particleEmitter	Obsolete. (Inherited from Component.)
	particleSystem	Obsolete. (Inherited from Component.)
	renderer	Obsolete. (Inherited from Component.)
	rigidbody	Obsolete.

		(Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

SelectiveEnable Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public SelectiveEnable ()
```

See Also





[SelectiveEnable Class](#)

[\(Default Namespace\) Namespace](#)

SelectiveEnable.SelectiveEnable Fields

The [SelectiveEnable](#) type exposes the following members.

Fields

	Name	Description
	EnabledWithVR	check in Unity Editor whether this GameObject should be enabled if VR is enabled.
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)

See Also

[SelectiveEnable Class](#)

[\(Default Namespace\) Namespace](#)

SelectiveEnable.EnabledWithVR Field

check in Unity Editor whether this GameObject should be enabled if VR is enabled.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool EnabledWithVR
```

Field Value

Type: [Boolean](#)

See Also



























[SelectiveEnable Class](#)



























[\(Default Namespace\) Namespace](#)









SelectiveEnable.SelectiveEnable Methods

The [SelectiveEnable](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)

 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[SelectiveEnable Class](#)

[\(Default Namespace\) Namespace](#)

SelectiveEnable.Start Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also






[SelectiveEnable Class](#)






[\(Default Namespace\) Namespace](#)

SelectiveEnable.SelectiveEnable Properties

The [SelectiveEnable](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[SelectiveEnable Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader Class

Read input from one or more ArduIMUs and parse it.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).SensorReader

[\(Default Namespace\).IMUSensorReader](#)

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax







```
C#
public class SensorReader
```











The **SensorReader** type exposes the following members.

Constructors












Name	Description
 SensorReader()	Default constructor, need to set serialPortID and baudRate, then call OpenSerialPort() to make it do things
 SensorReader(String, Int32)	Convenience constructor

Methods


Name	Description
 Close	close the serial port down. this MUST be called at some point or the Serial Port thread will continue to run until the device is unplugged.
 Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 findStartOfBinaryPacket	scan the serial input stream so that a subsequent read will be at the beginning of a packet
 findStartOfBinaryPacketHelper	
 GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)

	GetLastLatency	Retrieve the latency for a particular packet type, i.e., the time interval between receiving two packets of a specific type. returns - 1 if we have not yet received two packets of the specified type.
	GetLastPacket	Retrieve the last received packet of a particular type from a particular sensor, or null if no packet of that type has been received
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	Stop the serial thread when this object gets garbage collected.
	OpenSerialPort	Open a new serial port, after first closing any open serial ports.
	ReadSerialBinary	poll the serial port
	ReadSerialString	poll the serial port.
	SerialReadBinaryPacket	Read in a single packet from the serial stream, where the packet has a header as described in BasicSensorPacket
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	baudRate	serial port baud
	DEFAULT_BAUD	The default baud
	DEFAULT_PORT	The default port
	fieldDelimiters	
	inputPort	
	isAlive	
	lastPacketsOfType	Store the last received sensor packet of each type from each sensor
	latenciesByType	Store the latency for each type of sensor packet so we know how frequently we are getting measurements. Consult this rather than the times for lastPacketsOfType since this structure is immune to framerate fluctuations.
	packetDelimiter	
	serialPortID	the serial port from which IMU data will come
	serialThread	

Properties



	Name	Description
	isConnected	property that shows whether the serial port is connected.

See Also

[\(Default Namespace\) Namespace](#)

SensorReader Constructor

Overload List

	Name	Description
	SensorReader()	Default constructor, need to set serialPortID and baudRate, then call OpenSerialPort() to make it do things
	SensorReader(String, Int32)	Convenience constructor

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader Constructor

Default constructor, need to set serialPortID and baudRate, then call OpenSerialPort() to make it do things

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public SensorReader ()
```

See Also

[SensorReader Class](#)

[SensorReader Overload](#)

[\(Default Namespace\) Namespace](#)

SensorReader Constructor (String, Int32)

Convenience constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public SensorReader(  
    string serialPortID,  
    int baudRate  
)
```

Parameters

serialPortID

Type: [System.String](#)

baudRate

Type: [System.Int32](#)

Exceptions

Exception	Condition
IOException	If the port failed to open

See Also

[SensorReader Class](#)












[SensorReader Overload](#)

[\(Default Namespace\) Namespace](#)

SensorReader.SensorReader Fields

The [SensorReader](#) type exposes the following members.

Fields

	Name	Description
	baudRate	serial port baud
	DEFAULT_BAUD	The default baud
	DEFAULT_PORT	The default port
	fieldDelimiters	
	inputPort	
	isAlive	
	lastPacketsOfType	Store the last received sensor packet of each type from each sensor
	latenciesByType	Store the latency for each type of sensor packet so we know how frequently we are getting measurements. Consult this rather than the times for lastPacketsOfType since this structure is immune to framerate fluctuations.
	packetDelimiter	
	serialPortID	the serial port from which IMU data will come
	serialThread	

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.baudRate Field

serial port baud

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public int baudRate
```

Field Value

Type: [Int32](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.DEFAULT_BAUD Field

The default baud

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const int DEFAULT_BAUD
```

Field Value

Type: [Int32](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.DEFAULT_PORT Field

The default port

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string DEFAULT_PORT
```

Field Value

Type: [String](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.fieldDelimiters Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private char[] fieldDelimiters
```

Field Value

Type: [Char\[\]](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.inputPort Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private SerialPort inputPort
```

Field Value

Type: [SerialPort](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.isAlive Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool isAlive
```

Field Value

Type: [Boolean](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.lastPacketsOfType Field

Store the last received sensor packet of each type from each sensor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Dictionary<SensorReader.SensorPacketDictionaryIndex,  
BasicSensorPacket> lastPacketsOfType
```

Field Value

Type: [Dictionary\(SensorReader.SensorPacketDictionaryIndex, BasicSensorPacket\)](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.latenciesByType Field

Store the latency for each type of sensor packet so we know how frequently we are getting measurements. Consult this rather than the times for lastPacketsOfType since this structure is immune to framerate fluctuations.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Dictionary<SensorReader.SensorPacketDictionaryIndex, long>  
latenciesByType
```

Field Value

Type: [Dictionary\(SensorReader.SensorPacketDictionaryIndex, Int64\)](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.packetDelimiter Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private string packetDelimiter
```

Field Value

Type: [String](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.serialPortID Field

the serial port from which IMU data will come

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string serialPortID
```

Field Value

Type: [String](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.serialThread Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Thread serialThread
```

Field Value

Type: [Thread](#)

See Also




















[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.SensorReader Methods

The [SensorReader](#) type exposes the following members.

Methods

	Name	Description
	Close	close the serial port down. this MUST be called at some point or the Serial Port thread will continue to run until the device is unplugged.
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 	findStartOfBinaryPacket	scan the serial input stream so that a subsequent read will be at the beginning of a packet
 	findStartOfBinaryPacketHelper	
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetLastLatency	Retrieve the latency for a particular packet type, i.e., the time interval between receiving two packets of a specific type. returns -1 if we have not yet received two packets of the specified type.
	GetLastPacket	Retreive the last received packet of a particular type from a particular sensor, or null if no packet of that type has been received
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	Stop the serial thread when this object gets garbage collected.
	OpenSerialPort	Open a new serial port, after first closing any open serial ports.
	ReadSerialBinary	poll the serial port
	ReadSerialString	poll the serial port.
 	SerialReadBinaryPacket	Read in a single packet from the serial stream, where the packet has a header as described in BasicSensorPacket
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.Close Method

close the serial port down. this MUST be called at some point or the Serial Port thread will continue to run until the device is unplugged.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Close ()
```

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.findStartOfBinaryPacket Method

scan the serial input stream so that a subsequent read will be at the beginning of a packet

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static void findStartOfBinaryPacket (  
    SerialPort inputPort  
)
```

Parameters

inputPort

Type: [System.IO.Ports.SerialPort](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.findStartOfBinaryPacketHelper Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static bool findStartOfBinaryPacketHelper(  
    SerialPort inputPort  
)
```

Parameters

inputPort

Type: [System.IO.Ports.SerialPort](#)

Return Value

Type: [Boolean](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.GetLastLatency Method

Retrieve the latency for a particular packet type, i.e., the time interval between receiving two packets of a specific type. returns -1 if we have not yet received two packets of the specified type.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public long GetLastLatency(  
    int sensorId,  
    PacketVariant variant  
)
```

Parameters

sensorId

Type: [System.Int32](#)

variant

Type: [\(Default Namespace\).PacketVariant](#)

Return Value

Type: [Int64](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.GetLastPacket Method

Retrieve the last received packet of a particular type from a particular sensor, or null if no packet of that type has been received

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public BasicSensorPacket GetLastPacket(  
    int sensorID,  
    PacketVariant variant  
)
```

Parameters

sensorID

Type: [System.Int32](#)

variant

Type: [\(Default Namespace\).PacketVariant](#)

Return Value

Type: [BasicSensorPacket](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.OnDestroy Method

Stop the serial thread when this object gets garbage collected.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void OnDestroy()
```

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.OpenSerialPort Method

Open a new serial port, after first closing any open serial ports.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void OpenSerialPort ()
```

Exceptions

Exception	Condition
IOException	If the port failed to open

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.ReadSerialBinary Method

poll the serial port

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ReadSerialBinary()
```

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.ReadSerialString Method

poll the serial port.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ReadSerialString ()
```

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.SerialReadBinaryPacket Method

Read in a single packet from the serial stream, where the packet has a header as described in BasicSensorPacket

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static byte[] SerialReadBinaryPacket(  
    SerialPort inputPort  
)
```

Parameters

inputPort

Type: [System.IO.Ports.SerialPort](#)

Return Value

Type: [Byte\[\]](#)

a single packet's worth of data from the serial stream, or an empty byte array if a serial port exception occurred

See Also


[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.SensorReader Properties

The [SensorReader](#) type exposes the following members.

Properties

	Name	Description
	isConnected	property that shows whether the serial port is connected.

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.isConnected Property

property that shows whether the serial port is connected.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isConnected { get; private set; }
```

Property Value

Type: [Boolean](#)

See Also

[SensorReader Class](#)

[\(Default Namespace\) Namespace](#)

SensorReader.SensorPacketDictionaryIndex Structure

Allow the received sensor packets to be indexed by type and by name

Namespace: [\(Default Namespace\)](#)





Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#
private struct SensorPacketDictionaryIndex
```

The SensorReader.SensorPacketDictionaryIndex type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
	sensorID	
	sensorVariant	

See Also

[\(Default Namespace\) Namespace](#)

SensorPacketDictionaryIndex.SensorPacketDictionaryIndex Fields

The [SensorReader.SensorPacketDictionaryIndex](#) type exposes the following members.

Fields

	Name	Description
	sensorID	
	sensorVariant	

See Also

[SensorReader.SensorPacketDictionaryIndex Structure \(Default Namespace\) Namespace](#)

SensorReader.SensorPacketDictionaryIndex.sensorID Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public int sensorID
```

Field Value

Type: [Int32](#)

See Also

[SensorReader.SensorPacketDictionaryIndex Structure](#)
[\(Default Namespace\) Namespace](#)

SensorReader.SensorPacketDictionaryIndex.sensorVariant Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public PacketVariant sensorVariant
```

Field Value

Type: [PacketVariant](#)





See Also

[SensorReader.SensorPacketDictionaryIndex Structure](#)
[\(Default Namespace\) Namespace](#)

SensorPacketDictionaryIndex.SensorPacketDictionaryIndex Methods

The [SensorReader.SensorPacketDictionaryIndex](#) type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

See Also

[SensorReader.SensorPacketDictionaryIndex Structure](#)
[\(Default Namespace\) Namespace](#)

SensorTester Class

Visualize an ArduIMU and its motion (rotation and acceleration)

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).SensorTester

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#











```
public class SensorTester : MonoBehaviour
```

The **SensorTester** type exposes the following members.































Constructors

	Name	Description
	SensorTester	Initializes a new instance of the SensorTester class
























Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Engage	Engages this sensor tester.
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is





		reclaimed by garbage collection. (Inherited from Object.)
	GetCachedPtr	(Inherited from Object.)
	GetComponent(Type)	(Inherited from Component.)
	GetComponent(String)	(Inherited from Component.)
	GetComponent`1()	(Inherited from Component.)
	GetComponentFastPath	(Inherited from Component.)
	GetComponentInChildren(Type)	(Inherited from Component.)
	GetComponentInChildren`1()	(Inherited from Component.)
	GetComponentInParent(Type)	(Inherited from Component.)
	GetComponentInParent`1()	(Inherited from Component.)
	GetComponents(Type)	(Inherited from Component.)
	GetComponents(Type, List(Component))	(Inherited from Component.)
	GetComponents`1()	(Inherited from Component.)
	GetComponents`1(List(UMP))	(Inherited from Component.)
	GetComponentsForListInternal	(Inherited from Component.)
	GetComponentsInChildren(Type)	(Inherited from Component.)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1()	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
	GetComponentsInParent(Type)	(Inherited from Component.)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
	GetComponentsInParent`1()	(Inherited from Component.)
	GetComponentsInParent`1(Boolean)	(Inherited from Component.)
	GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
	GetHashCode	(Inherited from Object.)
	GetInstanceID	(Inherited from Object.)
	GetType	Gets the type of the current instance. (Inherited from Object.)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour.)
	Invoke	(Inherited from MonoBehaviour.)











 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	This function is called when the MonoBehaviour will be destroyed
 QuatRotate 	rotate a vector according to a quaternion rotation
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartReader	Starts the SensorReader .
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 Terminate	Terminates this sensor test.
 ToString	(Inherited from Object .)
 Update	

Fields

	Name	Description
	axisX	graphical representations of each axis
	axisY	graphical representations of each axis
	axisZ	graphical representations of each axis
	baudRate	The baud rate
	baudrateText	The baudrate
	currentBufferLocation	
	dummy	The dummy
	info	useful information
	isRunning	
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	messages	The messages
	orientationModel	The orientation model
	reader	
	sensorID	The sensor identifier for the monitored ArduIMU
	serialPort	The serial port
	serialPortText	The serial port name
	timeBuffer	
	tracker	log data
	unwoundAxisX	graphical representations of each unwound axis
	unwoundAxisY	graphical representations of each unwound axis
	unwoundAxisZ	graphical representations of each unwound axis

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)

 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

MonoBehaviour

SensorTester Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public SensorTester ()
```

See Also
























[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.SensorTester Fields

The [SensorTester](#) type exposes the following members.

Fields

	Name	Description
	axisX	graphical representations of each axis
	axisY	graphical representations of each axis
	axisZ	graphical representations of each axis
	baudRate	The baud rate
	baudrateText	The baudrate
	currentBufferLocation	
	dummy	The dummy
	info	useful information
	isRunning	
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	messages	The messages
	orientationModel	The orientation model
	reader	
	sensorID	The sensor identifier for the monitored ArduIMU
	serialPort	The serial port
	serialPortText	The serial port name
	timeBuffer	
	tracker	log data
	unwoundAxisX	graphical representations of each unwound axis
	unwoundAxisY	graphical representations of each unwound axis
	unwoundAxisZ	graphical representations of each unwound axis

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.axisX Field

graphical representations of each axis

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public GameObject axisX
```

Field Value

Type: **GameObject**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.axisY Field

graphical representations of each axis

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject axisY
```

Field Value

Type: **GameObject**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.axisZ Field

graphical representations of each axis

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject axisZ
```

Field Value

Type: **GameObject**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.baudRate Field

The baud rate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int baudRate
```

Field Value

Type: [Int32](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.baudrateText Field

The baudrate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Text baudrateText
```

Field Value

Type: **Text**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.currentBufferLocation Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private int currentBufferLocation
```

Field Value

Type: [Int32](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.dummy Field

The dummy

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public GameObject dummy
```

Field Value

Type: **GameObject**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.info Field

useful information

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Text info
```

Field Value

Type: **Text**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.isRunning Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool isRunning
```

Field Value

Type: [Boolean](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.messages Field

The messages

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Text messages
```

Field Value

Type: **Text**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.orientationModel Field

The orientation model

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject orientationModel
```

Field Value

Type: **GameObject**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.reader Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private SensorReader reader
```

Field Value

Type: [SensorReader](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.sensorID Field

The sensor identifier for the monitored ArduIMU

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public int sensorID
```

Field Value

Type: [Int32](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.serialPort Field

The serial port

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public string serialPort
```

Field Value

Type: [String](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.serialPortText Field

The serial port name

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Text serialPortText
```

Field Value

Type: **Text**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.timeBuffer Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private long[] timeBuffer
```

Field Value

Type: [Int64\[\]](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.tracker Field

log data

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public PositionTracker tracker
```

Field Value

Type: [PositionTracker](#)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.unwoundAxisX Field

graphical representations of each unwound axis

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject unwoundAxisX
```

Field Value

Type: **GameObject**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.unwoundAxisY Field

graphical representations of each unwound axis

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject unwoundAxisY
```

Field Value

Type: **GameObject**

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.unwoundAxisZ Field

graphical representations of each unwound axis

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject unwoundAxisZ
```

Field Value

Type: **GameObject**

See Also




























[SensorTester Class](#)





























[\(Default Namespace\) Namespace](#)
















SensorTester.SensorTester Methods

The [SensorTester](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Engage	Engages this sensor tester.
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)

	GetComponentInChildren`1(Boolean)	(Inherited from Component .)
	GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
	GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent(Type, Boolean)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponentInParent`1(Boolean)	(Inherited from Component .)
	GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
	GetHashCode	(Inherited from Object .)
	GetInstanceID	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
	Invoke	(Inherited from MonoBehaviour .)
	InvokeRepeating	(Inherited from MonoBehaviour .)
	IsInvoking()	(Inherited from MonoBehaviour .)
	IsInvoking(String)	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	This function is called when the MonoBehaviour will be destroyed
	QuatRotate	rotate a vector according to a quaternion rotation
	SendMessage(String)	(Inherited from Component .)
	SendMessage(String, Object)	(Inherited from Component .)
	SendMessage(String, SendMessageOptions)	(Inherited from Component .)
	SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String)	(Inherited from Component .)
	SendMessageUpwards(String, Object)	(Inherited from Component .)
	SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
	SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)

 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartReader	Starts the SensorReader .
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 Terminate	Terminates this sensor test.
 ToString	(Inherited from Object .)
 Update	

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.Engage Method

Engages this sensor tester.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void Engage ()
```

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.OnDestroy Method

This function is called when the MonoBehaviour will be destroyed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void OnDestroy()
```

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.QuatRotate Method

rotate a vector according to a quaternion rotation

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static Vector3 QuatRotate(  
    Vector3 vector,  
    Quaternion quaternion  
)
```

Parameters

vector

Type: **Vector3**

vector to rotate

quaternion

Type: **Quaternion**

amount by which to rotate

Return Value

Type: **Vector3**

rotated vector

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.Start Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.StartReader Method

Starts the [SensorReader](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void StartReader ()
```

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.Terminate Method

Terminates this sensor test.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Terminate ()
```

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SensorTester.Update Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also













[SensorTester Class](#)






[\(Default Namespace\) Namespace](#)

SensorTester.SensorTester Properties

The [SensorTester](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[SensorTester Class](#)

[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController Class

Allow an [ElevatorMotor](#) to be controlled with a single button (a collider, in this case). Colliding with the collider will cause the elevator to move up one level. Once it has reached the top level, future presses will cause it to move down. Once it reaches the lowest level, future presses will cause it to move up again.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).SimpleUpDownElevatorController

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#









```
public class SimpleUpDownElevatorController : MonoBehaviour
```

The **SimpleUpDownElevatorController** type exposes the following members.





























Constructors

Name	Description
 SimpleUpDownElevatorController	Initializes a new instance of the SimpleUpDownElevatorController class







Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
















 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1()	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentsInParent(Type)	(Inherited from Component.)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentsInParent`1()	(Inherited from Component.)
 GetComponentsInParent`1(Boolean)	(Inherited from Component.)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetType	Gets the type of the current instance. (Inherited from Object.)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)











 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnTriggerEnter	OnTriggerEnter is called when the Collider other enters the trigger
 ReachedAFloor	a callback that is assigned to the ReachedLevel event.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

Fields

	Name	Description
	isGoingUp	Is the elevator going up? If this is true, any time somebody gets in the elevator will go up one floor. Otherwise it will go down one floor.
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	motor	Elevator motor that is controlled by this controller.
	upDownIndicator	an icon that indicates whether the next press will cause the elevator to move up or down.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete.

		(Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public SimpleUpDownElevatorController ()
```

See Also







[SimpleUpDownElevatorController Class](#)

[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController.SimpleUpDownElevatorController Fields

The [SimpleUpDownElevatorController](#) type exposes the following members.

