

Dungeon Architect

17.0.0

Generated by Doxygen 1.9.1

1 Namespace Index	1
1.1 Packages	1
2 Hierarchical Index	5
2.1 Class Hierarchy	5
3 Class Index	25
3.1 Class List	25
4 Namespace Documentation	47
4.1 DungeonArchitect Namespace Reference	47
4.2 DungeonArchitect.Builders Namespace Reference	49
4.3 DungeonArchitect.Builders.BSP Namespace Reference	49
4.4 DungeonArchitect.Builders.CircularCity Namespace Reference	49
4.4.1 Enumeration Type Documentation	50
4.4.1.1 CircularCityLandscapeTextureType	50
4.5 DungeonArchitect.Builders.FloorPlan Namespace Reference	50
4.6 DungeonArchitect.Builders.FloorPlan.Tooling Namespace Reference	50
4.7 DungeonArchitect.Builders.Grid Namespace Reference	51
4.7.1 Enumeration Type Documentation	52
4.7.1.1 CellType	52
4.8 DungeonArchitect.Builders.Grid.Mirroring Namespace Reference	52
4.9 DungeonArchitect.Builders.Grid.SpatialConstraints Namespace Reference	53
4.10 DungeonArchitect.Builders.GridFlow Namespace Reference	53
4.11 DungeonArchitect.Builders.Infinity Namespace Reference	53
4.12 DungeonArchitect.Builders.Infinity.Caves Namespace Reference	53
4.13 DungeonArchitect.Builders.Isaac Namespace Reference	54
4.14 DungeonArchitect.Builders.Mario Namespace Reference	54
4.15 DungeonArchitect.Builders.Maze Namespace Reference	54
4.16 DungeonArchitect.Builders.SimpleCity Namespace Reference	55
4.16.1 Enumeration Type Documentation	55
4.16.1.1 SimpleCityLandscapeTextureType	55
4.17 DungeonArchitect.Builders.SimpleCity.SpatialConstraints Namespace Reference	56
4.18 DungeonArchitect.Builders.Snap Namespace Reference	56
4.19 DungeonArchitect.Builders.Snap.Impl Namespace Reference	56
4.20 DungeonArchitect.Builders.Snap.SideScroller Namespace Reference	56
4.21 DungeonArchitect.Builders.Snap.GridFlow Namespace Reference	56
4.22 DungeonArchitect.Builders.Snap.GridFlow.DebugVisuals Namespace Reference	57
4.23 DungeonArchitect.Editors Namespace Reference	57
4.23.1 Enumeration Type Documentation	59
4.23.1.1 ThemeEditorMenuAction	59
4.24 DungeonArchitect.Editors.Flow Namespace Reference	59
4.25 DungeonArchitect.Editors.Flow.Common Namespace Reference	60

4.26 DungeonArchitect.Editors.Flow.DomainEditors Namespace Reference	60
4.27 DungeonArchitect.Editors.Flow.DomainEditors.Layout2D Namespace Reference	60
4.28 DungeonArchitect.Editors.Flow.DomainEditors.Layout3D Namespace Reference	60
4.29 DungeonArchitect.Editors.Flow.DomainEditors.Tilemap Namespace Reference	61
4.30 DungeonArchitect.Editors.Flow.GridFlow Namespace Reference	61
4.31 DungeonArchitect.Editors.Flow.Impl Namespace Reference	61
4.32 DungeonArchitect.Editors.Flow.Layout Namespace Reference	61
4.33 DungeonArchitect.Editors.Flow.SnapGridFlow Namespace Reference	62
4.34 DungeonArchitect.Editors.Flow.Tilemap Namespace Reference	62
4.35 DungeonArchitect.Editors.Graphs Namespace Reference	62
4.36 DungeonArchitect.Editors.SnapFlow Namespace Reference	63
4.37 DungeonArchitect.Editors.SpatialConstraints Namespace Reference	64
4.38 DungeonArchitect.Editors.ThemeEditorTools Namespace Reference	64
4.39 DungeonArchitect.Editors.Utils Namespace Reference	65
4.40 DungeonArchitect.Editors.Visualization Namespace Reference	65
4.41 DungeonArchitect.Editors.Visualization.Implementation Namespace Reference	65
4.42 DungeonArchitect.Extensions Namespace Reference	65
4.43 DungeonArchitect.Flow Namespace Reference	65
4.44 DungeonArchitect.Flow.Domains Namespace Reference	66
4.45 DungeonArchitect.Flow.Domains.Layout Namespace Reference	66
4.46 DungeonArchitect.Flow.Domains.Layout.Pathing Namespace Reference	66
4.47 DungeonArchitect.Flow.Domains.Layout.Tasks Namespace Reference	67
4.48 DungeonArchitect.Flow.Domains.Layout.Tooling Namespace Reference	67
4.49 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D Namespace Reference	67
4.50 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D Namespace Reference	67
4.51 DungeonArchitect.Flow.Domains.Tilemap Namespace Reference	68
4.52 DungeonArchitect.Flow.Domains.Tilemap.Tasks Namespace Reference	69
4.53 DungeonArchitect.Flow.Domains.Tilemap.Tooling Namespace Reference	69
4.54 DungeonArchitect.Flow.Exec Namespace Reference	69
4.55 DungeonArchitect.Flow.Impl Namespace Reference	70
4.56 DungeonArchitect.Flow.Impl.GridFlow Namespace Reference	70
4.57 DungeonArchitect.Flow.Impl.GridFlow.Tasks Namespace Reference	70
4.58 DungeonArchitect.Flow.Impl.SnapGridFlow Namespace Reference	71
4.59 DungeonArchitect.Flow.Impl.SnapGridFlow.Components Namespace Reference	71
4.60 DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints Namespace Reference	71
4.61 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks Namespace Reference	72
4.62 DungeonArchitect.Flow.Items Namespace Reference	72
4.63 DungeonArchitect.Frameworks Namespace Reference	72
4.64 DungeonArchitect.Frameworks.Snap Namespace Reference	72
4.65 DungeonArchitect.Grammar Namespace Reference	73
4.66 DungeonArchitect.Graphs Namespace Reference	73
4.66.1 Enumeration Type Documentation	74

4.66.1.1 GraphPinMouseState	74
4.66.1.2 GraphPinType	74
4.67 DungeonArchitect.Graphs.Layouts Namespace Reference	75
4.68 DungeonArchitect.Graphs.Layouts.Layered Namespace Reference	75
4.69 DungeonArchitect.Graphs.Layouts.Spring Namespace Reference	75
4.70 DungeonArchitect.Graphs.SpatialConstraints Namespace Reference	75
4.71 DungeonArchitect.Landscape Namespace Reference	76
4.71.1 Enumeration Type Documentation	76
4.71.1.1 LandscapeTextureType	76
4.72 DungeonArchitect.LevelStreaming Namespace Reference	76
4.73 DungeonArchitect.MiniMaps Namespace Reference	76
4.74 DungeonArchitect.Navigation Namespace Reference	77
4.75 DungeonArchitect.RoadNetworks Namespace Reference	77
4.76 DungeonArchitect.RoomDesigner Namespace Reference	77
4.77 DungeonArchitect.RoomDesigner.Editors Namespace Reference	78
4.78 DungeonArchitect.RuntimeGraphs Namespace Reference	78
4.79 DungeonArchitect.SpatialConstraints Namespace Reference	78
4.80 DungeonArchitect.SpatialConstraints.Isaac Namespace Reference	78
4.81 DungeonArchitect.Splatmap Namespace Reference	79
4.82 DungeonArchitect.SxEngine Namespace Reference	79
4.83 DungeonArchitect.SxEngine.Utills Namespace Reference	80
4.84 DungeonArchitect.Themeing Namespace Reference	80
4.85 DungeonArchitect.Triangulator Namespace Reference	80
4.86 DungeonArchitect.Triangulator.Geometry Namespace Reference	81
4.87 DungeonArchitect.UI Namespace Reference	81
4.88 DungeonArchitect.UI.Impl Namespace Reference	82
4.89 DungeonArchitect.UI.Impl.UnityEditor Namespace Reference	82
4.90 DungeonArchitect.UI.Widgets Namespace Reference	82
4.91 DungeonArchitect.UI.Widgets.GraphEditors Namespace Reference	83
4.92 DungeonArchitect.Utills Namespace Reference	84
4.93 DungeonArchitect.Utills.Noise Namespace Reference	85
4.94 DungeonArchitect.Visibility Namespace Reference	85
4.95 DungeonArchitect.Visibility.Impl Namespace Reference	85
4.96 SharpNav Namespace Reference	85
4.96.1 Enumeration Type Documentation	87
4.96.1.1 ContourBuildFlags	87
4.96.1.2 Direction	87
4.96.1.3 EdgeFlags	88
4.96.1.4 NodeFlags	88
4.96.1.5 RegionFlags	88
4.97 SharpNav.Collections Namespace Reference	89
4.98 SharpNav.Collections.Generic Namespace Reference	89