Fields

Name	Description
 isGoingUp	Is the elevator going up? If this is true, any time somebody gets in the elevator will go up one floor. Otherwise it will go down one floor.
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 motor	Elevator motor that is controlled by this controller.
 upDownIndicator	an icon that indicates whether the next press will cause the elevator to move up or down.

See Also

[SimpleUpDownElevatorController Class](#)
(Default Namespace) Namespace

SimpleUpDownElevatorController.isGoingUp Field

Is the elevator going up? If this is true, any time somebody gets in the elevator will go up one floor. Otherwise it will go down one floor.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool isGoingUp
```

Field Value

Type: [Boolean](#)

See Also

[SimpleUpDownElevatorController Class](#)

[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController.motor Field

Elevator motor that is controlled by this controller.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public ElevatorMotor motor
```

Field Value

Type: [ElevatorMotor](#)

See Also

[SimpleUpDownElevatorController Class](#)
[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController.upDownIndicator Field

an icon that indicates whether the next press will cause the elevator to move up or down.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Transform upDownIndicator
```

Field Value

Type: **Transform**

See Also

[SimpleUpDownElevatorController Class](#)


























[\(Default Namespace\) Namespace](#)





























SimpleUpDownElevatorController.SimpleUpDownElevatorController














Methods

The [SimpleUpDownElevatorController](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)

	<code>GetComponentInChildren`1()</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInChildren`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type)</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1()</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent`1(Boolean, List(UMP))</code>	(Inherited from Component .)
	<code>GetHashCode</code>	(Inherited from Object .)
	<code>GetInstanceID</code>	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	<code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
	<code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
	<code>Invoke</code>	(Inherited from MonoBehaviour .)
	<code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnTriggerEnter	<code>OnTriggerEnter</code> is called when the Collider other enters the trigger
	ReachedAFloor	a callback that is assigned to the ReachedLevel event.
	<code>SendMessage(String)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object)</code>	(Inherited from Component .)
	<code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)
	<code>SendMessageUpwards(String, SendMessageOptions)</code>	(Inherited from Component .)

 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[SimpleUpDownElevatorController Class](#)
[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController.OnTriggerEnter Method

OnTriggerEnter is called when the Collider other enters the trigger

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void OnTriggerEnter(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

The other.

See Also

[SimpleUpDownElevatorController Class](#)
[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController.ReachedAFloor Method

a callback that is assigned to the [ReachedLevel](#) event.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ReachedAFloor(  
    int floor  
)
```

Parameters

floor

Type: [System.Int32](#)

See Also

[SimpleUpDownElevatorController Class](#)

[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also




















[SimpleUpDownElevatorController Class](#)







[\(Default Namespace\) Namespace](#)

SimpleUpDownElevatorController.SimpleUpDownElevatorController Properties

The [SimpleUpDownElevatorController](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)

 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[SimpleUpDownElevatorController Class](#)
[\(Default Namespace\) Namespace](#)

SolverAgent Class

A GameObject that navigates to a target and then terminates itself.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).SolverAgent

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class SolverAgent : MonoBehaviour
```




























The **SolverAgent** type exposes the following members.

























Constructors

	Name	Description
	SolverAgent	Initializes a new instance of the SolverAgent class






Methods









	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
















 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	














Fields

Name	Description
 _target	
 targetPosition	
 dataPath	The data path
 fileExtension	The file extension
 fileName	The file name


 FinishedNavigation	
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mCamera	allow the participant to see what the <i>SolverAgent</i> sees.
 mCollisionHandlerMode	The collision handler mode defines what happens when the <i>SolverAgent</i> tries to create a file that already exists.
 optimalPath	path taken to reach target; it is an ordered list of points.
 tracker	track the SolverAgent 's position and log it. (useful for generating ideal trajectories)

Properties

Name	Description
 agent	used to navigate to the target
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)

 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 target	Where is the SolverAgent trying to go?
 targetPosition	position of target, will always have a value if the SolverAgent is going somewhere, even if target has not been set
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

Events

	Name	Description
	FinishedNavigation	Occurs when the <code>SolverAgent</code> reaches its destination.

See Also

[\(Default Namespace\) Namespace](#)

SolverAgent Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public SolverAgent ()
```

See Also














[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.SolverAgent Fields

The [SolverAgent](#) type exposes the following members.

Fields

Name	Description
 _target	
 _targetPosition	
 dataPath	The data path
 fileExtension	The file extension
 fileName	The file name
 FinishedNavigation	
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mCamera	allow the participant to see what the <i>SolverAgent</i> sees.
 mCollisionHandlerMode	The collision handler mode defines what happens when the <i>SolverAgent</i> tries to create a file that already exists.
 optimalPath	path taken to reach target; it is an ordered list of points.
 tracker	track the SolverAgent 's position and log it. (useful for generating ideal trajectories)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent._target Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Transform _target
```

Field Value

Type: **Transform**

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent._targetPosition Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Vector3 _targetPosition
```

Field Value

Type: **Vector3**

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.dataPath Field

The data path

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string dataPath
```

Field Value

Type: [String](#)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.fileExtension Field

The file extension

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string fileExtension
```

Field Value

Type: [String](#)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.fileName Field

The file name

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string fileName
```

Field Value

Type: [String](#)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.FinishedNavigation Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private SolverAgent.FinishedNavigationHandler FinishedNavigation
```

Field Value

Type: [SolverAgent.FinishedNavigationHandler](#)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.mCamera Field

allow the participant to see what the `SolverAgent` sees.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject mCamera
```

Field Value

Type: **GameObject**

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.mCollisionHandlerMode Field

The collision handler mode defines what happens when the `SolverAgent` tries to create a file that already exists.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public DataLogger.FileCollisionHandlerMode mCollisionHandlerMode
```

Field Value

Type: [DataLogger.FileCollisionHandlerMode](#)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.optimalPath Field

path taken to reach target; it is an ordered list of points.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNPath optimalPath
```

Field Value

Type: [VRNPath](#)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.tracker Field

track the [SolverAgent](#)'s position and log it. (useful for generating ideal trajectories)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public PositionTracker tracker
```

Field Value

Type: [PositionTracker](#)

See Also




























[SolverAgent Class](#)





























[\(Default Namespace\) Namespace](#)










SolverAgent.SolverAgent Methods

The [SolverAgent](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)

 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.Start Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.Update Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also





















[SolverAgent Class](#)









[\(Default Namespace\) Namespace](#)

SolverAgent.SolverAgent Properties

The [SolverAgent](#) type exposes the following members.

Properties

Name	Description
 agent	used to navigate to the target
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 light	Obsolete. (Inherited from Component.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)

 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 target	Where is the SolverAgent trying to go?
 targetPosition	position of target, will always have a value if the SolverAgent is going somewhere, even if target has not been set
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.agent Property

used to navigate to the target

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public NavMeshAgent agent { get; private set; }
```

Property Value

Type: **NavMeshAgent**

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.target Property

Where is the [SolverAgent](#) trying to go?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Transform target { get; set; }
```

Property Value

Type: **Transform**

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.targetPosition Property

position of target, will always have a value if the SolverAgent is going somewhere, even if target has not been set

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3 targetPosition { get; set; }
```

Property Value

Type: **Vector3**

See Also


[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.SolverAgent Events

The [SolverAgent](#) type exposes the following members.

Events

Name	Description
 FinishedNavigation	Occurs when the <code>SolverAgent</code> reaches its destination.

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.FinishedNavigation Event

Occurs when the `SolverAgent` reaches its destination.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public event SolverAgent.FinishedNavigationHandler FinishedNavigation
```

Value

Type: [\(Default Namespace\).SolverAgent.FinishedNavigationHandler](#)

See Also

[SolverAgent Class](#)

[\(Default Namespace\) Namespace](#)

SolverAgent.FinishedNavigationHandler Delegate

Notify observers that the SolverAgent is done

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public delegate void FinishedNavigationHandler(  
    VRNPath navPath  
)
```

Parameters

navPath

Type: [\(Default Namespace\).VRNPath](#)

See Also

[\(Default Namespace\) Namespace](#)

Spinner Class

Cause a GameObject to spin in the Y-axis (vertical)

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).Spinner

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#










```
public class Spinner : MonoBehaviour
```

The **Spinner** type exposes the following members.
























Constructors

	Name	Description
	Spinner	Initializes a new instance of the Spinner class





Methods










	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

 FixedUpdate	This function is called every fixed framerate frame, if the MonoBehaviour is enabled
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
















 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)











Fields

Name	Description
 autoStop	automatically stop rotating when notificationAngle is reached. This is useful if you want to stop rotating exactly at notificationAngle, since just relying on spinSpeed will result in some error if notificationAngle and the origin angle are not multiples of spinSpeed.
 currentRotation	
 DidFinishRotating	
 isSpinning	is the GameObject currently rotating?


 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 notificationAngle	Angle at which to fire an event (degrees)
 rotationTarget	The point to rotate about
 spinSpeed	Speed to rotate (in degrees/s)
 startPosition	
 startRotation	
 wasSpinning	

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)

	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete. (Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

Events

	Name	Description
	DidFinishRotating	Occurs when the Spinner finishes rotating.

See Also

[\(Default Namespace\) Namespace](#)

Spinner Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Spinner ()
```

See Also














[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.Spinner Fields

The [Spinner](#) type exposes the following members.

Fields

Name	Description
 autoStop	automatically stop rotating when notificationAngle is reached. This is useful if you want to stop rotating exactly at notificationAngle, since just relying on spinSpeed will result in some error if notificationAngle and the origin angle are not multiples of spinSpeed.
 currentRotation	
 DidFinishRotating	
 isSpinning	is the GameObject currently rotating?
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 notificationAngle	Angle at which to fire an event (degrees)
 rotationTarget	The point to rotate about
 spinSpeed	Speed to rotate (in degrees/s)
 startPosition	
 startRotation	
 wasSpinning	

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.autoStop Field

automatically stop rotating when notificationAngle is reached. This is useful if you want to stop rotating exactly at notificationAngle, since just relying on spinSpeed will result in some error if notificationAngle and the origin angle are not multiples of spinSpeed.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool autoStop
```

Field Value

Type: [Boolean](#)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.currentRotation Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private float currentRotation
```

Field Value

Type: [Single](#)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.DidFinishRotating Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Spinner.RotationDidFinish DidFinishRotating
```

Field Value

Type: [Spinner.RotationDidFinish](#)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.isSpinning Field

is the GameObject currently rotating?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool isSpinning
```

Field Value

Type: [Boolean](#)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.notificationAngle Field

Angle at which to fire an event (degrees)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float notificationAngle
```

Field Value

Type: [Single](#)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.rotationTarget Field

The point to rotate about

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Transform rotationTarget
```

Field Value

Type: **Transform**

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.spinSpeed Field

Speed to rotate (in degrees/s)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float spinSpeed
```

Field Value

Type: [Single](#)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.startPosition Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Vector3 startPosition
```

Field Value

Type: **Vector3**

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.startRotation Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Quaternion startRotation
```

Field Value

Type: **Quaternion**

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.wasSpinning Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private bool wasSpinning
```

Field Value

Type: [Boolean](#)

See Also



























[Spinner Class](#)




























[\(Default Namespace\) Namespace](#)










Spinner.Spinner Methods

The [Spinner](#) type exposes the following members.

Methods

Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	This function is called every fixed framerate frame, if the MonoBehaviour is enabled
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)

 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)

 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.FixedUpdate Method

This function is called every fixed framerate frame, if the MonoBehaviour is enabled

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void FixedUpdate ()
```

See Also





















[Spinner Class](#)






[\(Default Namespace\) Namespace](#)

Spinner.Spinner Properties

The [Spinner](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also


[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.Spinner Events

The [Spinner](#) type exposes the following members.

Events

	Name	Description
	DidFinishRotating	Occurs when the <code>Spinner</code> finishes rotating.

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.DidFinishRotating Event

Occurs when the `Spinner` finishes rotating.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public event Spinner.RotationDidFinish DidFinishRotating
```

Value

Type: [\(Default Namespace\).Spinner.RotationDidFinish](#)

See Also

[Spinner Class](#)

[\(Default Namespace\) Namespace](#)

Spinner.RotationDidFinish Delegate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public delegate void RotationDidFinish(  
    float rotationAngleDegrees  
)
```

Parameters

rotationAngleDegrees

Type: [System.Single](#)

The rotation angle degrees.

See Also

[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration Class

This class is used by the VRN Controller calibration utility. To use this utility, simply build a project with the Calibration scene ([VRNController/Scenes/Calibration](#)) in it. If you have other scenes, in your build, you can cause the calibration scene to load by setting 'LoadBaseCalibration' in [VRNChairSettings.xml](#) to 'TRUE'.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).StickSensitivityCalibration

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#









```
public class StickSensitivityCalibration : MonoBehaviour
```

The **StickSensitivityCalibration** type exposes the following members.




























Constructors

Name	Description
 StickSensitivityCalibration	Initializes a new instance of the StickSensitivityCalibration class



Methods





Name	Description
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)

 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1()	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentsInParent(Type)	(Inherited from Component.)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentsInParent`1()	(Inherited from Component.)
 GetComponentsInParent`1(Boolean)	(Inherited from Component.)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetType	Gets the type of the current instance. (Inherited from Object.)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)



















 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	Update is called once per frame








Fields

	Name	Description
	calibrationPanel	display tools for calibration, and the current values
	m_CachedPtr	(Inherited from Object .)

 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mPlayerController	
 statusTextBox	show some status

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)

 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public StickSensitivityCalibration ()
```

See Also







[StickSensitivityCalibration Class](#)

[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration.StickSensitivityCalibration Fields

The [StickSensitivityCalibration](#) type exposes the following members.

Fields

	Name	Description
	calibrationPanel	display tools for calibration, and the current values
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	mPlayerController	
	statusTextBox	show some status

See Also

[StickSensitivityCalibration Class](#)
[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration.calibrationPanel Field

display tools for calibration, and the current values

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject calibrationPanel
```

Field Value

Type: **GameObject**

See Also

[StickSensitivityCalibration Class](#)

[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration.mPlayerController Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private PCPlayerController mPlayerController
```

Field Value

Type: [PCPlayerController](#)

See Also

[StickSensitivityCalibration Class](#)

[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration.statusTextBox Field

show some status

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Text statusTextBox
```

Field Value

Type: **Text**

See Also




























[StickSensitivityCalibration Class](#)

























[\(Default Namespace\) Namespace](#)










StickSensitivityCalibration.StickSensitivityCalibration Methods

The [StickSensitivityCalibration](#) type exposes the following members.

Methods

	Name	Description
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)

 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)

 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)
 Update	Update is called once per frame

See Also

[StickSensitivityCalibration Class](#)

[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Start ()
```

See Also

[StickSensitivityCalibration Class](#)

[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration.Update Method

Update is called once per frame

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Update ()
```

See Also










[StickSensitivityCalibration Class](#)






[\(Default Namespace\) Namespace](#)

StickSensitivityCalibration.StickSensitivityCalibration Properties

The [StickSensitivityCalibration](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[StickSensitivityCalibration Class](#)
[\(Default Namespace\) Namespace](#)

TaskType Enumeration

Describe an [AbstractVRETask](#) in a meaningful way. This class can be extended to provide additional information or allow more complicated tasks. For example, see the [GotoTask](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum TaskType
```

Members

Member name	Value	Description
TYPE_GOTO	0	Move onto a specific area
TYPE_INTERACT	1	press the 'interact' control
TYPE_LOOKAT	2	Look at a target
TYPE_STAY	3	Maintain a specific quantity for a period of time
TYPE_COMPOUND	4	Compound tasks may have prerequisite tasks (E.g. go to the window and interact with it)
TYPE_DEFAULT	5	A default task, undeclared type

See Also

[\(Default Namespace\) Namespace](#)

Vector3Double Class

represent a **Vector3** using doubles instead of floats.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).Vector3Double

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#







```
public class Vector3Double
```

The **Vector3Double** type exposes the following members.




Constructors

	Name	Description
	Vector3Double	constructor

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

	Name	Description
	x	The vector coordinates.
	y	The vector coordinates.
	z	The vector coordinates.

See Also

[\(Default Namespace\) Namespace](#)

Vector3Double Constructor

constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Vector3Double (  
    double x,  
    double y,  
    double z  
)
```

Parameters

x

Type: [System.Double](#)

y

Type: [System.Double](#)

z

Type: [System.Double](#)

See Also




[Vector3Double Class](#)

[\(Default Namespace\) Namespace](#)

Vector3Double.Vector3Double Fields

The [Vector3Double](#) type exposes the following members.

Fields

	Name	Description
	x	The vector coordinates.
	y	The vector coordinates.
	z	The vector coordinates.

See Also

[Vector3Double Class](#)

[\(Default Namespace\) Namespace](#)

Vector3Double.x Field

The vector coordinates.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double x
```

Field Value

Type: [Double](#)

See Also

[Vector3Double Class](#)

[\(Default Namespace\) Namespace](#)

Vector3Double.y Field

The vector coordinates.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public double y
```

Field Value

Type: [Double](#)

See Also

[Vector3Double Class](#)

[\(Default Namespace\) Namespace](#)

Vector3Double.z Field

The vector coordinates.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double z
```

Field Value

Type: [Double](#)

See Also







[Vector3Double Class](#)

[\(Default Namespace\) Namespace](#)

Vector3Double.Vector3Double Methods

The [Vector3Double](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[Vector3Double Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer Class

A player specific for the VRE House (i.e. a participant). The `VREHousePlayer` navigates in a [VREHouseTaskEnvironment](#). It can show an external view of the building, provided the building is equipped with a [Spinner](#) script component, and the highest level HMD container is equipped with a [HousePan](#) script component. This code also at one point had the ability to deploy a **NavMeshAgent** to solve the shortest path through the house, but this functionality has been disabled.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).AbstractVREPlayer](#)

(Default Namespace).VREHousePlayer

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#






```
public class VREHousePlayer : AbstractVREPlayer
```























The `VREHousePlayer` type exposes the following members.





























Constructors

























	Name	Description
	VREHousePlayer	Initializes a new instance of the <code>VREHousePlayer</code> class










Methods

	Name	Description
	AddAssignedTask	Assign a new task to this participant, and assign this participant to that task. Successive calls do nothing. (Inherited from AbstractVREPlayer .)
	Awake	Awake is called when the script instance is being loaded (Since v1.0) (Inherited from AbstractVREPlayer .)
	BeginPlayer()	start the assessment of this participant (Overrides AbstractVREPlayer.BeginPlayer() .)
	BeginPlayer(Boolean)	Begin the player, and choose whether to start at the spawn point. (Inherited from AbstractVREPlayer .)
	BeginPlayer(Transform)	begin the player, and start at a particular position. (Inherited from AbstractVREPlayer .)

















 BeginTrial	Actually begin the trial: setup log files to log the participant's path. This function is called from within the API function BeginPlayer() .
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedTask	Callback to indicate that a task has been assigned to this player. (Overrides AbstractVREPlayer.DidAddAssignedTask(AbstractVRETask) .)
 DidCompleteTask	Called when a task of a specific type has been completed. Show a message in the HUD and stop logging data in the PositionTracker . (Overrides AbstractVREPlayer.DidCompleteTask(CompletedTask) .)
 DidEndPan	Call after the pan has ended (should be delegated to a CameraPan)
 DidReady	Called by AbstractVREPlayer when the participant indicates that they are ready (or otherwise accepts the confirmation dialog). (Inherited from AbstractVREPlayer .)
 DidRemoveAssignedTask	Callback to indicate that a task has been removed from this player. (Overrides AbstractVREPlayer.DidRemoveAssignedTask(AbstractVRETask) .)
 EndPan	Call to end the pan
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FinishedComputingBestPath	Finished the computing best path, using a SolverAgent .
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)


 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentsInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetScore	Return a score for this player. The idea of a 'score' may vary between applications. (Inherited from AbstractVREPlayer .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)

 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	This function is called when the MonoBehaviour will be destroyed (Since v3.2) (Overrides AbstractVREPlayer.OnDestroy() .)
 PopupResult	(Inherited from AbstractVREPlayer .)
 ReadyPrompt	Prompt participant to ready up to start (Inherited from AbstractVREPlayer .)
 RemoveAssignedTask	Remove a task from this participant, and remove this participant from that task. (Inherited from AbstractVREPlayer .)
 ResetToOrigin	Resets to origin.
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendSolver	Dispatch a solver to compute the shortest path to the destination GoToTask.
 SetParalyzed	Disable/enable input controls
 Start	Use this for initialization (Overrides AbstractVREPlayer.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartPan	Call to start the pan. Check to see if the participant is decoupled (i.e. don't allow a pan while decoupled)



















 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 TaskCompleted	Called by the AbstractVRETaskEnvironment in which the task exists to notify this player that they completed a task. (Inherited from AbstractVREPlayer .)
 ToString	(Inherited from Object .)
 Update	Update is called once per frame (Overrides AbstractVREPlayer.Update() .)















Fields

Name	Description
 environment	Local representation of Environment (Inherited from AbstractVREPlayer .)
 mAssignedTasks	(Inherited from AbstractVREPlayer .)
 mCompletedTasks	(Inherited from AbstractVREPlayer .)
 beginPosition	
 beginRotation	
 logFilePath	
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mCameraPan	This should be attached to the highest-level container of the HMD, to allow the camera to move out to a point far away from the house to watch it spin.
 mPositionTracker	
 mSaveMode	
 playerName	The name of this player (Inherited from AbstractVREPlayer .)
 prevState	
 score	Player's score; may be computed in concrete subclasses. (Inherited from AbstractVREPlayer .)
 solverTemplate	a prefab that can be displayed when plotting the optimal path. This would be made visible to the participant, or it could have a Camera

		attached to it to give the participant a first-person view of the optimal path.
	useSolverAgent	Should the path be computed with a Solver Agent?

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 constantForce	Obsolete. (Inherited from Component.)
 enabled	(Inherited from Behaviour.)
 environment	Environment in which this <code>AbstractVREPlayer</code> exists (Inherited from AbstractVREPlayer.)
 gameObject	(Inherited from Component.)
 guiElement	Obsolete. (Inherited from Component.)
 guiText	Obsolete. (Inherited from Component.)
 guiTexture	Obsolete. (Inherited from Component.)
 hideFlags	(Inherited from Object.)
 hingeJoint	Obsolete. (Inherited from Component.)
 isActiveAndEnabled	(Inherited from Behaviour.)
 isReadyToBegin	indicate whether participant has 'readied up' from most recent call to ReadyPrompt(String, String) (Inherited from AbstractVREPlayer.)
 light	Obsolete. (Inherited from Component.)
 mAssignedTasks	Tasks assigned to this player. This can only be modified by (Inherited from AbstractVREPlayer.)

 mCompletedTasks	view the tasks that this participant has completed. (This can only be modified by actually completing tasks) (Inherited from AbstractVREPlayer.)
 mPlayerController	Allow the AbstractVREPlayer (and AbstractVRETaskEnvironment) communicate to the player, however they control their avatar. Mainly this association allows the AbstractVRETaskEnvironment and its concrete subclasses to display popups in the player's Heads Up Display (HUD). (Inherited from AbstractVREPlayer.)
 mState	Current state of participant
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 shortestDistance	optimal distance to current target
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

VREHousePlayer Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public VREHousePlayer ()
```

See Also


















[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.VREHousePlayer Fields

The [VREHousePlayer](#) type exposes the following members.

Fields

Name	Description
 environment	Local representation of Environment (Inherited from AbstractVREPlayer.)
 _mAssignedTasks	(Inherited from AbstractVREPlayer.)
 _mCompletedTasks	(Inherited from AbstractVREPlayer.)
 beginPosition	
 beginRotation	
 logFilePath	
 m_CachedPtr	(Inherited from Object.)
 m_InstanceID	(Inherited from Object.)
 m_UnityRuntimeErrorString	(Inherited from Object.)
 mCameraPan	This should be attached to the highest-level container of the HMD, to allow the camera to move out to a point far away from the house to watch it spin.
 mPositionTracker	
 mSaveMode	
 playerName	The name of this player (Inherited from AbstractVREPlayer.)
 prevState	
 score	Player's score; may be computed in concrete subclasses. (Inherited from AbstractVREPlayer.)
 solverTemplate	a prefab that can be displayed when plotting the optimal path. This would be made visible to the participant, or it could have a Camera attached to it to give the participant a first-person view of the optimal path.
 useSolverAgent	Should the path be computed with a Solver Agent?

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.beginPosition Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Vector3 beginPosition
```

Field Value

Type: **Vector3**

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.beginRotation Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Quaternion beginRotation
```

Field Value

Type: **Quaternion**

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.logFilePath Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private string logFilePath
```

Field Value

Type: [String](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.mCameraPan Field

This should be attached to the highest-level container of the HMD, to allow the camera to move out to a point far away from the house to watch it spin.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private HousePan mCameraPan
```

Field Value

Type: [HousePan](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.mPositionTracker Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private PositionTracker mPositionTracker
```

Field Value

Type: [PositionTracker](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.mSaveMode Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private VREHousePlayer.SaveMode mSaveMode
```

Field Value

Type: [VREHousePlayer.SaveMode](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.prevState Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private VREHousePlayer.PlayerState prevState
```

Field Value

Type: [VREHousePlayer.PlayerState](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.solverTemplate Field

a prefab that can be displayed when plotting the optimal path. This would be made visible to the participant, or it could have a **Camera** attached to it to give the participant a first-person view of the optimal path.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public Transform solverTemplate
```

Field Value

Type: **Transform**

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.useSolverAgent Field

Should the path be computed with a Solver Agent?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool useSolverAgent
```

Field Value

Type: [Boolean](#)

See Also


















[VREHousePlayer Class](#)























[\(Default Namespace\) Namespace](#)


























VREHousePlayer.VREHousePlayer Methods




















The [VREHousePlayer](#) type exposes the following members.

Methods

Name	Description
 AddAssignedTask	Assign a new task to this participant, and assign this participant to that task. Successive calls do nothing. (Inherited from AbstractVREPlayer .)
 Awake	Awake is called when the script instance is being loaded (Since v1.0) (Inherited from AbstractVREPlayer .)
 BeginPlayer()	start the assessment of this participant (Overrides AbstractVREPlayer.BeginPlayer() .)
 BeginPlayer(Boolean)	Begin the player, and choose whether to start at the spawn point. (Inherited from AbstractVREPlayer .)
 BeginPlayer(Transform)	begin the player, and start at a particular position. (Inherited from AbstractVREPlayer .)
 BeginTrial	Actually begin the trial: setup log files to log the participant's path. This function is called from within the API function BeginPlayer() .
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedTask	Callback to indicate that a task has been assigned to this player. (Overrides AbstractVREPlayer.DidAddAssignedTask(AbstractVRETask) .)
 DidCompleteTask	Called when a task of a specific type has been completed. Show a message in the HUD and stop logging data in the PositionTracker . (Overrides AbstractVREPlayer.DidCompleteTask(CompletedTask) .)
 DidEndPan	Call after the pan has ended (should be delegated to a CameraPan)
 DidReady	Called by AbstractVREPlayer when the participant indicates that they are ready (or otherwise accepts the confirmation dialog). (Inherited from AbstractVREPlayer .)

 DidRemoveAssignedTask	Callback to indicate that a task has been removed from this player. (Overrides AbstractVREPlayer.DidRemoveAssignedTask(AbstractVRETask) .)
 EndPan	Call to end the pan
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FinishedComputingBestPath	Finished the computing best path, using a SolverAgent .
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)

 <code>GetComponentInParent<>1()</code>	(Inherited from Component .)
 <code>GetComponentInParent<>1(Boolean)</code>	(Inherited from Component .)
 <code>GetComponentInParent<>1(Boolean, List(UMP))</code>	(Inherited from Component .)
 <code>GetHashCode</code>	(Inherited from Object .)
 <code>GetInstanceID</code>	(Inherited from Object .)
 GetScore	Return a score for this player. The idea of a 'score' may vary between applications. (Inherited from AbstractVREPlayer .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 <code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
 <code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
 <code>Invoke</code>	(Inherited from MonoBehaviour .)
 <code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
 <code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	This function is called when the MonoBehaviour will be destroyed (Since v3.2) (Overrides AbstractVREPlayer.OnDestroy() .)
 PopupResult	(Inherited from AbstractVREPlayer .)
 ReadyPrompt	Prompt participant to ready up to start (Inherited from AbstractVREPlayer .)
 RemoveAssignedTask	Remove a task from this participant, and remove this participant from that task. (Inherited from AbstractVREPlayer .)
 ResetToOrigin	Resets to origin.
 <code>SendMessage(String)</code>	(Inherited from Component .)
 <code>SendMessage(String, Object)</code>	(Inherited from Component .)
 <code>SendMessage(String, SendMessageOptions)</code>	(Inherited from Component .)
 <code>SendMessage(String, Object, SendMessageOptions)</code>	(Inherited from Component .)
 <code>SendMessageUpwards(String)</code>	(Inherited from Component .)
 <code>SendMessageUpwards(String, Object)</code>	(Inherited from Component .)

 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendSolver	Dispatch a solver to compute the shortest path to the destination GoToTask.
 SetParalyzed	Disable/enable input controls
 Start	Use this for initialization (Overrides AbstractVREPlayer.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartPan	Call to start the pan. Check to see if the participant is decoupled (i.e. don't allow a pan while decoupled)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 TaskCompleted	Called by the AbstractVRETaskEnvironment in which the task exists to notify this player that they completed a task. (Inherited from AbstractVREPlayer .)
 Tostring	(Inherited from Object .)
 Update	Update is called once per frame (Overrides AbstractVREPlayer.Update() .)




See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.BeginPlayer Method

Overload List

	Name	Description
	BeginPlayer()	start the assessment of this participant (Overrides AbstractVREPlayer.BeginPlayer().)
	BeginPlayer(Boolean)	Begin the player, and choose whether to start at the spawn point. (Inherited from AbstractVREPlayer.)
	BeginPlayer(Transform)	begin the player, and start at a particular position. (Inherited from AbstractVREPlayer.)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.BeginPlayer Method

start the assessment of this participant

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected override void BeginPlayer ()
```

See Also

[VREHousePlayer Class](#)

[BeginPlayer Overload](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.BeginTrial Method

Actually begin the trial: setup log files to log the participant's path. This function is called from within the API function [BeginPlayer\(\)](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void BeginTrial ()
```

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.DidAddAssignedTask Method

Callback to indicate that a task has been assigned to this player.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void DidAddAssignedTask (  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.DidCompleteTask Method

Called when a task of a specific type has been completed. Show a message in the HUD and stop logging data in the [PositionTracker](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
  
protected override void DidCompleteTask(  
    CompletedTask completedTask  
)
```

Parameters

completedTask

Type: [\(Default Namespace\).CompletedTask](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.DidEndPan Method

Call after the pan has ended (should be delegated to a CameraPan)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void DidEndPan ()
```

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.DidRemoveAssignedTask Method

Callback to indicate that a task has been removed from this player.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void DidRemoveAssignedTask(  
    AbstractVRETask task  
)
```

Parameters

task

Type: [\(Default Namespace\).AbstractVRETask](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.EndPan Method

Call to end the pan

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void EndPan ()
```

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.FinishedComputingBestPath Method

Finished the computing best path, using a [SolverAgent](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void FinishedComputingBestPath(  
    VRNPath optimalPath  
)
```

Parameters

optimalPath

Type: [\(Default Namespace\).VRNPath](#)

The optimal path.

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.OnDestroy Method

This function is called when the MonoBehaviour will be destroyed (Since v3.2)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void OnDestroy()
```

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.ResetToOrigin Method

Resets to origin.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void ResetToOrigin ()
```

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.SendSolver Method

Dispatch a solver to compute the shortest path to the destination GoToTask.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void SendSolver(  
    bool firstPerson,  
    Vector3 targetPosition  
)
```

Parameters

firstPerson

Type: [System.Boolean](#)

Should the camera stick to the solver?

targetPosition

Type: **Vector3**

Where should the Solver go?

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.SetParalyzed Method

Disable/enable input controls

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void SetParalyzed(  
    bool isParalyzed  
)
```

Parameters

isParalyzed

Type: [System.Boolean](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Start ()
```

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.StartPan Method

Call to start the pan. Check to see if the participant is decoupled (i.e. don't allow a pan while decoupled)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void StartPan ()
```

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.Update Method

Update is called once per frame

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Update ()
```

See Also




















[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.VREHousePlayer Properties

The [VREHousePlayer](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 enabled	(Inherited from Behaviour .)
 environment	Environment in which this <code>AbstractVREPlayer</code> exists (Inherited from AbstractVREPlayer .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isReadyToBegin	indicate whether participant has 'readied up' from most recent call to ReadyPrompt(String, String) (Inherited from AbstractVREPlayer .)
 light	Obsolete. (Inherited from Component .)
 mAssignedTasks	Tasks assigned to this player. This can only be modified by (Inherited from AbstractVREPlayer .)
 mCompletedTasks	view the tasks that this participant has completed. (This can only be modified by actually completing tasks) (Inherited from AbstractVREPlayer .)

 mPlayerController	Allow the AbstractVREPlayer (and AbstractVRETaskEnvironment) communicate to the player, however they control their avatar. Mainly this association allows the AbstractVRETaskEnvironment and its concrete subclasses to display popups in the player's Heads Up Display (HUD). (Inherited from AbstractVREPlayer.)
 mState	Current state of participant
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 shortestDistance	optimal distance to current target
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.mState Property

Current state of participant

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public VREHousePlayer.PlayerState mState { get; private set; }
```

Property Value

Type: [VREHousePlayer.PlayerState](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.shortestDistance Property

optimal distance to current target

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float shortestDistance { get; private set; }
```

Property Value

Type: [Single](#)

See Also

[VREHousePlayer Class](#)

[\(Default Namespace\) Namespace](#)

VREHousePlayer.PlayerState Enumeration

What is the participant doing right now?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum PlayerState
```

Members

Member name	Value	Description
IDLE	0	sit idle
STARTING_TRIAL	1	trial is starting
CAMERA_PAN	2	looking at house
TRIAL	3	finding a window
PATH_REVIEW	4	viewing the path from the perspective of the SolverAgent .

See Also

[\(Default Namespace\) Namespace](#)

VREHousePlayer.SaveMode Enumeration

Define whether to save with compatibility for the old VRN House or with custom metrics.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum SaveMode
```

Members

Member name	Value	Description
PAUL_SAVE_MODE	0	custom metrics
AHMAD_SAVE_MODE	1	compatible with old VRN House

See Also

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment Class

Provide logic for VRE House Task Assessment, and act as the 'brain' of the entire assessment. This script component is responsible for setting up the initial conditions of the environment for the current trial, such as resetting the interior elevators to an appropriate height and deciding which [WindowTask](#) to mark as active. These conditions are determined by consulting [VRNHouseSettings](#), [VRNTaskOrder](#) and [VRNTemp](#) setting files.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).AbstractVRETaskEnvironment](#)

(Default Namespace).VREHouseTaskEnvironment

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#




```
public class VREHouseTaskEnvironment : AbstractVRETaskEnvironment
```




















The **VREHouseTaskEnvironment** type exposes the following members.


