4.99 SharpNav.Crowds Namespace Reference	89
4.99.1 Enumeration Type Documentation	90
4.99.1.1 AgentState	90
4.99.1.2 Status	90
4.99.1.3 TargetState	91
4.99.1.4 UpdateFlags	91
4.100 SharpNav.Geometry Namespace Reference	91
4.101 SharpNav.Pathfinding Namespace Reference	92
4.101.1 Enumeration Type Documentation	93
4.101.1.1 BoundarySide	93
4.101.1.2 OffMeshConnectionFlags	93
4.101.1.3 PathBuildFlags	93
4.101.1.4 PolygonType	94
5 Class Documentation	95
5.1 SharpNav.Crowds.Agent Class Reference	95
5.1.1 Detailed Description	96
5.1.2 Member Function Documentation	96
5.1.2.1 Integrate()	96
5.1.2.2 RequestMoveTarget()	97
5.1.2.3 RequestMoveTargetReplan()	97
5.1.2.4 RequestMoveVelocity()	97
5.1.2.5 ResetMoveTarget()	98
5.1.2.6 UpdateAgentParameters()	98
5.2 SharpNav.Crowds.AgentAnimation Struct Reference	98
5.2.1 Detailed Description	99
5.3 SharpNav.Crowds.AgentParams Struct Reference	99
5.3.1 Detailed Description	99
5.4 SharpNav.Area Struct Reference	100
5.4.1 Detailed Description	101
5.4.2 Constructor & Destructor Documentation	101
5.4.2.1 Area()	101
5.4.3 Member Function Documentation	101
5.4.3.1 Equals() [1/3]	101
5.4.3.2 Equals() [2/3]	102
5.4.3.3 Equals() [3/3]	102
5.4.3.4 GetHashCode()	102
5.4.3.5 operator Area()	103
5.4.3.6 operator !=()	103
5.4.3.7 operator ==()	104
5.4.3.8 ToString()	104
5.4.4 Member Data Documentation	104

5.4.4.1 Default	104
5.4.4.2 Id	105
5.4.4.3 Null	105
5.4.5 Property Documentation	105
5.4.5.1 IsWalkable	105
5.5 SharpNav.AreaGenerator Class Reference	105
5.5.1 Detailed Description	107
5.5.2 Member Function Documentation	107
5.5.2.1 From() [1/12]	107
5.5.2.2 From() [2/12]	107
5.5.2.3 From() [3/12]	108
5.5.2.4 From() [4/12]	108
5.5.2.5 From() [5/12]	109
5.5.2.6 From() [6/12]	109
5.5.2.7 From() [7/12]	110
5.5.2.8 From() [8/12]	110
5.5.2.9 From() [9/12]	110
5.5.2.10 From() [10/12]	112
5.5.2.11 From() [11/12]	112
5.5.2.12 From() [12/12]	113
5.5.2.13 MarkAboveHeight()	113
5.5.2.14 MarkAboveSlope()	115
5.5.2.15 MarkAtHeight()	115
5.5.2.16 MarkAtSlope()	116
5.5.2.17 MarkBelowHeight()	116
5.5.2.18 MarkBelowSlope()	117
5.5.2.19 MarkCustomFilter()	117
5.5.2.20 ToArray()	117
5.6 DungeonArchitect.Editors.AssetBuilder Class Reference	118
5.6.1 Detailed Description	118
5.7 DungeonArchitect.Editors.AssetThumbnailCache Class Reference	118
5.7.1 Detailed Description	119
5.7.2 Member Function Documentation	119
5.7.2.1 GetThumb()	119
5.7.2.2 Reset()	119
5.7.3 Property Documentation	119
5.7.3.1 Instance	119
5.8 DungeonArchitect.AsyncDungeonSceneObjectSpawner Class Reference	120
5.8.1 Detailed Description	120
5.9 DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateKeyLockInspector Class Reference	120
5.9.1 Detailed Description	121

5.10	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateMainPathInspector Class Reference	121
5.10.1	Detailed Description	121
5.11	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreatePathInspector Class Reference	122
5.11.1	Detailed Description	122
5.12	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateTilemapElevations↔ Inspector Class Reference	122
5.12.1	Detailed Description	123
5.13	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_FinalizeGraphInspector Class Reference	123
5.13.1	Detailed Description	123
5.14	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_FinalizeTilemapInspector Class Reference	124
5.14.1	Detailed Description	124
5.15	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_MergeTilemapsInspector Class Reference	124
5.15.1	Detailed Description	125
5.16	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_ResultInspector Class Reference	125
5.16.1	Detailed Description	125
5.17	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_SpawnItemsInspector Class Reference	125
5.17.1	Detailed Description	126
5.18	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandlerInspector_CreateTilemap↔ Overlay Class Reference	126
5.18.1	Detailed Description	127
5.19	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandlerInspector_InitializeTilemap Class Reference	127
5.19.1	Detailed Description	127
5.20	DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandlerInspector_OptimizeTilemap Class Reference	127
5.20.1	Detailed Description	128
5.21	SharpNav.Geometry.BBox2i Struct Reference	128
5.21.1	Detailed Description	129
5.21.2	Constructor & Destructor Documentation	129
5.21.2.1	BBox2i() [1/2]	129
5.21.2.2	BBox2i() [2/2]	129
5.21.3	Member Function Documentation	130
5.21.3.1	Equals() [1/2]	130
5.21.3.2	Equals() [2/2]	130
5.21.3.3	GetHashCode()	130
5.21.3.4	operator!=()	131
5.21.3.5	operator==()	131
5.21.3.6	ToString()	132