Constructors
























Name	Description
 VREHouseTaskEnvironment	Initializes a new instance of the VREHouseTaskEnvironment class























Methods

Name	Description
 ActivateRandomTask	Activates a random task from the task list, provided that task is not already complete. Throws a KeyNotFoundException if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 ActivateTask	Activate a specific task from the task list (i.e. set its 'isTaskActive' property to true). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 AddTask	Add a new task to this environment. Throw an ArgumentException if the task already exists. (Inherited from AbstractVRETaskEnvironment .)














 AdvanceToNextTrial	Increment the trial counter and figure out which trial to do next and how to do it. Load into settings files and re-load level to start the appropriate trial.
 AttachPlayer	Add player (participant) in the scene to this VREHouseTaskEnvironment (Inherited from AbstractVRETaskEnvironment .)
 AttachVRTasks	Attach VRTasks to appropriate GameObjects (Inherited from AbstractVRETaskEnvironment .)
 BeginEnvironment	Begin the level. If overridden, be sure to call base function. (Inherited from AbstractVRETaskEnvironment .)
 BeginExitTrial	initialize a trial where the participant needs to find an exit
 BeginNavTrial	initialize the trial, and wait for the participant to ready up (i.e. press spacebar)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DeactivateActiveTasks	Deactivate all tasks that are active (Inherited from AbstractVRETaskEnvironment .)
 DeactivateTask	Deactivate a specific task from the task list (i.e. set its 'isTaskActive' property to false). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 DeactivateTasks	Deactivate multiple tasks (Inherited from AbstractVRETaskEnvironment .)
 DestroyTask	Deactivate a task and remove it from the TaskEnvironment. Destroy its GameObject. This function is dangerous because any references to the task will become broken. (Inherited from AbstractVRETaskEnvironment .)
 DidCompleteTask	Trigger the mechanism to let the participant end the current trial. When the player confirms, call EndTaskAndStartNext(Object[]) . (Overrides AbstractVRETaskEnvironment.DidCompleteTask(AbstractVRETask, AbstractVREPlayer) .)
 EndTaskAndStartNext	End the current task. Decide whether to re-use it or not. Then advance to next trial. use an array of objects as

		parameters so that we can call this function from a Coroutine.
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetCachedPtr	(Inherited from Object .)
	GetComponent(Type)	(Inherited from Component .)
	GetComponent(String)	(Inherited from Component .)
	GetComponent`1()	(Inherited from Component .)
	GetComponentFastPath	(Inherited from Component .)
	GetComponentInChildren(Type)	(Inherited from Component .)
	GetComponentInChildren`1()	(Inherited from Component .)
	GetComponentInParent(Type)	(Inherited from Component .)
	GetComponentInParent`1()	(Inherited from Component .)
	GetComponents(Type)	(Inherited from Component .)
	GetComponents(Type, List(Component))	(Inherited from Component .)
	GetComponents`1()	(Inherited from Component .)
	GetComponents`1(List(UMP))	(Inherited from Component .)
	GetComponentsForListInternal	(Inherited from Component .)
	GetComponentsInChildren(Type)	(Inherited from Component .)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1()	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component .)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
	GetComponentsInParent(Type)	(Inherited from Component .)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
	GetComponentsInParent`1()	(Inherited from Component .)
	GetComponentsInParent`1(Boolean)	(Inherited from Component .)









 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetTask	returns a task with a particular description, or throws a <code>KeyNotFoundException</code> if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsFinished	Check to see if the assessment is complete by comparing the current trial number to the total number of trials that should be run. The current trial number is stored in the VRNTemp singleton.
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnTriggerEnter	A participant has entered the house
 OnTriggerExit	A participant has left the house
 RemoveTask(String)	Remove a task from this environment. Throw an <code>ArgumentException</code> if the task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 RemoveTask(AbstractVRETask)	Remove a task from this environment. Throw an <code>ArgumentException</code> if the task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)























 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetActiveTaskIconsVisible	Show or hide the task icons for the user
 SetTaskActive	Shared code for ActivateTask() and DeactivateTask() (Inherited from AbstractVRETaskEnvironment .)
 SetupEnvironment	Close all active tasks and enable a single random task.
 Start	Use this for initialization (Overrides AbstractVRETaskEnvironment.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartNavTrial	once the participant has acknowledged that they are ready to start, we can begin.
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 TaskCompleted	Called by a task when it has been completed by a player. Notify participant that they have completed a task, then perform any application-specific processing (such as deleting the task or spawning another or even ending the game entirely) (Inherited from AbstractVRETaskEnvironment .)
 ToString	(Inherited from Object .)
 Update	Update is called once per frame (Overrides AbstractVRETaskEnvironment.Update() .)
 WaitForPlayer(String, String, DelayedExecution.DelayedFunction)	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.) (Inherited from AbstractVRETaskEnvironment .)
 WaitForPlayer(String, String, DelayedExecution.DelayedFunctionArgs, Object, Object[])	Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.) (Inherited from AbstractVRETaskEnvironment .)

Fields

	Name	Description
	activeTasksSet	(Inherited from AbstractVRETaskEnvironment.)
	inactiveTasksSet	(Inherited from AbstractVRETaskEnvironment.)
	taskNamesSet	Names of all tasks that this environment is managing. Each task has a unique name. (Inherited from AbstractVRETaskEnvironment.)
	tasks	Tasks that this environment is managing. Each task has a unique identifier, that should be its taskDescription. (Inherited from AbstractVRETaskEnvironment.)
	currentTrial	
	elevator_car_1_2	Elevator between 1st and 2nd floor
	elevator_car_2_3	Elevator between 2nd and 3rd floor
	GotoTaskTemplate	Template for what to use a GotoTask
	m_CachedPtr	(Inherited from Object.)
	m_InstanceID	(Inherited from Object.)
	m_UnityRuntimeErrorString	(Inherited from Object.)
	rng	
	VERSION_STRING	the version of the VRN House. This is printed in the log file, and should be incremented with each new release so that data can be processed correctly.

Properties

	Name	Description
	activeTasksArray	Tasks that are active Changes to this array do not affect the AbstractVRETaskEnvironment. (Inherited from AbstractVRETaskEnvironment.)
	animation	Obsolete. (Inherited from Component.)
	audio	Obsolete. (Inherited from Component.)
	camera	Obsolete. (Inherited from Component.)
	collider	Obsolete. (Inherited from Component.)
	collider2D	Obsolete. (Inherited from Component.)
	constantForce	Obsolete. (Inherited from Component.)
	enabled	(Inherited from Behaviour.)

 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 inactiveTasksArray	Tasks that are inactive Changes to this array do not affect the AbstractVRETaskEnvironment. (Inherited from AbstractVRETaskEnvironment .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isPlayerInHouse	used to monitor whether the participant is in the house or not. This lets active task(s) decide whether to show their 'X' or not.
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 player	The participant in the VRE. (Inherited from AbstractVRETaskEnvironment .)
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 taskNamesArray	Names of all tasks that this environment is managing. Each task has a unique name. Changes to this array do not affect the AbstractVRETaskEnvironment. (Inherited from AbstractVRETaskEnvironment .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

VRN House: Unity

See Also

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public VREHouseTaskEnvironment ()
```

See Also














[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.VREHouseTaskEnvironment Fields

The [VREHouseTaskEnvironment](#) type exposes the following members.

Fields

	Name	Description
	activeTasksSet	(Inherited from AbstractVRETaskEnvironment .)
	inactiveTasksSet	(Inherited from AbstractVRETaskEnvironment .)
	taskNamesSet	Names of all tasks that this environment is managing. Each task has a unique name. (Inherited from AbstractVRETaskEnvironment .)
	tasks	Tasks that this environment is managing. Each task has a unique identifier, that should be its taskDescription. (Inherited from AbstractVRETaskEnvironment .)
	currentTrial	
	elevator_car_1_2	Elevator between 1st and 2nd floor
	elevator_car_2_3	Elevator between 2nd and 3rd floor
	GotoTaskTemplate	Template for what to use a GotoTask
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	rng	
	VERSION_STRING	the version of the VRN House. This is printed in the log file, and should be incremented with each new release so that data can be processed correctly.

See Also

[VREHouseTaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.currentTrial Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private int currentTrial
```

Field Value

Type: [Int32](#)

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.elevator_car_1_2 Field

Elevator between 1st and 2nd floor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public ElevatorMotor elevator_car_1_2
```

Field Value

Type: [ElevatorMotor](#)

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.elevator_car_2_3 Field

Elevator between 2nd and 3rd floor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public ElevatorMotor elevator_car_2_3
```

Field Value

Type: [ElevatorMotor](#)

See Also

[VREHouseTaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.GotoTaskTemplate Field

Template for what to use a GotoTask

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Transform GotoTaskTemplate
```

Field Value

Type: **Transform**

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.rng Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private Random rng
```

Field Value

Type: [Random](#)

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.VERSION_STRING Field

the version of the VRN House. This is printed in the log file, and should be incremented with each new release so that data can be processed correctly.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string VERSION_STRING
```

Field Value

Type: [String](#)

See Also


















[VREHouseTaskEnvironment Class](#)























[\(Default Namespace\) Namespace](#)

























VREHouseTaskEnvironment.VREHouseTaskEnvironment Methods


























The [VREHouseTaskEnvironment](#) type exposes the following members.






Methods

Name	Description
 ActivateRandomTask	Activates a random task from the task list, provided that task is not already complete. Throws a KeyNotFoundException if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 ActivateTask	Activate a specific task from the task list (i.e. set its 'isTaskActive' property to true). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 AddTask	Add a new task to this environment. Throw an ArgumentException if the task already exists. (Inherited from AbstractVRETaskEnvironment .)
 AdvanceToNextTrial	Increment the trial counter and figure out which trial to do next and how to do it. Load into settings files and re-load level to start the appropriate trial.
 AttachPlayer	Add player (participant) in the scene to this VREHouseTaskEnvironment (Inherited from AbstractVRETaskEnvironment .)
 AttachVRTasks	Attach VRTasks to appropriate GameObjects (Inherited from AbstractVRETaskEnvironment .)
 BeginEnvironment	Begin the level. If overridden, be sure to call base function. (Inherited from AbstractVRETaskEnvironment .)
 BeginExitTrial	initialize a trial where the participant needs to find an exit
 BeginNavTrial	initialize the trial, and wait for the participant to ready up (i.e. press spacebar)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DeactivateActiveTasks	Deactivate all tasks that are active (Inherited from AbstractVRETaskEnvironment .)

 DeactivateTask	Deactivate a specific task from the task list (i.e. set its 'isTaskActive' property to false). Successive calls do nothing. Throws a KeyNotFoundException if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 DeactivateTasks	Deactivate multiple tasks (Inherited from AbstractVRETaskEnvironment .)
 DestroyTask	Deactivate a task and remove it from the TaskEnvironment. Destroy its GameObject. This function is dangerous because any references to the task will become broken. (Inherited from AbstractVRETaskEnvironment .)
 DidCompleteTask	Trigger the mechanism to let the participant end the current trial. When the player confirms, call EndTaskAndStartNext(Object[]) . (Overrides AbstractVRETaskEnvironment.DidCompleteTask(AbstractVRETask, AbstractVREPlayer) .)
 EndTaskAndStartNext	End the current task. Decide whether to re-use it or not. Then advance to next trial. use an array of objects as parameters so that we can call this function from a Coroutine.
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)

 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren``1()	(Inherited from Component .)
 GetComponentInChildren``1(Boolean)	(Inherited from Component .)
 GetComponentInChildren``1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren``1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent``1()	(Inherited from Component .)
 GetComponentInParent``1(Boolean)	(Inherited from Component .)
 GetComponentInParent``1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetTask	returns a task with a particular description, or throws a <code>KeyNotFoundException</code> if that task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsFinished	Check to see if the assessment is complete by comparing the current trial number to the total number of trials that should be run. The current trial number is stored in the VRNTemp singleton.
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnTriggerEnter	A participant has entered the house
 OnTriggerExit	A participant has left the house

 RemoveTask(String)	Remove a task from this environment. Throw an ArgumentException if the task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 RemoveTask(AbstractVRETask)	Remove a task from this environment. Throw an ArgumentException if the task is not in the environment. (Inherited from AbstractVRETaskEnvironment .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 SetActiveTaskIconsVisible	Show or hide the task icons for the user
 SetTaskActive	Shared code for ActivateTask() and DeactivateTask() (Inherited from AbstractVRETaskEnvironment .)
 SetupEnvironment	Close all active tasks and enable a single random task.
 Start	Use this for initialization (Overrides AbstractVRETaskEnvironment.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StartNavTrial	once the participant has acknowledged that they are ready to start, we can begin.
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)

	TaskCompleted	<p>Called by a task when it has been completed by a player. Notify participant that they have completed a task, then perform any application-specific processing (such as deleting the task or spawning another or even ending the game entirely) (Inherited from AbstractVRETaskEnvironment.)</p>
	ToString	<p>(Inherited from Object.)</p>
	Update	<p>Update is called once per frame (Overrides AbstractVRETaskEnvironment.Update().)</p>
	WaitForPlayer(String, String, DelayedExecution.DelayedFunction)	<p>Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.) (Inherited from AbstractVRETaskEnvironment.)</p>
	WaitForPlayer(String, String, DelayedExecution.DelayedFunctionArgs, Object, Object[])	<p>Show participant a popup that prompts them to do something. Wait for participant to acknowledge the popup, then do something interesting. (This is a coroutine.) (Inherited from AbstractVRETaskEnvironment.)</p>

See Also

[VREHouseTaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.AdvanceToNextTrial Method

Increment the trial counter and figure out which trial to do next and how to do it. Load into settings files and re-load level to start the appropriate trial.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void AdvanceToNextTrial ()
```

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.BeginExitTrial Method

initialize a trial where the participant needs to find an exit

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void BeginExitTrial ()
```

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.BeginNavTrial Method

initialize the trial, and wait for the participant to ready up (i.e. press spacebar)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void BeginNavTrial ()
```

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.DidCompleteTask Method

Trigger the mechanism to let the participant end the current trial. When the player confirms, call [EndTaskAndStartNext\(Object\[\]\)](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected override void DidCompleteTask(  
    AbstractVRETask objective,  
    AbstractVREPlayer player  
)
```

Parameters

objective

Type: [\(Default Namespace\).AbstractVRETask](#)

player

Type: [\(Default Namespace\).AbstractVREPlayer](#)

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.EndTaskAndStartNext Method

End the current task. Decide whether to re-use it or not. Then advance to next trial. use an array of objects as parameters so that we can call this function from a Coroutine.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private void EndTaskAndStartNext (  
    params Object[] args  
)
```

Parameters

args

Type: [System.Object\[\]](#)

args[0]

should be the AbstractVRETask that was completed, *args*[1] should be the [AbstractVREPlayer](#) that completed the task.

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.IsFinished Method

Check to see if the assessment is complete by comparing the current trial number to the total number of trials that should be run. The current trial number is stored in the [VRNTemp](#) singleton.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool IsFinished()
```

Return Value

Type: [Boolean](#)

See Also

[VREHouseTaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.OnTriggerEnter Method

A participant has entered the house

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void OnTriggerEnter(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.OnTriggerExit Method

A participant has left the house

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void OnTriggerExit(  
    Collider other  
)
```

Parameters

other

Type: **Collider**

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.SetActiveTaskIconsVisible Method

Show or hide the task icons for the user

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void SetActiveTaskIconsVisible (  
    bool isVisible  
)
```

Parameters

isVisible

Type: [System.Boolean](#)

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.SetupEnvironment Method

Close all active tasks and enable a single random task.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void SetupEnvironment ()
```

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Start ()
```

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.StartNavTrial Method

once the participant has acknowledged that they are ready to start, we can begin.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void StartNavTrial ()
```

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.Update Method

Update is called once per frame

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void Update ()
```

See Also





















[VREHouseTaskEnvironment Class](#)











[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.VREHouseTaskEnvironment Properties

The [VREHouseTaskEnvironment](#) type exposes the following members.

Properties

Name	Description
 activeTasksArray	Tasks that are active Changes to this array do not affect the AbstractVRETaskEnvironment. (Inherited from AbstractVRETaskEnvironment .)
 animation	Obsolete. (Inherited from Component .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 constantForce	Obsolete. (Inherited from Component .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 inactiveTasksArray	Tasks that are inactive Changes to this array do not affect the AbstractVRETaskEnvironment. (Inherited from AbstractVRETaskEnvironment .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isPlayerInHouse	used to monitor whether the participant is in the house or not. This lets active task(s) decide whether to show their 'X' or not.
 light	Obsolete. (Inherited from Component .)
 name	(Inherited from Object .)
 networkView	Obsolete.

		(Inherited from Component .)
 particleEmitter		Obsolete. (Inherited from Component .)
 particleSystem		Obsolete. (Inherited from Component .)
 player		The participant in the VRE. (Inherited from AbstractVRETaskEnvironment .)
 renderer		Obsolete. (Inherited from Component .)
 rigidbody		Obsolete. (Inherited from Component .)
 rigidbody2D		Obsolete. (Inherited from Component .)
 tag		(Inherited from Component .)
 taskNamesArray		Names of all tasks that this environment is managing. Each task has a unique name. Changes to this array do not affect the AbstractVRETaskEnvironment . (Inherited from AbstractVRETaskEnvironment .)
 transform		(Inherited from Component .)
 useGUILayout		(Inherited from MonoBehaviour .)

See Also

[VREHouseTaskEnvironment Class](#)
[\(Default Namespace\) Namespace](#)

VREHouseTaskEnvironment.isPlayerInHouse Property

used to monitor whether the participant is in the house or not. This lets active task(s) decide whether to show their 'X' or not.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool isPlayerInHouse { get; private set; }
```

Property Value

Type: [Boolean](#)

See Also

[VREHouseTaskEnvironment Class](#)

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings Class

Generic settings that can apply to any concrete subclass of [AbstractVRETaskEnvironment](#).

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).[AbstractVRNSettings](#)

(Default Namespace).VRNAbstractVRETaskEnvironmentSettings

Namespace: [\(Default Namespace\)](#)




Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax










```
C#
public class VRNAbstractVRETaskEnvironmentSettings : AbstractVRNSettings
```



The **VRNAbstractVRETaskEnvironmentSettings** type exposes the following members.

Constructors











	Name	Description
	VRNAbstractVRETaskEnvironmentSettings	
		
	VRNAbstractVRETaskEnvironmentSettings	Initializes a new instance of the VRNAbstractVRETaskEnvironmentSettings class. (Call Load() instead!!)

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Load	Loads the <code>VRNAbstractVRETaskEnvironmentSettings</code> settings.
		
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)

	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings.)
	ToString	Returns a string that represents the current object. (Inherited from Object.)

Fields

	Name	Description
 	ABSTRACT_VRE_TASK_ENV_SETTINGS_FILENAME	The filename
	currentPatientName	The name of the current patient
	defaultDataPath	Where should the log data be stored? Participant data folders will be created here.
 	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings.)
	logRate	How frequently should the subject's position be sampled?
	resetPlayerPosition	Reset the player's position for each trial
 	theInstance	

See Also

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings Constructor

Initializes a new instance of the [VRNAbstractVRETaskEnvironmentSettings](#) class. (Call [Load\(\)](#) instead!!)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNAbstractVRETaskEnvironmentSettings ()
```

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings Constructor

Initializes the static fields of the [VRNAbstractVRETaskEnvironmentSettings](#) class

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
static VRNAbstractVRETaskEnvironmentSettings ()
```

See Also











[VRNAbstractVRETaskEnvironmentSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.VRNAbstractVRETaskEnvironmentSettings Fields

The [VRNAbstractVRETaskEnvironmentSettings](#) type exposes the following members.

Fields

	Name	Description
 	ABSTRACT_VRE_TASK_ENV_SETTINGS_FILENAME	The filename
	currentPatientName	The name of the current patient
	defaultDataPath	Where should the log data be stored? Participant data folders will be created here.
 	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings .)
	logRate	How frequently should the subject's position be sampled?
	resetPlayerPosition	Reset the player's position for each trial
 	theInstance	

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)
(Default Namespace) Namespace

VRNAbstractVRETaskEnvironmentSettings.ABSTRACT_VRE_TASK_ENV_SETTINGS_FILENAME Field

The filename

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public const string ABSTRACT_VRE_TASK_ENV_SETTINGS_FILENAME
```

Field Value

Type: [String](#)

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.currentPatientName Field

The name of the current patient

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string currentPatientName
```

Field Value

Type: [String](#)

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)
[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.defaultDataPath Field

Where should the log data be stored? Participant data folders will be created here.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string defaultDataPath
```

Field Value

Type: [String](#)

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)
[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.logRate Field

How frequently should the subject's position be sampled?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int logRate
```

Field Value

Type: [Int32](#)

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)
[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.resetPlayerPosition Field

Reset the player's position for each trial

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool resetPlayerPosition
```

Field Value

Type: [Boolean](#)

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)
[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.theInstance Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private static VRNAbstractVRETaskEnvironmentSettings theInstance
```

Field Value

Type: [VRNAbstractVRETaskEnvironmentSettings](#)

See Also











[VRNAbstractVRETaskEnvironmentSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.VRNAbstractVRETaskEnvironmentSettings Methods

The [VRNAbstractVRETaskEnvironmentSettings](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Load	Loads the <code>VRNAbstractVRETaskEnvironmentSettings</code> settings.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)
[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.Load Method

Loads the `VRNAbstractVRETaskEnvironmentSettings` settings.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public static VRNAbstractVRETaskEnvironmentSettings Load()
```

Return Value

Type: [VRNAbstractVRETaskEnvironmentSettings](#)



See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.Save Method

Overload List

	Name	Description
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNAbstractVRETaskEnvironmentSettings.Save Method

Store the current settings to disk, at the default path. overwrites whatever is currently on disk.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void Save ()
```

See Also

[VRNAbstractVRETaskEnvironmentSettings Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings Class

Apply settings that are specific to the VRN Chair and its use. These include quality settings, base sensitivities used for calibration and the details for how Decoupled Mode should operate (e.g. whether or not to use a webcam, whether to show a blue screen or interactive view, etc.).

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).[AbstractVRNSettings](#)

(Default Namespace).VRNChairSettings

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax









```
C#
public class VRNChairSettings : AbstractVRNSettings
```



The **VRNChairSettings** type exposes the following members.

Constructors
















	Name	Description
	VRNChairSettings	
	VRNChairSettings	default constructor with default values. Call Load() instead!

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Load	Loads the chair settings.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)

 Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings.)
 ToString	Returns a string that represents the current object. (Inherited from Object.)

Fields

Name	Description
 baseSensitivityX	base x-sensitivity of wheelchair, to enable 1:1 rotation of wheelchair This value is specific to a particular wheelchair, and should be set for each chair.
 baseSensitivityY	base y-sensitivity of wheelchair. Calibrate this to enable 1:1 forward/backward motion. This value is specific to a particular wheelchair, and should be set for each chair.
 baudRate	Serial port baud rate
 CHAIR_SETTINGS_FILENAME	The chair settings filename
 decoupledMode	how to handle decoupling
 eyeHeight	height of players eyes above the ground (different for each person) (in metres)
 fpsCounterEnabled	show the current frames per second
 hmdEnabled	If true, the HMD will be used, if false, the conventional display.
 lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings.)
 loadBaseCalibration	If true, Load the calibration scene instead of whatever other scene(s) may be present, and run the StickSensitivityCalibration.
 qualityLevel	How powerful is the PC?
 serialPortID	The name of the serial port to get inertial input from
 theInstance	
 vsyncEnabled	The name of the serial port to get inertial input from
 webcamDeviceName	String name of the webcam to use

See Also

[\(Default Namespace\) Namespace](#)

VRNChairSettings Constructor

default constructor with default values. Call [Load\(\)](#) instead!

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNChairSettings ()
```

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings Constructor

Initializes the static fields of the [VRNChairSettings](#) class

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
static VRNChairSettings ()
```

See Also
















[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.VRNChairSettings Fields

The [VRNChairSettings](#) type exposes the following members.

Fields

Name	Description
 baseSensitivityX	base x-sensitivity of wheelchair, to enable 1:1 rotation of wheelchair This value is specific to a particular wheelchair, and should be set for each chair.
 baseSensitivityY	base y-sensitivity of wheelchair. Calibrate this to enable 1:1 forward/backward motion. This value is specific to a particular wheelchair, and should be set for each chair.
 baudRate	Serial port baud rate
 CHAIR_SETTINGS_FILENAME	The chair settings filename
 decoupledMode	how to handle decoupling
 eyeHeight	height of players eyes above the ground (different for each person) (in metres)
 fpsCounterEnabled	show the current frames per second
 hmdEnabled	If true, the HMD will be used, if false, the conventional display.
 lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings .)
 loadBaseCalibration	If true, Load the calibration scene instead of whatever other scene(s) may be present, and run the StickSensitivityCalibration .
 qualityLevel	How powerful is the PC?
 serialPortID	The name of the serial port to get inertial input from
 theInstance	
 vsyncEnabled	The name of the serial port to get inertial input from
 webcamDeviceName	String name of the webcam to use

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.baseSensitivityX Field

base x-sensitivity of wheelchair, to enable 1:1 rotation of wheelchair This value is specific to a particular wheelchair, and should be set for each chair.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float baseSensitivityX
```

Field Value

Type: [Single](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.baseSensitivityY Field

base y-sensitivity of wheelchair. Calibrate this to enable 1:1 forward/backward motion. This value is specific to a particular wheelchair, and should be set for each chair.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float baseSensitivityY
```

Field Value

Type: [Single](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.baudRate Field

Serial port baud rate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int baudRate
```

Field Value

Type: [Int32](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.CHAIR_SETTINGS_FILENAME Field

The chair settings filename

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string CHAIR_SETTINGS_FILENAME
```

Field Value

Type: [String](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.decoupledMode Field

how to handle decoupling

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNChairSettings.DecoupledMode decoupledMode
```

Field Value

Type: [VRNChairSettings.DecoupledMode](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.eyeHeight Field

height of players eyes above the ground (different for each person) (in metres)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float eyeHeight
```

Field Value

Type: [Single](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.fpsCounterEnabled Field

show the current frames per second

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool fpsCounterEnabled
```

Field Value

Type: [Boolean](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.hmdEnabled Field

If true, the HMD will be used, if false, the conventional display.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool hmdEnabled
```

Field Value

Type: [Boolean](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.loadBaseCalibration Field

If true, Load the calibration scene instead of whatever other scene(s) may be present, and run the [StickSensitivityCalibration](#).

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool loadBaseCalibration
```

Field Value

Type: [Boolean](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.qualityLevel Field

How powerful is the PC?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNChairSettings.QualityLevel qualityLevel
```

Field Value

Type: [VRNChairSettings.QualityLevel](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.serialPortID Field

The name of the serial port to get inertial input from

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string serialPortID
```

Field Value

Type: [String](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.theInstance Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static VRNChairSettings theInstance
```

Field Value

Type: [VRNChairSettings](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.vsyncEnabled Field

The name of the serial port to get inertial input from

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool vsyncEnabled
```

Field Value

Type: [Boolean](#)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.webcamDeviceName Field

String name of the webcam to use

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string webcamDeviceName
```

Field Value

Type: [String](#)

See Also












[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.VRNChairSettings Methods

The [VRNChairSettings](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Loads the chair settings.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.Load Method

Loads the chair settings.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static VRNChairSettings Load()
```

Return Value

Type: [VRNChairSettings](#)



See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.Save Method

Overload List

	Name	Description
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)

See Also

[VRNChairSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.Save Method

Store the current settings to disk, at the default path. overwrites whatever is currently on disk.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void Save ()
```

See Also

[VRNChairSettings Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

VRNChairSettings.DecoupledMode Enumeration

There are two different ways for Decoupled Mode to behave.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum DecoupledMode
```

Members

Member name	Value	Description
BLANK_SCREEN	0	screen is blank while user is decoupled
LOCKED_VR	1	Screen shows VRN while user is decoupled, with YAW rotation locked. A live webcam feed may be displayed, if the necessary hardware is present.

See Also

[\(Default Namespace\) Namespace](#)

VRNChairSettings.QualityLevel Enumeration

Visual settings for eye candy such as shadows, anti-aliasing, anisotropic filtering, etc.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum QualityLevel
```

Members

Member name	Value	Description
FAST	0	basic settings for older/slower hardware. Disable real-time shadows/anti-aliasing/texture filtering
BEAUTIFUL	1	fancy settings for newer/faster hardware. Enable real-time shadows/anti-aliasing/texture filtering

See Also

[\(Default Namespace\) Namespace](#)

VRNControls Class

Settings for defining the controls used in the VRN application, most importantly forward/backward/rotational sensitivities. These settings may be modified by the launcher (e.g. to set 2:1 sensitivity). Note that the [stickSensitivityY](#) and [stickSensitivityX](#) used here are different from [baseSensitivityY](#) and [baseSensitivityX](#).

Inheritance Hierarchy

[System.Object](#)

[\(Default Namespace\).AbstractVRNSettings](#)

(Default Namespace).VRNControls

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0



Syntax

C#









```
public class VRNControls : AbstractVRNSettings
```




The **VRNControls** type exposes the following members.

Constructors














	Name	Description
	VRNControls	
	VRNControls	Initializes a new instance of the VRNControls class. Call Load() instead!

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Loads the controls settings.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)

	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string) (Overrides AbstractVRNSettings.Save().)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings.)
	ToString	Returns a string that represents the current object. (Inherited from Object.)

Fields

	Name	Description
	CONTROLS_FILENAME	filename of this setting
	keySensitivityFwdBwd	Forward/Backward keyboard sensitivity
	keySensitivityPivot	key sensitivity to pivot
	keySensitivityStrafe	Strafe keyboard sensitivity
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings.)
	maximumX	maximum look angle (X)
	maximumY	maximum look angle (Y)
	minimumX	minimum look angle (X)
	minimumY	minimum look angle (Y)
	mouseSensitivity	Mouse sensitivity
	stickSensitivityX	X axis sensitivity multiplier
	stickSensitivityY	Y axis sensitivity multiplier.
	theInstance	

See Also

[\(Default Namespace\) Namespace](#)

VRNControls Constructor

Initializes a new instance of the [VRNControls](#) class. Call [Load\(\)](#) instead!

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public VRNControls ()
```

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls Constructor

Initializes the static fields of the [VRNControls](#) class

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
static VRNControls ()
```

See Also

















[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.VRNControls Fields

The [VRNControls](#) type exposes the following members.

Fields

	Name	Description
 	CONTROLS_FILENAME	filename of this setting
	keySensitivityFwdBwd	Forward/Backward keyboard sensitivity
	keySensitivityPivot	key sensitivity to pivot
	keySensitivityStrafe	Strafe keyboard sensitivity
 	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings.)
	maximumX	maximum look angle (X)
	maximumY	maximum look angle (Y)
	minimumX	minimum look angle (X)
	minimumY	minimum look angle (Y)
	mouseSensitivity	Mouse sensitivity
	stickSensitivityX	X axis sensitivity multiplier
	stickSensitivityY	Y axis sensitivity multiplier.
 	theInstance	

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.CONTROLS_FILENAME Field

filename of this setting

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string CONTROLS_FILENAME
```

Field Value

Type: [String](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.keySensitivityFwdBwd Field

Forward/Backward keyboard sensitivity

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float keySensitivityFwdBwd
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.keySensitivityPivot Field

key sensitivity to pivot

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float keySensitivityPivot
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.keySensitivityStrafe Field

Strafe keyboard sensitivity

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float keySensitivityStrafe
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.maximumX Field

maximum look angle (X)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public float maximumX
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.maximumY Field

maximum look angle (Y)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float maximumY
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.minimumX Field

minimum look angle (X)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float minimumX
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.minimumY Field

minimum look angle (Y)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float minimumY
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.mouseSensitivity Field

Mouse sensitivity

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float mouseSensitivity
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.stickSensitivityX Field

X axis sensitivity multiplier

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float stickSensitivityX
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.stickSensitivityY Field

Y axis sensitivity multiplier.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float stickSensitivityY
```

Field Value

Type: [Single](#)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.theInstance Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private static VRNControls theInstance
```

Field Value

Type: [VRNControls](#)

See Also












[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.VRNControls Methods

The [VRNControls](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Loads the controls settings.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string) (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.Load Method

Loads the controls settings.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static VRNControls Load ()
```

Return Value

Type: [VRNControls](#)



See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.Save Method

Overload List

	Name	Description
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string) (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)

See Also

[VRNControls Class](#)

[\(Default Namespace\) Namespace](#)

VRNControls.Save Method

Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Save ()
```

See Also

[VRNControls Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings Class

Settings that are specific to the [VREHouseTaskEnvironment](#). For more generic settings, see [VRNAbstractVRETaskEnvironmentSettings](#).

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).[AbstractVRNSettings](#)

(Default Namespace).VRNHouseSettings

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax










```
C#
public class VRNHouseSettings : AbstractVRNSettings
```



The **VRNHouseSettings** type exposes the following members.

Constructors














	Name	Description
	VRNHouseSettings	
	VRNHouseSettings	Initializes a new instance of the VRNHouseSettings class. Call Load() instead!

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Loads the house settings.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string) (Overrides AbstractVRNSettings.Save() .)

 Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings.)
 ToString	Returns a string that represents the current object. (Inherited from Object.)

Fields

Name	Description
 assessmentMode	What Mode?
 autoHideTargets	Should the targets be hidden while the subject is in the house? (prevents targets from being visible when not in the destination room)
 autopan	Display a panorama shot automatically before doing the assessment
 exitTaskAtEnd	Prompt the participant to leave the house after the final task
 HOUSE_SETTINGS_FILE_NAME	The house settings file name
 lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings.)
 moveSpeed	How quickly camera moves to view outside of house in 'Rotation' mode
 numSessions	How many times should the assessment be run?
 numTrainingSessions	How many times should the assessment be run to train the subject?
 rotationSpeed	Speed of rotation of house in 'Rotation' mode
 showIdealPath	Show the subject the ideal path that they should have followed
 theInstance	
 trainingTaskName	What is the training task?

See Also

[\(Default Namespace\) Namespace](#)

VRNHouseSettings Constructor

Initializes a new instance of the [VRNHouseSettings](#) class. Call [Load\(\)](#) instead!

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNHouseSettings ()
```

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings Constructor

Initializes the static fields of the [VRNHouseSettings](#) class

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
static VRNHouseSettings ()
```

See Also














[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.VRNHouseSettings Fields

The [VRNHouseSettings](#) type exposes the following members.

Fields

	Name	Description
	assessmentMode	What Mode?
	autoHideTargets	Should the targets be hidden while the subject is in the house? (prevents targets from being visible when not in the destination room)
	autopan	Display a panorama shot automatically before doing the assessment
	exitTaskAtEnd	Prompt the participant to leave the house after the final task
	HOUSE_SETTINGS_FILE_NAME	The house settings file name
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings .)
	moveSpeed	How quickly camera moves to view outside of house in 'Rotation' mode
	numSessions	How many times should the assessment be run?
	numTrainingSessions	How many times should the assessment be run to train the subject?
	rotationSpeed	Speed of rotation of house in 'Rotation' mode
	showIdealPath	Show the subject the ideal path that they should have followed
	theInstance	
	trainingTaskName	What is the training task?

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.assessmentMode Field

What Mode?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNHouseSettings.AssessmentMode assessmentMode
```

Field Value

Type: [VRNHouseSettings.AssessmentMode](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.autoHideTargets Field

Should the targets be hidden while the subject is in the house? (prevents targets from being visible when not in the destination room)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool autoHideTargets
```

Field Value

Type: [Boolean](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.autopan Field

Display a panorama shot automatically before doing the assessment

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool autopan
```

Field Value

Type: [Boolean](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.exitTaskAtEnd Field

Prompt the participant to leave the house after the final task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool exitTaskAtEnd
```

Field Value

Type: [Boolean](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.HOUSE_SETTINGS_FILE_NAME Field

The house settings file name

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string HOUSE_SETTINGS_FILE_NAME
```

Field Value

Type: [String](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.moveSpeed Field

How quickly camera moves to view outside of house in 'Rotation' mode

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float moveSpeed
```

Field Value

Type: [Single](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.numSessions Field

How many times should the assessment be run?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int numSessions
```

Field Value

Type: [Int32](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.numTrainingSessions Field

How many times should the assessment be run to train the subject?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int numTrainingSessions
```

Field Value

Type: [Int32](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.rotationSpeed Field

Speed of rotation of house in 'Rotation' mode

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public float rotationSpeed
```

Field Value

Type: [Single](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.showIdealPath Field

Show the subject the ideal path that they should have followed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool showIdealPath
```

Field Value

Type: [Boolean](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.theInstance Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static VRNHouseSettings theInstance
```

Field Value

Type: [VRNHouseSettings](#)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.trainingTaskName Field

What is the training task?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string trainingTaskName
```

Field Value

Type: [String](#)

See Also












[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.VRNHouseSettings Methods

The [VRNHouseSettings](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Loads the house settings.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string) (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.Load Method

Loads the house settings.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static VRNHouseSettings Load()
```

Return Value

Type: [VRNHouseSettings](#)



See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.Save Method

Overload List

	Name	Description
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string) (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)

See Also

[VRNHouseSettings Class](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.Save Method

Store the current settings to disk, at the default path. overwrites whatever is currently on disk. call Save(string, string)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Save ()
```

See Also

[VRNHouseSettings Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

VRNHouseSettings.AssessmentMode Enumeration

There are different ways run an assessment.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum AssessmentMode
```

Members

Member name	Value	Description
VRE	0	The VRE test, where the user navigates between target windows
EXPLORE	1	No data is logged and no prompts are provided. just walk around

See Also

[\(Default Namespace\) Namespace](#)

VRNPath Class

Represent a path through the VRN

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).VRNPath

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0




Syntax

C#













```
public class VRNPath
```

The **VRNPath** type exposes the following members.