5.21.4 Member Data Documentation	132
5.21.4.1 Max	132
5.21.4.2 Min	132
5.22 SharpNav.Geometry.BBox3 Struct Reference	132
5.22.1 Detailed Description	133
5.22.2 Constructor & Destructor Documentation	134
5.22.2.1 BBox3() [1/2]	134
5.22.2.2 BBox3() [2/2]	134
5.22.3 Member Function Documentation	134
5.22.3.1 Equals() [1/2]	135
5.22.3.2 Equals() [2/2]	135
5.22.3.3 GetHashCode()	135
5.22.3.4 IsValid()	136
5.22.3.5 operator!=(())	136
5.22.3.6 operator==(())	136
5.22.3.7 Overlapping()	137
5.22.3.8 ToString()	137
5.22.4 Member Data Documentation	137
5.22.4.1 Max	138
5.22.4.2 Min	138
5.22.5 Property Documentation	138
5.22.5.1 Center	138
5.22.5.2 Size	138
5.23 DungeonArchitect.Utils.Blackboard Class Reference	138
5.23.1 Detailed Description	139
5.24 DungeonArchitect.Utils.BlackboardDatabase< T > Class Template Reference	139
5.24.1 Detailed Description	139
5.25 DungeonArchitect.BlurFilter Class Reference	139
5.25.1 Detailed Description	140
5.26 DungeonArchitect.UI.Widgets.BorderWidget Class Reference	140
5.26.1 Detailed Description	141
5.27 DungeonArchitect.UI.Widgets.BreadCrumbWidget Class Reference	141
5.27.1 Detailed Description	142
5.28 DungeonArchitect.UI.Widgets.BreadCrumbWidgetNode Class Reference	142
5.28.1 Detailed Description	142
5.29 DungeonArchitect.Builders.BSP.BSPDungeonBuilder Class Reference	142
5.29.1 Detailed Description	143
5.29.2 Member Function Documentation	143
5.29.2.1 BuildDungeon()	143
5.29.2.2 EmitMarkers()	143
5.30 DungeonArchitect.Builders.BSP.BSPDungeonConfig Class Reference	144
5.30.1 Detailed Description	145

5.30.2 Member Data Documentation	145
5.30.2.1 dungeonLength	145
5.30.2.2 dungeonWidth	145
5.30.2.3 smallerRoomProbability	145
5.31 DungeonArchitect.Builders.BSP.BSPDungeonGraphQuery Class Reference	145
5.31.1 Detailed Description	146
5.32 DungeonArchitect.Builders.BSP.BSPDungeonModel Class Reference	146
5.32.1 Detailed Description	146
5.33 DungeonArchitect.Builders.BSP.BSPNode Struct Reference	147
5.33.1 Detailed Description	147
5.34 DungeonArchitect.Builders.BSP.BSPNodeConnection Struct Reference	147
5.34.1 Detailed Description	147
5.35 DungeonArchitect.Builders.BSP.BSPNodeObject Class Reference	148
5.35.1 Detailed Description	148
5.35.2 Member Function Documentation	148
5.35.2.1 MustSplit()	148
5.35.2.2 Split()	149
5.36 DungeonArchitect.Builders.BSP.BSPRoomCategory Struct Reference	149
5.36.1 Detailed Description	149
5.37 DungeonArchitect.Editors.Visualization.Implementation.BSPThemeMarkerVisualizationBuilder Class Reference	150
5.37.1 Detailed Description	150
5.38 SharpNav.Collections.Generic.BufferedQueue< T > Class Template Reference	150
5.38.1 Detailed Description	151
5.38.2 Constructor & Destructor Documentation	151
5.38.2.1 BufferedQueue() [1/2]	151
5.38.2.2 BufferedQueue() [2/2]	152
5.38.3 Member Function Documentation	152
5.38.3.1 Clear()	152
5.38.3.2 Contains()	152
5.38.3.3 CopyTo()	153
5.38.3.4 Dequeue()	153
5.38.3.5 Enqueue()	153
5.38.3.6 GetEnumerator()	154
5.38.3.7 Peek()	154
5.38.4 Property Documentation	154
5.38.4.1 Count	154
5.38.4.2 this[int index]	154
5.39 SharpNav.Collections.Generic.BufferedStack< T > Class Template Reference	155
5.39.1 Detailed Description	156
5.39.2 Constructor & Destructor Documentation	156
5.39.2.1 BufferedStack() [1/2]	156

5.39.2.2 BufferedStack() [2/2]	156
5.39.3 Member Function Documentation	157
5.39.3.1 Clear()	157
5.39.3.2 Contains()	157
5.39.3.3 CopyTo()	157
5.39.3.4 GetEnumerator()	158
5.39.3.5 Peek()	158
5.39.3.6 Pop()	158
5.39.3.7 Push()	158
5.39.4 Property Documentation	159
5.39.4.1 Count	159
5.39.4.2 this[int index]	159
5.40 DungeonArchitect.Editors.ThemeEditorTools.BuilderThemeEditorTools Class Reference	160
5.40.1 Detailed Description	160
5.41 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayout3DWorldBuilder.BuildSettings Class Reference	160
5.41.1 Detailed Description	160
5.42 DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplacementWindow Class Reference	161
5.42.1 Detailed Description	161
5.43 DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplaceRuleFactory Class Reference	161
5.43.1 Detailed Description	161
5.44 DungeonArchitect.Editors.ThemeEditorTools.BulkReplacementEntry Class Reference	161
5.44.1 Detailed Description	162
5.45 DungeonArchitect.UI.Widgets.ToolbarWidget.ButtonInfo Class Reference	162
5.45.1 Detailed Description	162
5.46 DungeonArchitect.UI.Widgets.ButtonWidget Class Reference	162
5.46.1 Detailed Description	163
5.47 SharpNav.Collections.BVTree Class Reference	163
5.47.1 Detailed Description	163
5.47.2 Constructor & Destructor Documentation	164
5.47.2.1 BVTree()	164
5.47.3 Property Documentation	164
5.47.3.1 Count	164
5.47.3.2 this[int index]	164
5.48 DungeonArchitect.RoomDesigner.CarvingCommand Struct Reference	165
5.48.1 Detailed Description	165
5.49 DungeonArchitect.Flow.Impl.GridFlow.Tasks.CaveCellBuildTile Class Reference	165
5.49.1 Detailed Description	166
5.50 DungeonArchitect.Builders.Grid.Cell Class Reference	166
5.50.1 Detailed Description	166
5.51 SharpNav.Cell Class Reference	167
5.51.1 Detailed Description	167

5.51.2 Constructor & Destructor Documentation	167
5.51.2.1 Cell()	167
5.51.3 Member Function Documentation	168
5.51.3.1 AddSpan()	168
5.51.4 Property Documentation	168
5.51.4.1 Height	168
5.51.4.2 SpanCount	168
5.51.4.3 Spans	169
5.51.4.4 this[int location]	169
5.51.4.5 WalkableSpanCount	169
5.52 DungeonArchitect.Builders.Grid.CellDoor Class Reference	169
5.52.1 Detailed Description	170
5.52.2 Property Documentation	170
5.52.2.1 AdjacentTiles	170
5.53 DungeonArchitect.Builders.Grid.CellHeightFrameInfo Class Reference	170
5.53.1 Detailed Description	171
5.54 DungeonArchitect.Builders.Grid.CellHeightNode Class Reference	171
5.54.1 Detailed Description	171
5.55 DungeonArchitect.Builders.CircularCity.CircularCityCell Class Reference	171
5.55.1 Detailed Description	172
5.56 DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder Class Reference	172
5.56.1 Detailed Description	172
5.56.2 Member Function Documentation	172
5.56.2.1 BuildDungeon()	172
5.56.2.2 EmitMarkers()	173
5.57 DungeonArchitect.Builders.CircularCity.CircularCityDungeonConfig Class Reference	173
5.57.1 Detailed Description	174
5.58 DungeonArchitect.Builders.CircularCity.CircularCityDungeonModel Class Reference	174
5.58.1 Detailed Description	175
5.59 DungeonArchitect.Builders.CircularCity.CircularCityFoliageEntry Class Reference	175
5.59.1 Detailed Description	175
5.60 DungeonArchitect.Builders.CircularCity.CircularCityFoliageTheme Class Reference	175
5.60.1 Detailed Description	175
5.61 DungeonArchitect.Builders.CircularCity.CircularCityLandscapeTexture Class Reference	176
5.61.1 Detailed Description	176
5.62 DungeonArchitect.Builders.SimpleCity.CityBlockDimension Struct Reference	176
5.62.1 Detailed Description	176
5.63 DungeonArchitect.Navigation.CityLayoutTriangleProvider Class Reference	177
5.63.1 Detailed Description	177
5.64 DungeonArchitect.Navigation.Collision2DTriangleProvider Class Reference	177
5.64.1 Detailed Description	178
5.65 DungeonArchitect.Navigation.CollisionTriangleProvider Class Reference	178

5.65.1 Detailed Description	178
5.66 DungeonArchitect.Utils.ColorUtils Class Reference	178
5.66.1 Detailed Description	179
5.67 DungeonArchitect.Graphs.CommentNode Class Reference	179
5.67.1 Detailed Description	179
5.67.2 Member Function Documentation	179
5.67.2.1 CopyFrom()	179
5.68 DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeEditor Class Reference	180
5.68.1 Detailed Description	180
5.69 DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeRenderer Class Reference	181
5.69.1 Detailed Description	181
5.70 DungeonArchitect.Editors.ThemeEditorTools.CommonThemeEditorTools Class Reference	181
5.70.1 Detailed Description	181
5.71 SharpNav.CompactCell Struct Reference	182
5.71.1 Detailed Description	182
5.71.2 Constructor & Destructor Documentation	182
5.71.2.1 CompactCell()	182
5.71.3 Member Data Documentation	182
5.71.3.1 Count	183
5.71.3.2 StartIndex	183
5.72 SharpNav.CompactHeightfield Class Reference	183
5.72.1 Detailed Description	184
5.72.2 Constructor & Destructor Documentation	184
5.72.2.1 CompactHeightfield() [1/2]	184
5.72.2.2 CompactHeightfield() [2/2]	185
5.72.3 Member Function Documentation	185
5.72.3.1 BuildContourSet() [1/2]	185
5.72.3.2 BuildContourSet() [2/2]	186
5.72.3.3 BuildDistanceField()	186
5.72.3.4 BuildRegions()	186
5.72.3.5 Erode()	187
5.72.4 Property Documentation	187
5.72.4.1 Areas	187
5.72.4.2 BorderSize	187
5.72.4.3 Bounds	187
5.72.4.4 CellHeight	188
5.72.4.5 Cells	188
5.72.4.6 CellSize	188
5.72.4.7 Distances	188
5.72.4.8 Height	188
5.72.4.9 Length	189
5.72.4.10 MaxDistance	189