Constructors



	Name	Description
	VRNPath()	Default constructor
	VRNPath(String)	Initializes a new instance of the VRNPath class.
	VRNPath(VRNPoint3[])	Initializes a new instance of the VRNPath class.

Methods




	Name	Description
	AddPoint	Add a new point and recompute the distance. Thread-safe.
 	ComputeDistance	Computes the distance of the path denoted by <i>points</i> .
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
 	GetIndex	find the index of <i>searchString</i> in the array <i>strings</i> , of -1 if <i>searchString</i> could not be found
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Normalize	Normalize the path according to the path-normalization algorithm
	RemovePoint	Remove a point and recompute the distance. Thread-safe.

 ToString	Returns a string that represents the current object. (Inherited from Object .)
--	--

Fields

	Name	Description
	pointsList	
	synclock	

Properties




	Name	Description
	distance	The distance covered by this path
	isNormalized	Has this path been spatially normalized?
	points	an array of points that represent this path

See Also

[\(Default Namespace\) Namespace](#)

VRNPath Constructor

Overload List

	Name	Description
	VRNPath()	Default constructor
	VRNPath(String)	Initializes a new instance of the VRNPath class.
	VRNPath(VRNPoint3[])	Initializes a new instance of the VRNPath class.

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath Constructor

Default constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNPath ()
```

See Also

[VRNPath Class](#)

[VRNPath Overload](#)

[\(Default Namespace\) Namespace](#)

VRNPath Constructor (String)

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNPath(  
    string pathToCSV  
)
```

Parameters

pathToCSV

Type: [System.String](#)

The path to CSV.

See Also

[VRNPath Class](#)

[VRNPath Overload](#)

[\(Default Namespace\) Namespace](#)

VRNPath Constructor (VRNPoint3[])

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNPath(  
    VRNPoint3[] points  
)
```

Parameters

points

Type: [\(Default Namespace\).VRNPoint3\[\]](#)

The points.

See Also



[VRNPath Class](#)

[VRNPath Overload](#)

[\(Default Namespace\) Namespace](#)

VRNPath.VRNPath Fields

Fields

	Name	Description
	pointsList	
	synclock	

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.pointsList Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private ArrayList pointsList
```

Field Value

Type: [ArrayList](#)

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.synclock Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private readonly Object synclock
```

Field Value

Type: [Object](#)

See Also














[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.VRNPath Methods

The [VRNPath](#) type exposes the following members.

Methods

	Name	Description
	AddPoint	Add a new point and recompute the distance. Thread-safe.
 	ComputeDistance	Computes the distance of the path denoted by <i>points</i> .
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
 	GetIndex	find the index of <code>searchString</code> in the array <code>strings</code> , of -1 if <code>searchString</code> could not be found
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Normalize	Normalize the path according to the path-normalization algorithm
	RemovePoint	Remove a point and recompute the distance. Thread-safe.
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.AddPoint Method

Add a new point and recompute the distance. Thread-safe.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void AddPoint(  
    VRNPoint3 point  
)
```

Parameters

point

Type: [\(Default Namespace\).VRNPoint3](#)

Point to add

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.ComputeDistance Method

Computes the distance of the path denoted by *points*.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
protected static double ComputeDistance (  
    VRNPoint3[] points  
)
```

Parameters

points

Type: [\(Default Namespace\).VRNPoint3\[\]](#)

The points.

Return Value

Type: [Double](#)

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.GetIndex Method

find the index of `searchString` in the array `strings`, of -1 if `searchString` could not be found

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static int GetIndex(  
    string[] strings,  
    string searchString,  
    bool startsWith = false,  
    bool ignoreCase = false  
)
```

Parameters

strings

Type: [System.String\[\]](#)

searchString

Type: [System.String](#)

startsWith (Optional)

Type: [System.Boolean](#)

just check to see if strings[index] starts with searchString?

ignoreCase (Optional)

Type: [System.Boolean](#)

ignore case?

Return Value

Type: [Int32](#)

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.Normalize Method

Normalize the path according to the path-normalization algorithm

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Normalize ()
```

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.RemovePoint Method

Remove a point and recompute the distance. Thread-safe.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void RemovePoint(  
    int pointIndex  
)
```

Parameters

pointIndex

Type: [System.Int32](#)

index of the point to remove

See Also




[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.VRNPath Properties

The [VRNPath](#) type exposes the following members.

Properties

	Name	Description
	distance	The distance covered by this path
	isNormalized	Has this path been spatially normalized?
	points	an array of points that represent this path

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.distance Property

The distance covered by this path

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double distance { get; private set; }
```

Property Value

Type: [Double](#)

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.isNormalized Property

Has this path been spatially normalized?

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isNormalized { get; private set; }
```

Property Value

Type: [Boolean](#)

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPath.points Property

an array of points that represent this path

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public VRNPoint3[] points { get; private set; }
```

Property Value

Type: [VRNPoint3\[\]](#)

See Also

[VRNPath Class](#)

[\(Default Namespace\) Namespace](#)

VRNPlayerManager Class

This class is attached to the VRNPlayerController, and sets up the quality/VR settings for the unity engine based upon the contents of [VRNChairSettings](#).

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).VRNPlayerManager

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#











```
public class VRNPlayerManager : MonoBehaviour
```

The **VRNPlayerManager** type exposes the following members.
























Constructors

	Name	Description
	VRNPlayerManager	Initializes a new instance of the VRNPlayerManager class




Methods

	Name	Description
	Awake	
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	Equals	(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is

		reclaimed by garbage collection. (Inherited from Object.)
	GetCachedPtr	(Inherited from Object.)
	GetComponent(Type)	(Inherited from Component.)
	GetComponent(String)	(Inherited from Component.)
	GetComponent`1()	(Inherited from Component.)
	GetComponentFastPath	(Inherited from Component.)
	GetComponentInChildren(Type)	(Inherited from Component.)
	GetComponentInChildren`1()	(Inherited from Component.)
	GetComponentInParent(Type)	(Inherited from Component.)
	GetComponentInParent`1()	(Inherited from Component.)
	GetComponents(Type)	(Inherited from Component.)
	GetComponents(Type, List(Component))	(Inherited from Component.)
	GetComponents`1()	(Inherited from Component.)
	GetComponents`1(List(UMP))	(Inherited from Component.)
	GetComponentsForListInternal	(Inherited from Component.)
	GetComponentsInChildren(Type)	(Inherited from Component.)
	GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1()	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
	GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
	GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
	GetComponentsInParent(Type)	(Inherited from Component.)
	GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
	GetComponentsInParent`1()	(Inherited from Component.)
	GetComponentsInParent`1(Boolean)	(Inherited from Component.)
	GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
	GetHashCode	(Inherited from Object.)
	GetInstanceID	(Inherited from Object.)
	GetType	Gets the type of the current instance. (Inherited from Object.)
	Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)
	Internal_IsInvokingAll	(Inherited from MonoBehaviour.)
	Invoke	(Inherited from MonoBehaviour.)





 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component.)
	audio	Obsolete. (Inherited from Component.)
	camera	Obsolete. (Inherited from Component.)
	collider	Obsolete. (Inherited from Component.)
	collider2D	Obsolete. (Inherited from Component.)
	constantForce	Obsolete. (Inherited from Component.)
	enabled	(Inherited from Behaviour.)
	gameObject	(Inherited from Component.)
	guiElement	Obsolete. (Inherited from Component.)
	guiText	Obsolete. (Inherited from Component.)
	guiTexture	Obsolete. (Inherited from Component.)
	hideFlags	(Inherited from Object.)
	hingeJoint	Obsolete. (Inherited from Component.)
	isActiveAndEnabled	(Inherited from Behaviour.)
	light	Obsolete. (Inherited from Component.)
	name	(Inherited from Object.)
	networkView	Obsolete. (Inherited from Component.)
	particleEmitter	Obsolete. (Inherited from Component.)
	particleSystem	Obsolete. (Inherited from Component.)
	renderer	Obsolete. (Inherited from Component.)
	rigidbody	Obsolete. (Inherited from Component.)

 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

See Also

[\(Default Namespace\) Namespace](#)

VRNPlayerManager Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNPlayerManager ()
```




See Also

[VRNPlayerManager Class](#)

[\(Default Namespace\) Namespace](#)

VRNPlayerManager.VRNPlayerManager Fields

Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)

See Also




























[VRNPlayerManager Class](#)





























[\(Default Namespace\) Namespace](#)









VRNPlayerManager.VRNPlayerManager Methods

The [VRNPlayerManager](#) type exposes the following members.

Methods

Name	Description
 Awake	
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentsInChildren`1()	(Inherited from Component .)

 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)

 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[VRNPlayerManager Class](#)

[\(Default Namespace\) Namespace](#)

VRNPlayerManager.Awake Method

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private void Awake ()
```

See Also













[VRNPlayerManager Class](#)






[\(Default Namespace\) Namespace](#)

VRNPlayerManager.VRNPlayerManager Properties

The [VRNPlayerManager](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[VRNPlayerManager Class](#)

[\(Default Namespace\) Namespace](#)

VRNPoint3 Structure

A 3D point with double components.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax






```
C#
public struct VRNPoint3
```

The **VRNPoint3** type exposes the following members.




Constructors

	Name	Description
	VRNPoint3	constructor

Methods

	Name	Description
	ComputeDistance	Compute the Euclidean distance to another point
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
	x	each coordinate
	y	each coordinate
	z	each coordinate

See Also

[\(Default Namespace\) Namespace](#)

VRNPoint3 Constructor

constructor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNPoint3 (  
    double _x,  
    double _y,  
    double _z  
)
```

Parameters

_x

Type: [System.Double](#)

_y

Type: [System.Double](#)

_z

Type: [System.Double](#)

See Also




[VRNPoint3 Structure](#)

[\(Default Namespace\) Namespace](#)

VRNPoint3.VRNPoint3 Fields

The [VRNPoint3](#) type exposes the following members.

Fields

	Name	Description
	x	each coordinate
	y	each coordinate
	z	each coordinate

See Also

[VRNPoint3 Structure](#)

[\(Default Namespace\) Namespace](#)

VRNPoint3.x Field

each coordinate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double x
```

Field Value

Type: [Double](#)

See Also

[VRNPoint3 Structure](#)

[\(Default Namespace\) Namespace](#)

VRNPoint3.y Field

each coordinate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double y
```

Field Value

Type: [Double](#)

See Also

[VRNPoint3 Structure](#)

[\(Default Namespace\) Namespace](#)

VRNPoint3.z Field

each coordinate

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double z
```

Field Value

Type: [Double](#)

See Also






[VRNPoint3 Structure](#)

[\(Default Namespace\) Namespace](#)

VRNPoint3.VRNPoint3 Methods

The [VRNPoint3](#) type exposes the following members.

Methods

Name	Description
 ComputeDistance	Compute the Euclidean distance to another point
 Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
 GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

See Also

[VRNPoint3 Structure](#)

[\(Default Namespace\) Namespace](#)

VRNPoint3.ComputeDistance Method

Compute the Euclidean distance to another point

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public double ComputeDistance(  
    VRNPoint3 other  
)
```

Parameters

other

Type: [\(Default Namespace\).VRNPoint3](#)

Return Value

Type: [Double](#)

See Also

[VRNPoint3 Structure](#)

[\(Default Namespace\) Namespace](#)

VRNScoring Class

Use this utility class to compute scores for different paths in a VRN environment

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).VRNScoring

Namespace: [\(Default Namespace\)](#)


Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax








```
C#  
public class VRNScoring
```

The **VRNScoring** type exposes the following members.

Constructors

	Name	Description
	VRNScoring	Initializes a new instance of the VRNScoring class

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Score	Compute the score of a path with respect to a minimal distance path
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[\(Default Namespace\) Namespace](#)

VRNScoring Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNScoring ()
```

See Also









[VRNScoring Class](#)

[\(Default Namespace\) Namespace](#)

VRNScoring.VRNScoring Methods

The [VRNScoring](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 	Score	Compute the score of a path with respect to a minimal distance path
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNScoring Class](#)

[\(Default Namespace\) Namespace](#)

VRNScoring.Score Method

Compute the score of a path with respect to a minimal distance path

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static double Score(  
    VRNPath path,  
    VRNPath minPath,  
    VRNScoring.VRNScoreType scoreType  
)
```

Parameters

path

Type: [\(Default Namespace\).VRNPath](#)

the path to score

minPath

Type: [\(Default Namespace\).VRNPath](#)

the shortest possible route to get between the start and end point

scoreType

Type: [\(Default Namespace\).VRNScoring.VRNScoreType](#)

which algorithm should be used to compute the score

Return Value

Type: [Double](#)

a double score that compares this path to minPath.

See Also

[VRNScoring Class](#)

[\(Default Namespace\) Namespace](#)

VRNScoring.VRNScoreType Enumeration

Represent the different ways of scoring a path

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum VRNScoreType
```

Members

Member name	Value	Description
SIMPLE_DIST	0	Normalize with respect to short distance
BYAGOWI_1	1	Algorithm used by Byagowi in the paper 'Design of a Virtual Reality Navigational (VRN) Experiment for Assessment of Egocentric Spatial Cognition' as published in the 2012 IEEE EMBC

See Also

[\(Default Namespace\) Namespace](#)

VRNTaskOrder Class

Define the order in which to present tasks to the participant.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).AbstractVRNSettings

(Default Namespace).VRNTaskOrder

Namespace: [\(Default Namespace\)](#)



Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax










```
C#
public class VRNTaskOrder : AbstractVRNSettings
```



The **VRNTaskOrder** type exposes the following members.

Constructors








	Name	Description
	VRNTaskOrder	
	VRNTaskOrder	Initializes a new instance of the VRNTaskOrder class. Call Load() instead!

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Use this in lieu of a constructor, this ensures that whatever VRNTaskOrder <i>Return Value</i> Type: Return an instance of VRNTemp. If a suitable file exists, the paramters will be loaded from it. otherwise, default settings will be used and a new file will be created.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)

 Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings.)
 ToString	Returns a string that represents the current object. (Inherited from Object.)

Fields

	Name	Description
	isPseudoRandom	Pseudorandom order? if yes, will randomly choose between two successive tasks for each task (only half of tasks in tasksOrder will be used)
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings.)
 	TASK_ORDER_FILE_NAME	The task order file name
	tasksOrder	task order
 	theInstance	

See Also

[\(Default Namespace\) Namespace](#)

VRNTaskOrder Constructor

Initializes a new instance of the [VRNTaskOrder](#) class. Call [Load\(\)](#) instead!

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public VRNTaskOrder ()
```

See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder Constructor

Initializes the static fields of the [VRNTaskOrder](#) class

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
static VRNTaskOrder ()
```

See Also








[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.VRNTaskOrder Fields

The [VRNTaskOrder](#) type exposes the following members.

Fields

	Name	Description
	isPseudoRandom	Pseudorandom order? if yes, will randomly choose between two successive tasks for each task (only half of tasks in tasksOrder will be used)
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings .)
 	TASK_ORDER_FILE_NAME	The task order file name
	tasksOrder	task order
 	theInstance	

See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.isPseudoRandom Field

Pseudorandom order? if yes, will randomly choose between two successive tasks for each task (only half of tasks in tasksOrder will be used)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public bool isPseudoRandom
```

Field Value

Type: [Boolean](#)

See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.TASK_ORDER_FILE_NAME Field

The task order file name

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string TASK_ORDER_FILE_NAME
```

Field Value

Type: [String](#)

See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.tasksOrder Field

task order

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string[] tasksOrder
```

Field Value

Type: [String\[\]](#)

See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.theInstance Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private static VRNTaskOrder theInstance
```

Field Value

Type: [VRNTaskOrder](#)

See Also












[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.VRNTaskOrder Methods

The [VRNTaskOrder](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Use this in lieu of a constructor, this ensures that whatever VRNTaskOrder <i>Return Value</i> Type: Return an instance of VRNTemp. If a suitable file exists, the paramters will be loaded from it. otherwise, default settings will be used and a new file will be created.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.Load Method

Use this in lieu of a constructor, this ensures that whatever VRNTaskOrder

Return Value

Type: [VRNTaskOrder](#)

Return an instance of VRNTemp. If a suitable file exists, the paramters will be loaded from it. otherwise, default settings will be used and a new file will be created.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public static VRNTaskOrder Load()
```

Return Value

Type: [VRNTaskOrder](#)



See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.Save Method

Overload List

	Name	Description
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)