5.72.4.11 MaxRegions	189
5.72.4.12 Spans	189
5.72.4.13 this[CompactSpanReference spanRef]	189
5.72.4.14 this[int i]	190
5.72.4.15 this[int x, int y]	190
5.72.4.16 Width	191
5.73 SharpNav.CompactSpan Struct Reference	191
5.73.1 Detailed Description	192
5.73.2 Constructor & Destructor Documentation	192
5.73.2.1 CompactSpan()	192
5.73.3 Member Function Documentation	193
5.73.3.1 FromMinMax() [1/2]	193
5.73.3.2 FromMinMax() [2/2]	193
5.73.3.3 GetConnection() [1/2]	194
5.73.3.4 GetConnection() [2/2]	194
5.73.3.5 IsConnected()	194
5.73.3.6 OverlapMax()	195
5.73.3.7 OverlapMin()	195
5.73.3.8 SetConnection()	195
5.73.3.9 UnsetConnection()	196
5.73.4 Member Data Documentation	196
5.73.4.1 ConnectionEast	196
5.73.4.2 ConnectionNorth	196
5.73.4.3 ConnectionSouth	197
5.73.4.4 ConnectionWest	197
5.73.4.5 Height	197
5.73.4.6 Minimum	197
5.73.4.7 Region	197
5.73.5 Property Documentation	198
5.73.5.1 ConnectionCount	198
5.73.5.2 HasUpperBound	198
5.73.5.3 Maximum	198
5.74 SharpNav.CompactSpanReference Struct Reference	198
5.74.1 Detailed Description	199
5.74.2 Constructor & Destructor Documentation	199
5.74.2.1 CompactSpanReference()	199
5.74.3 Member Function Documentation	200
5.74.3.1 Equals() [1/2]	200
5.74.3.2 Equals() [2/2]	200
5.74.3.3 GetHashCode()	201
5.74.3.4 operator"!="()	201
5.74.3.5 operator=="()	201

5.74.4 Member Data Documentation	202
5.74.4.1 Index	202
5.74.4.2 Null	202
5.74.4.3 X	202
5.74.4.4 Y	202
5.75 SharpNav.Collections.BVTree.Node.CompareX Class Reference	203
5.75.1 Detailed Description	203
5.75.2 Member Function Documentation	203
5.75.2.1 Compare()	203
5.76 SharpNav.Collections.BVTree.Node.CompareY Class Reference	204
5.76.1 Detailed Description	204
5.76.2 Member Function Documentation	204
5.76.2.1 Compare()	204
5.77 SharpNav.Collections.BVTree.Node.CompareZ Class Reference	205
5.77.1 Detailed Description	205
5.77.2 Member Function Documentation	205
5.77.2.1 Compare()	205
5.78 DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDBCompiler.CompileResultEntry Struct Reference	206
5.78.1 Detailed Description	206
5.79 DungeonArchitect.SpatialConstraints.ConstraintRule Class Reference	206
5.79.1 Detailed Description	207
5.80 DungeonArchitect.SpatialConstraints.ConstraintRuleContext Class Reference	207
5.80.1 Detailed Description	207
5.81 DungeonArchitect.Editors.SpatialConstraints.ConstraintRuleEditor Class Reference	208
5.81.1 Detailed Description	208
5.82 DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleHeightDifference Class Reference	208
5.82.1 Detailed Description	209
5.83 DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleMarkerExists Class Reference	209
5.83.1 Detailed Description	210
5.84 DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor.RuleNodeEditorUIState.Constraint↔ UIState Class Reference	210
5.84.1 Detailed Description	210
5.85 SharpNav.Contour Class Reference	210
5.85.1 Detailed Description	211
5.85.2 Constructor & Destructor Documentation	211
5.85.2.1 Contour()	211
5.85.3 Member Function Documentation	211
5.85.3.1 MergeWith()	212
5.85.3.2 RemoveDegenerateSegments()	212
5.85.3.3 Simplify()	212
5.85.4 Property Documentation	213
5.85.4.1 Area	213

5.85.4.2 Area2D	213
5.85.4.3 IsNull	213
5.85.4.4 RegionId	213
5.85.4.5 Vertices	214
5.86 SharpNav.ContourSet Class Reference	214
5.86.1 Detailed Description	215
5.86.2 Constructor & Destructor Documentation	215
5.86.2.1 ContourSet()	215
5.86.3 Member Function Documentation	215
5.86.3.1 Contains()	215
5.86.3.2 CopyTo()	216
5.86.3.3 GetEnumerator()	216
5.86.4 Property Documentation	216
5.86.4.1 Bounds	216
5.86.4.2 Count	217
5.86.4.3 Height	217
5.86.4.4 Width	217
5.87 SharpNav.ContourVertex Struct Reference	217
5.87.1 Detailed Description	218
5.87.2 Constructor & Destructor Documentation	218
5.87.2.1 ContourVertex() [1/4]	218
5.87.2.2 ContourVertex() [2/4]	219
5.87.2.3 ContourVertex() [3/4]	219
5.87.2.4 ContourVertex() [4/4]	219
5.87.3 Member Function Documentation	220
5.87.3.1 Area2D()	220
5.87.3.2 IsLeft()	220
5.87.4 Member Data Documentation	220
5.87.4.1 RegionId	221
5.87.4.2 X	221
5.87.4.3 Y	221
5.87.4.4 Z	221
5.88 SharpNav.Crowds.Crowd Class Reference	221
5.88.1 Detailed Description	222
5.88.2 Constructor & Destructor Documentation	222
5.88.2.1 Crowd()	223
5.88.3 Member Function Documentation	223
5.88.3.1 AddAgent()	223
5.88.3.2 AddNeighbour()	223
5.88.3.3 AddToOptQueue()	224
5.88.3.4 AddToPathQueue()	224
5.88.3.5 CalcSmoothSteerDirection()	225

5.88.3.6 CalcStraightSteerDirection()	225
5.88.3.7 CheckPathValidity()	226
5.88.3.8 GetActiveAgents()	226
5.88.3.9 GetAgentIndex()	226
5.88.3.10 GetDistanceToGoal()	227
5.88.3.11 GetNeighbours()	227
5.88.3.12 RemoveAgent()	228
5.88.3.13 Update()	228
5.88.3.14 UpdateMoveRequest()	228
5.88.3.15 UpdateTopologyOptimization()	229
5.89 SharpNav.Crowds.CrowdNeighbor Struct Reference	229
5.89.1 Detailed Description	229
5.90 DungeonArchitect.UI.Widgets.GraphEditors.CursorDragLink Class Reference	229
5.90.1 Detailed Description	230
5.91 DungeonArchitect.Utils.DebugDrawUtils Class Reference	230
5.91.1 Detailed Description	230
5.92 DungeonArchitect.DebugText3D Class Reference	231
5.92.1 Detailed Description	231
5.93 DungeonArchitect.Editors.DebugText3DEditor Class Reference	231
5.93.1 Detailed Description	231
5.94 DungeonArchitect.DebugTextItem Struct Reference	232
5.94.1 Detailed Description	232
5.95 DungeonArchitect.UI.Widgets.DebugWidget Class Reference	232
5.95.1 Detailed Description	232
5.96 DungeonArchitect.Graphs.Layouts.DefaultGraphLayoutNodeActions Class Reference	233
5.96.1 Detailed Description	233
5.97 DungeonArchitect.UI.DeferredUICommandBase Class Reference	233
5.97.1 Detailed Description	233
5.98 DungeonArchitect.Triangulator.Delauney Class Reference	234
5.98.1 Detailed Description	234
5.98.2 Member Function Documentation	234
5.98.2.1 Triangulate()	234
5.99 DungeonArchitect.Triangulator.DelauneyTriangle Struct Reference	235
5.99.1 Detailed Description	235
5.100 DungeonArchitect.Triangulator.DelauneyV2 Class Reference	235
5.100.1 Detailed Description	235
5.101 DungeonArchitect.Editors.ThemeEditorTools.DirectoryBulkPrefabReplaceRuleProcessor Class Reference	236
5.101.1 Detailed Description	236
5.102 DungeonArchitect.Landscape.DLCacheBounds Class Reference	236
5.102.1 Detailed Description	236
5.103 DungeonArchitect.Builders.Grid.DoorManager Class Reference	236