See Also

[VRNTaskOrder Class](#)

[\(Default Namespace\) Namespace](#)

VRNTaskOrder.Save Method

Store the current settings to disk, at the default path. overwrites whatever is currently on disk.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Save ()
```

See Also

[VRNTaskOrder Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

VRNTemp Class

Store temporary information that relates to the Virtual House program. This allows the current state of an on-going trial to be saved to disk and resumed at a later point. (e.g. if the player needs to stop and start again). The backing file can be found in the Unity Persistent data location (**persistentDataPath**). (E.g. C:\Users\[Username]\AppData\[Company Name]\[Product Name] on Windows)

Inheritance Hierarchy

[System.Object](#)

[\(Default Namespace\).AbstractVRNSettings](#)

(Default Namespace).VRNTemp

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0



Syntax

C#









```
public class VRNTemp : AbstractVRNSettings
```





The **VRNTemp** type exposes the following members.

Constructors







	Name	Description
	VRNTemp	
	VRNTemp	Default constructor initializes default values, should ONLY be called by baseclass. if you want an instance of VRNTemp, call VRNTemp.Load()!!!!

Methods

	Name	Description
	Delete	Deletes the file containing these settings.
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Use this in lieu of a constructor, this ensures that whatever VRNTemp object you have is based off whatever is stored in the filesystem. For convenience, assumes default file location/name.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)

 OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings.)
 Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save().)
 Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings.)
 ToString	Returns a string that represents the current object. (Inherited from Object.)

Fields

	Name	Description
	assessmentMode	current mode
	currentAssessmentName	The name of the file that is currently being logged
 S	HOUSE_TEMP_FILE_NAME	The name of the file where settings are stored.
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings.)
 S	theInstance	
	trialNumber	current trial number

See Also

[\(Default Namespace\) Namespace](#)

VRNTemp Constructor

Default constructor initializes default values, should ONLY be called by baseclass. if you want an instance of VRNTemp, call VRNTemp.Load()!!!!

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public VRNTemp ()
```

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp Constructor

Initializes the static fields of the [VRNTemp](#) class

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
static VRNTemp ()
```

See Also







[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.VRNTemp Fields

The [VRNTemp](#) type exposes the following members.

Fields

	Name	Description
	assessmentMode	current mode
	currentAssessmentName	The name of the file that is currently being logged
	HOUSE_TEMP_FILE_NAME	The name of the file where settings are stored.
	lastEdited	Last time this file wrote itself out to disk. This is used to detect if the file was changed externally. (e.g. by a user) (Inherited from AbstractVRNSettings .)
	theInstance	
	trialNumber	current trial number

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.assessmentMode Field

current mode

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public VRNTemp.AssessmentType assessmentMode
```

Field Value

Type: [VRNTemp.AssessmentType](#)

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.currentAssessmentName Field

The name of the file that is currently being logged

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public string currentAssessmentName
```

Field Value

Type: [String](#)

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.HOUSE_TEMP_FILE_NAME Field

The name of the file where settings are stored.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public const string HOUSE_TEMP_FILE_NAME
```

Field Value

Type: [String](#)

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.theInstance Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
private static VRNTemp theInstance
```

Field Value

Type: [VRNTemp](#)

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.trialNumber Field

current trial number

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public int trialNumber
```

Field Value

Type: [Int32](#)

See Also













[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.VRNTemp Methods

The [VRNTemp](#) type exposes the following members.

Methods

	Name	Description
	Delete	Deletes the file containing these settings.
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
 	Load	Use this in lieu of a constructor, this ensures that whatever VRNTemp object you have is based off whatever is stored in the filesystem. For convenience, assumes default file location/name.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	called when it gets destroyed (Inherited from AbstractVRNSettings .)
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.Delete Method

Deletes the file containing these settings.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void Delete ()
```

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.Load Method

Use this in lieu of a constructor, this ensures that whatever `VRNTemp` object you have is based off whatever is stored in the filesystem. For convenience, assumes default file location/name.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public static VRNTemp Load ()
```

Return Value

Type: [VRNTemp](#)

Return an instance of `VRNTemp`. If a suitable file exists, the paramters will be loaded from it. otherwise, default settings will be used and a new file will be created.



See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.Save Method

Overload List

	Name	Description
	Save()	Store the current settings to disk, at the default path. overwrites whatever is currently on disk. (Overrides AbstractVRNSettings.Save() .)
	Save(String, String, Type)	Store the current settings to disk. overwrites whatever is currently on disk. (Inherited from AbstractVRNSettings .)

See Also

[VRNTemp Class](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.Save Method

Store the current settings to disk, at the default path. overwrites whatever is currently on disk.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Save ()
```

See Also

[VRNTemp Class](#)

[Save Overload](#)

[\(Default Namespace\) Namespace](#)

VRNTemp.AssessmentType Enumeration

Assessments may be run in different modes.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum AssessmentType
```

Members

Member name	Value	Description
TRAINING	0	no data is logged, the next task is defined by trainingTaskName .
RANDOM_TASKS	1	The next task is randomly chosen.
ORDERED_TASKS	2	the next task is chosen from the list defined in VRNTaskOrder .
EXIT	3	the next task will be for the participant to find the door they entered through initially.

See Also

[\(Default Namespace\) Namespace](#)

WebcamRender Class

Display the feed of a webcam in a texture. This **MonoBehaviour** should be applied to a **GameObject** that you want to render a webcam feed to.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

(Default Namespace).WebcamRender

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#











```
public class WebcamRender : MonoBehaviour
```

The **WebcamRender** type exposes the following members.




























Constructors

	Name	Description
	WebcamRender	Initializes a new instance of the WebcamRender class


Methods





	Name	Description
	Awake	Awake is called when the script instance is being loaded (Since v1.0)
	BroadcastMessage(String)	(Inherited from Component .)
	BroadcastMessage(String, Object)	(Inherited from Component .)
	BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
	BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
	CancelInvoke()	(Inherited from MonoBehaviour .)
	CancelInvoke(String)	(Inherited from MonoBehaviour .)
	CompareTag	(Inherited from Component .)
	ConnectWebcam	Connect to a webcam at 320x240 @75fps
	Equals	(Inherited from Object .)

 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
 GetCachedPtr	(Inherited from Object.)
 GetComponent(Type)	(Inherited from Component.)
 GetComponent(String)	(Inherited from Component.)
 GetComponent`1()	(Inherited from Component.)
 GetComponentFastPath	(Inherited from Component.)
 GetComponentInChildren(Type)	(Inherited from Component.)
 GetComponentInChildren`1()	(Inherited from Component.)
 GetComponentInParent(Type)	(Inherited from Component.)
 GetComponentInParent`1()	(Inherited from Component.)
 GetComponents(Type)	(Inherited from Component.)
 GetComponents(Type, List(Component))	(Inherited from Component.)
 GetComponents`1()	(Inherited from Component.)
 GetComponents`1(List(UMP))	(Inherited from Component.)
 GetComponentsForListInternal	(Inherited from Component.)
 GetComponentsInChildren(Type)	(Inherited from Component.)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1()	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component.)
 GetComponentsInChildren`1(List(UMP))	(Inherited from Component.)
 GetComponentsInChildren`1(Boolean, List(UMP))	(Inherited from Component.)
 GetComponentsInParent(Type)	(Inherited from Component.)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component.)
 GetComponentsInParent`1()	(Inherited from Component.)
 GetComponentsInParent`1(Boolean)	(Inherited from Component.)
 GetComponentsInParent`1(Boolean, List(UMP))	(Inherited from Component.)
 GetHashCode	(Inherited from Object.)
 GetInstanceID	(Inherited from Object.)
 GetType	Gets the type of the current instance. (Inherited from Object.)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour.)



















 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Start is called just before any of the Update methods is called the first time (Since v1.0)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 StopWebcam	Stop the webcam
 ToString	(Inherited from Object .)








Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)

	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	webcamMaterial	
	webcamTex	

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)

 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[\(Default Namespace\) Namespace](#)

WebcamRender Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public WebcamRender ()
```






See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WebcamRender.WebcamRender Fields

Fields

	Name	Description
	m_CachedPtr	(Inherited from Object .)
	m_InstanceID	(Inherited from Object .)
	m_UnityRuntimeErrorString	(Inherited from Object .)
	webcamMaterial	
	webcamTex	

See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WebcamRender.webcamMaterial Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private Material webcamMaterial
```

Field Value

Type: **Material**

See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WebcamRender.webcamTex Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private WebCamTexture webcamTex
```

Field Value

Type: **WebCamTexture**

See Also



























[WebcamRender Class](#)






























[\(Default Namespace\) Namespace](#)













WebcamRender.WebcamRender Methods

The [WebcamRender](#) type exposes the following members.

Methods

Name	Description
 Awake	Awake is called when the script instance is being loaded (Since v1.0)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 ConnectWebcam	Connect to a webcam at 320x240 @75fps
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetCachedPtr	(Inherited from Object .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)

 GetComponentInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Start is called just before any of the Update methods is called the first time (Since v1.0)

 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 StopWebcam	Stop the webcam
 ToString	(Inherited from Object .)

See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WebcamRender.Awake Method

Awake is called when the script instance is being loaded (Since v1.0)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public void Awake ()
```

See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WebcamRender.ConnectWebcam Method

Connect to a webcam at 320x240 @75fps

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool ConnectWebcam(  
    string webcamName  
)
```

Parameters

webcamName

Type: [System.String](#)

Return Value

Type: [Boolean](#)

See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WebcamRender.Start Method

Start is called just before any of the Update methods is called the first time (Since v1.0)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public void Start ()
```

See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WebcamRender.StopWebcam Method

Stop the webcam

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool StopWebcam ()
```

Return Value

Type: [Boolean](#)

true if the webcam was stopped, false if not or if no webcam was running.

See Also









[WebcamRender Class](#)






[\(Default Namespace\) Namespace](#)

WebcamRender.WebcamRender Properties

The [WebcamRender](#) type exposes the following members.

Properties

	Name	Description
	animation	Obsolete. (Inherited from Component .)
	audio	Obsolete. (Inherited from Component .)
	camera	Obsolete. (Inherited from Component .)
	collider	Obsolete. (Inherited from Component .)
	collider2D	Obsolete. (Inherited from Component .)
	constantForce	Obsolete. (Inherited from Component .)
	enabled	(Inherited from Behaviour .)
	gameObject	(Inherited from Component .)
	guiElement	Obsolete. (Inherited from Component .)
	guiText	Obsolete. (Inherited from Component .)
	guiTexture	Obsolete. (Inherited from Component .)
	hideFlags	(Inherited from Object .)
	hingeJoint	Obsolete. (Inherited from Component .)
	isActiveAndEnabled	(Inherited from Behaviour .)
	light	Obsolete. (Inherited from Component .)
	name	(Inherited from Object .)
	networkView	Obsolete. (Inherited from Component .)
	particleEmitter	Obsolete. (Inherited from Component .)
	particleSystem	Obsolete. (Inherited from Component .)
	renderer	Obsolete.

		(Inherited from Component .)
	rigidbody	Obsolete. (Inherited from Component .)
	rigidbody2D	Obsolete. (Inherited from Component .)
	tag	(Inherited from Component .)
	transform	(Inherited from Component .)
	useGUILayout	(Inherited from MonoBehaviour .)

See Also

[WebcamRender Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask Class

Window that has a [GotoTask](#) associated with it. These are used in the VRN House as targets. Each `WindowTask` also has a target indicator (a big 'X') assigned to it so that it can be highlighted when the participant views it from the outside of the house. `WindowTasks` also communicate to the [JudgementLogger](#) on the participant's `GameObject` to indicate which window was visited; this allows the log file to be correctly generated.

Inheritance Hierarchy

[System.Object](#)

Object

Component

Behaviour

MonoBehaviour

[\(Default Namespace\).AbstractVRETask](#)

[\(Default Namespace\).GotoTask](#)

[\(Default Namespace\).WindowTask](#)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


Syntax

C#






```
public class WindowTask : GotoTask
```

























The `WindowTask` type exposes the following members.




























Constructors
























	Name	Description
	WindowTask	Initializes a new instance of the <code>WindowTask</code> class

Methods


	Name	Description
	AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing. (Inherited from AbstractVRETask .)
	Awake	<code>Awake</code> is called when the script instance is being loaded (Overrides GotoTask.Awake() .)
	<code>BroadcastMessage(String)</code>	(Inherited from <code>Component</code> .)
	<code>BroadcastMessage(String, Object)</code>	(Inherited from <code>Component</code> .)
	<code>BroadcastMessage(String, SendMessageOptions)</code>	(Inherited from <code>Component</code> .)















 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task. (Inherited from AbstractVRETask .)
 DidComplete	Check to see if the task was completed. This task counts as 'completed' when a qualifying AbstractVREPlayer enters the trigger area, and stays within it for a specific amount of time, specified by [P:latency]. (Overrides GotoTask.DidComplete() .)
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task. (Inherited from AbstractVRETask .)
 DidSetActive	The 'active' state of this task has changed (Overrides GotoTask.DidSetActive(Boolean) .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update) (Inherited from AbstractVRETask .)
 GetCachedPtr	(Inherited from Object .)
 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned. (Inherited from GotoTask .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)

	<code>GetComponent<T>(List<UMP>)</code>	(Inherited from Component .)
	<code>GetComponentForListInternal</code>	(Inherited from Component .)
	<code>GetComponentInChildren(Type)</code>	(Inherited from Component .)
	<code>GetComponentInChildren(Type, Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInChildren<T>()</code>	(Inherited from Component .)
	<code>GetComponentInChildren<T>(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInChildren<T>(List<UMP>)</code>	(Inherited from Component .)
	<code>GetComponentInChildren<T>(Boolean, List<UMP>)</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type)</code>	(Inherited from Component .)
	<code>GetComponentInParent(Type, Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent<T>()</code>	(Inherited from Component .)
	<code>GetComponentInParent<T>(Boolean)</code>	(Inherited from Component .)
	<code>GetComponentInParent<T>(Boolean, List<UMP>)</code>	(Inherited from Component .)
	<code>GetHashCode</code>	(Inherited from Object .)
	<code>GetInstanceID</code>	(Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	Initialize	initialize the WindowTask, also set its position in the virtual house (Overrides AbstractVRETask.Initialize(String, Boolean) .)
	<code>Internal_CancelInvokeAll</code>	(Inherited from MonoBehaviour .)
	<code>Internal_IsInvokingAll</code>	(Inherited from MonoBehaviour .)
	<code>Invoke</code>	(Inherited from MonoBehaviour .)
	<code>InvokeRepeating</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking()</code>	(Inherited from MonoBehaviour .)
	<code>IsInvoking(String)</code>	(Inherited from MonoBehaviour .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	OnDestroy	Call once when GameObject gets cleaned up from memory (Inherited from AbstractVRETask .)
	OnTriggerEnter	A collider entered this trigger box (Overrides GotoTask.OnTriggerEnter(Collider) .)
	OnTriggerExit	A collider exited this trigger box (Overrides GotoTask.OnTriggerExit(Collider) .)











 OnTriggerStay	OnTriggerStay is called once per frame for every Collider other than that is touching the trigger (Inherited from GotoTask .)
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant. (Inherited from AbstractVRETask .)
 ResetTask	Mark this task as incomplete and clear completedByPlayer (Inherited from AbstractVRETask .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization (Overrides AbstractVRETask.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)
 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 Tostring	(Inherited from Object .)
























Fields

Name	Description
 _assignedPlayers	(Inherited from AbstractVRETask .)

 isShowingTarget	
 isTaskActive	(Inherited from AbstractVRETask.)
 didEnter	did something enter the trigger area? (Inherited from GotoTask.)
 didStart	(Inherited from AbstractVRETask.)
 goodJobSource	play a sound when the participant completes the task
 isInitialized	(Inherited from AbstractVRETask.)
 latency	how long does a participant need to stay in the task? (Inherited from GotoTask.)
 m_CachedPtr	(Inherited from Object.)
 m_InstanceID	(Inherited from Object.)
 m_UnityRuntimeErrorString	(Inherited from Object.)
 mDescriptor	Describe where the window is in relation to the others.
 occupyingTimesByPlayer	how long have all the players in this task been there? (Inherited from GotoTask.)
 targetIconObject	highlight the window
 targetTemplate	point to an asset to use as a target (i.e. geometry)

Properties

Name	Description
 animation	Obsolete. (Inherited from Component.)
 assignedPlayers	Player(s) (Participant(s)) that are assigned to this task (Inherited from AbstractVRETask.)
 audio	Obsolete. (Inherited from Component.)
 camera	Obsolete. (Inherited from Component.)
 collider	Obsolete. (Inherited from Component.)
 collider2D	Obsolete. (Inherited from Component.)
 completedByPlayer	The player (participant?) that completed this task (if applicable) (Inherited from AbstractVRETask.)
 constantForce	Obsolete. (Inherited from Component.)
 description	short description of this specific task (Inherited from AbstractVRETask.)
 enabled	(Inherited from Behaviour.)

 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false. (Inherited from AbstractVRETask .)
 isShowingTarget	enable/disable the target indicator ('X')
 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Booleam) callback will get called. (Inherited from AbstractVRETask .)
 light	Obsolete. (Inherited from Component .)
 mEnvironment	The environment in which this task is located (Inherited from AbstractVRETask .)
 mType	Declare a type for this task (Inherited from GotoTask .)
 name	(Inherited from Object .)
 networkView	Obsolete. (Inherited from Component .)
 particleEmitter	Obsolete. (Inherited from Component .)
 particleSystem	Obsolete. (Inherited from Component .)
 renderer	Obsolete. (Inherited from Component .)
 rigidbody	Obsolete. (Inherited from Component .)
 rigidbody2D	Obsolete. (Inherited from Component .)
 tag	(Inherited from Component .)
 transform	(Inherited from Component .)
 useGUILayout	(Inherited from MonoBehaviour .)

VRN House: Unity

See Also

[\(Default Namespace\) Namespace](#)

WindowTask Constructor

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

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public WindowTask ()
```

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.WindowTask Fields

The [WindowTask](#) type exposes the following members.

Fields

Name	Description
 assignedPlayers	(Inherited from AbstractVRETask .)
 isShowingTarget	
 isTaskActive	(Inherited from AbstractVRETask .)
 didEnter	did something enter the trigger area? (Inherited from GotoTask .)
 didStart	(Inherited from AbstractVRETask .)
 goodJobSource	play a sound when the participant completes the task
 isInitialized	(Inherited from AbstractVRETask .)
 latency	how long does a participant need to stay in the task? (Inherited from GotoTask .)
 m_CachedPtr	(Inherited from Object .)
 m_InstanceID	(Inherited from Object .)
 m_UnityRuntimeErrorString	(Inherited from Object .)
 mDescriptor	Describe where the window is in relation to the others.
 occupyingTimesByPlayer	how long have all the players in this task been there? (Inherited from GotoTask .)
 targetIconObject	highlight the window
 targetTemplate	point to an asset to use as a target (i.e. geometry)

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask._isShowingTarget Field

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
private bool _isShowingTarget
```

Field Value

Type: [Boolean](#)

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.goodJobSource Field

play a sound when the participant completes the task

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public AudioSource goodJobSource
```

Field Value

Type: **AudioSource**

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.mDescriptor Field

Describe where the window is in relation to the others.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public WindowTaskDescriptor mDescriptor
```

Field Value

Type: [WindowTaskDescriptor](#)

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.targetIconObject Field

highlight the window

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public GameObject targetIconObject
```

Field Value

Type: **GameObject**

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.targetTemplate Field

point to an asset to use as a target (i.e. geometry)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public Transform targetTemplate
```

Field Value

Type: **Transform**

See Also


















[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

























WindowTask.WindowTask Methods










The [WindowTask](#) type exposes the following members.

Methods

Name	Description
 AddAssignedPlayer	Assign a new participant to this task, and assign this task to that participant. Successive calls do nothing. (Inherited from AbstractVRETask .)
 Awake	Awake is called when the script instance is being loaded (Overrides GotoTask.Awake() .)
 BroadcastMessage(String)	(Inherited from Component .)
 BroadcastMessage(String, Object)	(Inherited from Component .)
 BroadcastMessage(String, SendMessageOptions)	(Inherited from Component .)
 BroadcastMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 CancelInvoke()	(Inherited from MonoBehaviour .)
 CancelInvoke(String)	(Inherited from MonoBehaviour .)
 CompareTag	(Inherited from Component .)
 DidAddAssignedPlayer	Callback to indicate that a participant has been assigned to this task. (Inherited from AbstractVRETask .)
 DidComplete	Check to see if the task was completed. This task counts as 'completed' when a qualifying AbstractVREPlayer enters the trigger area, and stays within it for a specific amount of time, specified by [P:latency] . (Overrides GotoTask.DidComplete() .)
 DidRemoveAssignedPlayer	Callback to indicate that a participant has been removed from this task. (Inherited from AbstractVRETask .)
 DidSetActive	The 'active' state of this task has changed (Overrides GotoTask.DidSetActive(Boolean) .)
 Equals	(Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 FixedUpdate	call at a fixed rate (unlike Update) (Inherited from AbstractVRETask .)
 GetCachedPtr	(Inherited from Object .)

 GetCompletedTask	This function should be overridden if a custom subclass of CompletedTask is to be returned. (Inherited from GotoTask .)
 GetComponent(Type)	(Inherited from Component .)
 GetComponent(String)	(Inherited from Component .)
 GetComponent`1()	(Inherited from Component .)
 GetComponentFastPath	(Inherited from Component .)
 GetComponentInChildren(Type)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentInParent(Type)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponents(Type)	(Inherited from Component .)
 GetComponents(Type, List(Component))	(Inherited from Component .)
 GetComponents`1()	(Inherited from Component .)
 GetComponents`1(List(UMP))	(Inherited from Component .)
 GetComponentsForListInternal	(Inherited from Component .)
 GetComponentsInChildren(Type)	(Inherited from Component .)
 GetComponentsInChildren(Type, Boolean)	(Inherited from Component .)
 GetComponentInChildren`1()	(Inherited from Component .)
 GetComponentsInChildren`1(Boolean)	(Inherited from Component .)
 GetComponentInChildren`1(List(UMP))	(Inherited from Component .)
 GetComponentInChildren`1(Boolean, List(UMP))	(Inherited from Component .)
 GetComponentsInParent(Type)	(Inherited from Component .)
 GetComponentsInParent(Type, Boolean)	(Inherited from Component .)
 GetComponentInParent`1()	(Inherited from Component .)
 GetComponentsInParent`1(Boolean)	(Inherited from Component .)
 GetComponentInParent`1(Boolean, List(UMP))	(Inherited from Component .)
 GetHashCode	(Inherited from Object .)
 GetInstanceID	(Inherited from Object .)
 GetType	Gets the type of the current instance. (Inherited from Object .)
 Initialize	initialize the WindowTask, also set its position in the virtual house (Overrides AbstractVRETask.Initialize(String, Boolean) .)

 Internal_CancelInvokeAll	(Inherited from MonoBehaviour .)
 Internal_IsInvokingAll	(Inherited from MonoBehaviour .)
 Invoke	(Inherited from MonoBehaviour .)
 InvokeRepeating	(Inherited from MonoBehaviour .)
 IsInvoking()	(Inherited from MonoBehaviour .)
 IsInvoking(String)	(Inherited from MonoBehaviour .)
 MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
 OnDestroy	Call once when GameObject gets cleaned up from memory (Inherited from AbstractVRETask .)
 OnTriggerEnter	A collider entered this trigger box (Overrides GotoTask.OnTriggerEnter(Collider) .)
 OnTriggerExit	A collider exited this trigger box (Overrides GotoTask.OnTriggerExit(Collider) .)
 OnTriggerStay	OnTriggerStay is called once per frame for every Collider other that is touching the trigger (Inherited from GotoTask .)
 RemoveAssignedPlayer	Remove a participant from this task, and remove this task from that participant. (Inherited from AbstractVRETask .)
 ResetTask	Mark this task as incomplete and clear completedByPlayer (Inherited from AbstractVRETask .)
 SendMessage(String)	(Inherited from Component .)
 SendMessage(String, Object)	(Inherited from Component .)
 SendMessage(String, SendMessageOptions)	(Inherited from Component .)
 SendMessage(String, Object, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String)	(Inherited from Component .)
 SendMessageUpwards(String, Object)	(Inherited from Component .)
 SendMessageUpwards(String, SendMessageOptions)	(Inherited from Component .)
 SendMessageUpwards(String, Object, SendMessageOptions)	(Inherited from Component .)
 Start	Use this for initialization (Overrides AbstractVRETask.Start() .)
 StartCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StartCoroutine(String)	(Inherited from MonoBehaviour .)

 StartCoroutine(String, Object)	(Inherited from MonoBehaviour .)
 StartCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopAllCoroutines	(Inherited from MonoBehaviour .)
 StopCoroutine(String)	(Inherited from MonoBehaviour .)
 StopCoroutine(IEnumerator)	(Inherited from MonoBehaviour .)
 StopCoroutine(Coroutine)	(Inherited from MonoBehaviour .)
 StopCoroutine_Auto	(Inherited from MonoBehaviour .)
 StopCoroutineViaEnumerator_Auto	(Inherited from MonoBehaviour .)
 ToString	(Inherited from Object .)

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.Awake Method

Awake is called when the script instance is being loaded

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Awake ()
```

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.DidComplete Method

Check to see if the task was completed. This task counts as 'completed' when a qualifying [AbstractVREPlayer](#) enters the trigger area, and stays within it for a specific amount of time, specified by **[P:latency]**.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override bool DidComplete ()
```

Return Value

Type: [Boolean](#)

false if task was not completed this frame.

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.DidSetActive Method

The 'active' state of this task has changed

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void DidSetActive (  
    bool active  
)
```

Parameters

active

Type: [System.Boolean](#)

What has the 'active' state changed to?

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.Initialize Method

initialize the WindowTask, also set its position in the virtual house

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override bool Initialize(  
    string description,  
    bool isActive  
)
```

Parameters

description

Type: [System.String](#)

isActive

Type: [System.Boolean](#)

Return Value

Type: [Boolean](#)

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.OnTriggerEnter Method

A collider entered this trigger box

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void OnTriggerEnter (  
    Collider other  
)
```

Parameters

other

Type: **Collider**

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.OnTriggerExit Method

A collider exited this trigger box

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public override void OnTriggerExit (  
    Collider other  
)
```

Parameters

other

Type: **Collider**

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.Start Method

Use this for initialization

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public override void Start ()
```

See Also




















[WindowTask Class](#)















[\(Default Namespace\) Namespace](#)

WindowTask.WindowTask Properties

The [WindowTask](#) type exposes the following members.

Properties

Name	Description
 animation	Obsolete. (Inherited from Component .)
 assignedPlayers	Player(s) (Participant(s)) that are assigned to this task (Inherited from AbstractVRETask .)
 audio	Obsolete. (Inherited from Component .)
 camera	Obsolete. (Inherited from Component .)
 collider	Obsolete. (Inherited from Component .)
 collider2D	Obsolete. (Inherited from Component .)
 completedByPlayer	The player (participant?) that completed this task (if applicable) (Inherited from AbstractVRETask .)
 constantForce	Obsolete. (Inherited from Component .)
 description	short description of this specific task (Inherited from AbstractVRETask .)
 enabled	(Inherited from Behaviour .)
 gameObject	(Inherited from Component .)
 guiElement	Obsolete. (Inherited from Component .)
 guiText	Obsolete. (Inherited from Component .)
 guiTexture	Obsolete. (Inherited from Component .)
 hideFlags	(Inherited from Object .)
 hingeJoint	Obsolete. (Inherited from Component .)
 isActiveAndEnabled	(Inherited from Behaviour .)
 isCompleted	this will set to true when the task is completed, and cannot be reset to false. (Inherited from AbstractVRETask .)
 isShowingTarget	enable/disable the target indicator ('X')

 isTaskActive	Property that dictates whether the task is active or not. When setting the current 'active' status, the DidSetActive(Boolean) callback will get called. (Inherited from AbstractVRETask.)
 light	Obsolete. (Inherited from Component.)
 mEnvironment	The environment in which this task is located (Inherited from AbstractVRETask.)
 mType	Declare a type for this task (Inherited from GotoTask.)
 name	(Inherited from Object.)
 networkView	Obsolete. (Inherited from Component.)
 particleEmitter	Obsolete. (Inherited from Component.)
 particleSystem	Obsolete. (Inherited from Component.)
 renderer	Obsolete. (Inherited from Component.)
 rigidbody	Obsolete. (Inherited from Component.)
 rigidbody2D	Obsolete. (Inherited from Component.)
 tag	(Inherited from Component.)
 transform	(Inherited from Component.)
 useGUILayout	(Inherited from MonoBehaviour.)

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTask.isShowingTarget Property

enable/disable the target indicator ('X')

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public bool isShowingTarget { get; set; }
```

Property Value

Type: [Boolean](#)

See Also

[WindowTask Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor Class

Describe a window's position in the house. Used to judge a subject's performance in the house.

Inheritance Hierarchy

[System.Object](#)

(Default Namespace).WindowTaskDescriptor

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0


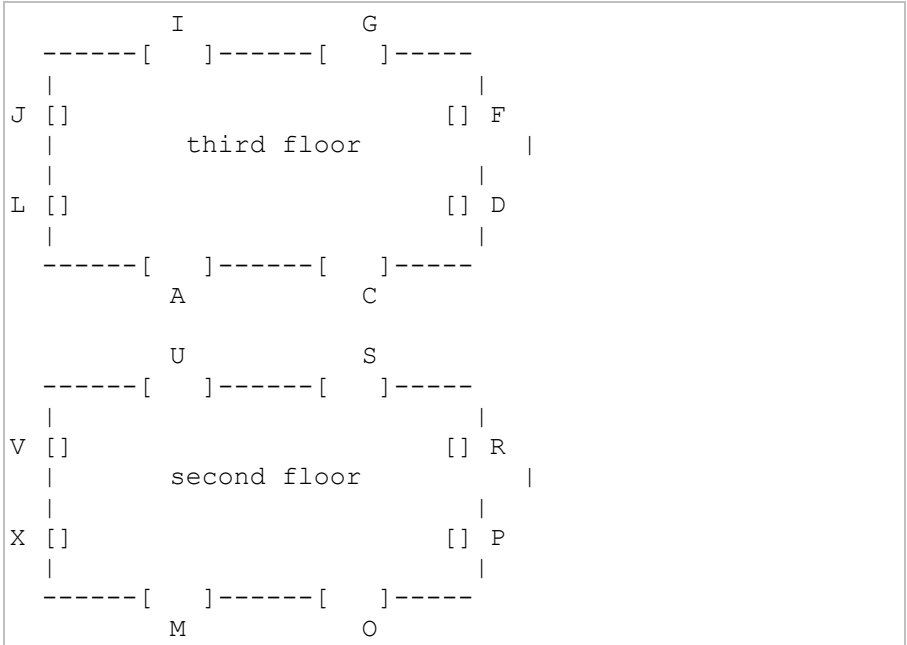
Syntax

C#


```
public class WindowTaskDescriptor
```






The **WindowTaskDescriptor** type exposes the following members.

Constructors





Name	Description
 WindowTaskDescriptor	<p>Constructor. Automatically determines a window's location (i.e. wall, direction, floor) based upon the ID. This is based upon this figure:</p> 

Methods

Name	Description
 Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)

	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

Fields

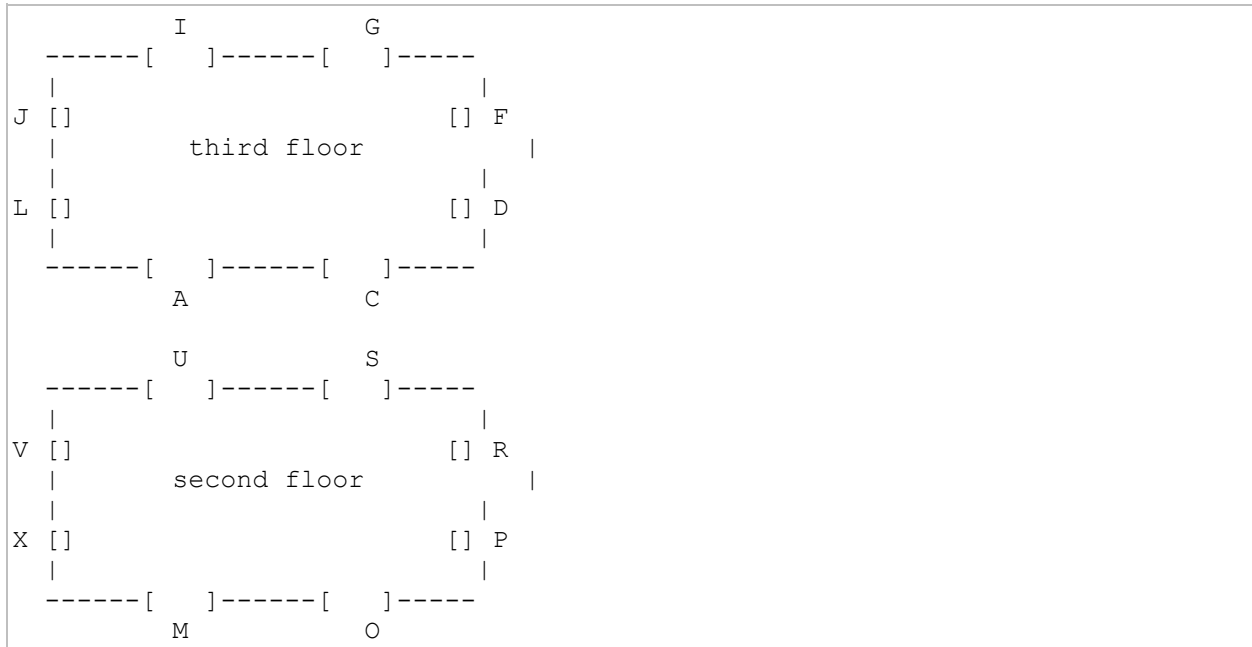
	Name	Description
	description	A letter from A-X identifying the window.
	direction	from outside, 1 is right and 2 is left
	floor	Floor of the house (1 is ground floor)
	wall	from top, north is 1, east is 2, south is 3 and west is 4

See Also

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor Constructor

Constructor. Automatically determines a window's location (i.e. wall, direction, floor) based upon the ID. This is based upon this figure:



Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public WindowTaskDescriptor(
    string description
)
```

Parameters

description

Type: [System.String](#)

Letter code identifying a window (upper case)

See Also





[WindowTaskDescriptor Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.WindowTaskDescriptor Fields

The [WindowTaskDescriptor](#) type exposes the following members.

Fields

	Name	Description
	description	A letter from A-X identifying the window.
	direction	from outside, 1 is right and 2 is left
	floor	Floor of the house (1 is ground floor)
	wall	from top, north is 1, east is 2, south is 3 and west is 4

See Also

[WindowTaskDescriptor Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.description Field

A letter from A-X identifying the window.

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public readonly string description
```

Field Value

Type: [String](#)

See Also

[WindowTaskDescriptor Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.direction Field

from outside, 1 is right and 2 is left

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public readonly WindowTaskDescriptor.RelativeDirection direction
```

Field Value

Type: [WindowTaskDescriptor.RelativeDirection](#)

See Also

[WindowTaskDescriptor Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.floor Field

Floor of the house (1 is ground floor)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public readonly int floor
```

Field Value

Type: [Int32](#)

See Also

[WindowTaskDescriptor Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.wall Field

from top, north is 1, east is 2, south is 3 and west is 4

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

C#

```
public readonly WindowTaskDescriptor.CompassDirection wall
```

Field Value

Type: [WindowTaskDescriptor.CompassDirection](#)

See Also







[WindowTaskDescriptor Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.WindowTaskDescriptor Methods

The [WindowTaskDescriptor](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object is equal to the current Object . (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object .)
	GetType	Gets the type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

See Also

[WindowTaskDescriptor Class](#)

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.CompassDirection Enumeration

There are 4 walls

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum CompassDirection
```

Members

Member name	Value	Description
NORTH	1	The north wall
EAST	2	The east wall
SOUTH	3	The south wall
WEST	4	The west wall

See Also

[\(Default Namespace\) Namespace](#)

WindowTaskDescriptor.RelativeDirection Enumeration

Windows can have 3 positions on a wall (although the middle window has been removed!!)

Namespace: [\(Default Namespace\)](#)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Syntax

```
C#  
public enum RelativeDirection
```

Members

Member name	Value	Description
CENTRE	3	The centre of the wall
LEFT	2	The left side of the wall, viewed from the outside
RIGHT	1	The right side of the wall, viewed from the outside

See Also

[\(Default Namespace\) Namespace](#)