5.103.1 Detailed Description	237
5.103.2 Member Function Documentation	237
5.103.2.1 ContainsDoorBetweenCells()	237
5.103.2.2 CreateDoor()	238
5.103.3 Property Documentation	238
5.103.3.1 Doors	238
5.104 DungeonArchitect.Dungeon Class Reference	238
5.104.1 Detailed Description	239
5.104.2 Member Function Documentation	240
5.104.2.1 AddPaintCell()	240
5.104.2.2 Build()	240
5.104.2.3 ClearToolOverlayData()	240
5.104.2.4 DestroyDungeon()	241
5.104.2.5 ReapplyTheme()	241
5.104.2.6 RemovePaintCell() [1/2]	241
5.104.2.7 RemovePaintCell() [2/2]	241
5.104.2.8 RequestRebuild()	242
5.104.3 Member Data Documentation	242
5.104.3.1 debugDraw	242
5.104.3.2 dungeonThemes	242
5.104.4 Property Documentation	242
5.104.4.1 ActiveModel	243
5.104.4.2 IsLayoutBuilt	243
5.105 DungeonArchitect.Editors.DungeonArchitectMenu Class Reference	243
5.105.1 Detailed Description	243
5.106 DungeonArchitect.DungeonBuilder Class Reference	244
5.106.1 Detailed Description	245
5.106.2 Member Function Documentation	245
5.106.2.1 BuildDungeon()	245
5.106.2.2 EmitCustomMarkers()	246
5.106.2.3 EmitMarkers()	246
5.106.2.4 OnVolumePositionModified()	246
5.107 DungeonArchitect.Editors.DungeonBuilderEditor Class Reference	247
5.107.1 Detailed Description	247
5.108 DungeonArchitect.DungeonConfig Class Reference	248
5.108.1 Detailed Description	248
5.109 DungeonArchitect.Editors.DungeonEditorHelper Class Reference	249
5.109.1 Detailed Description	250
5.109.2 Member Function Documentation	250
5.109.2.1 CreateEditorTag()	250
5.109.2.2 CreateThemeAssetInBrowser()	250
5.109.2.3 MakeFilenameUnique()	250

5.109.2.4 MarkAsDirty()	251
5.109.2.5 OnOpenAsset()	251
5.109.2.6 ShowDungeonFlowEditor()	251
5.109.2.7 ShowDungeonGridFlowEditor()	252
5.109.2.8 ShowSnapGridFlowEditor()	252
5.109.2.9 ShowThemeEditor()	252
5.110 DungeonArchitect.Editors.DungeonEditorStyles Class Reference	253
5.110.1 Detailed Description	253
5.111 DungeonArchitect.DungeonEventListener Class Reference	253
5.111.1 Detailed Description	254
5.111.2 Member Function Documentation	254
5.111.2.1 OnDungeonDestroyed()	254
5.111.2.2 OnDungeonMarkersEmitted()	254
5.111.2.3 OnPostDungeonBuild()	255
5.111.2.4 OnPostDungeonLayoutBuild()	255
5.111.2.5 OnPreDungeonBuild()	256
5.111.2.6 OnPreDungeonDestroy()	256
5.112 DungeonArchitect.Editors.SnapFlow.DungeonFlowEditorHighlighter Class Reference	256
5.112.1 Detailed Description	257
5.113 DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorEntry Class Reference	257
5.113.1 Detailed Description	257
5.114 DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorList Class Reference	257
5.114.1 Detailed Description	258
5.115 DungeonArchitect.Editors.Flow.Layout.DungeonGridFlowAbstractGraphContextMenu Class Reference	258
5.115.1 Detailed Description	258
5.115.2 Member Function Documentation	258
5.115.2.1 Show()	258
5.116 DungeonArchitect.Editors.DungeonInfinityEditor Class Reference	259
5.116.1 Detailed Description	259
5.117 DungeonArchitect.Editors.DungeonInfinityEditorUpdater Class Reference	260
5.117.1 Detailed Description	260
5.118 DungeonArchitect.LevelStreaming.DungeonItemGroup Class Reference	260
5.118.1 Detailed Description	261
5.118.2 Member Function Documentation	261
5.118.2.1 OnPostDungeonBuild()	261
5.119 DungeonArchitect.LevelStreaming.DungeonItemGroupInfo Class Reference	261
5.119.1 Detailed Description	262
5.120 DungeonArchitect.DungeonItemSpawnListener Class Reference	262
5.120.1 Detailed Description	263
5.121 DungeonArchitect.Landscape.DungeonLandscapeRestorationCache Class Reference	263
5.121.1 Detailed Description	263

5.122 DungeonArchitect.DungeonMarkerEmitter Class Reference	264
5.122.1 Detailed Description	264
5.122.2 Member Function Documentation	264
5.122.2.1 EmitMarkers()	264
5.123 DungeonArchitect.Themeing.DungeonMarkerVisualizerComponent Class Reference	265
5.123.1 Detailed Description	265
5.124 DungeonArchitect.MiniMaps.DungeonMiniMap Class Reference	265
5.124.1 Detailed Description	266
5.125 DungeonArchitect.DungeonModel Class Reference	266
5.125.1 Detailed Description	267
5.126 DungeonArchitect.Navigation.DungeonNavAgent Class Reference	267
5.126.1 Detailed Description	268
5.127 DungeonArchitect.Navigation.DungeonNavAgent2D Class Reference	268
5.127.1 Detailed Description	269
5.128 DungeonArchitect.Navigation.DungeonNavAgent3D Class Reference	269
5.128.1 Detailed Description	270
5.129 DungeonArchitect.Navigation.DungeonNavMesh Class Reference	270
5.129.1 Detailed Description	271
5.130 DungeonArchitect.Editors.DungeonNavMeshEditor Class Reference	271
5.130.1 Detailed Description	271
5.131 DungeonArchitect.DungeonNavMeshSourceCollector Class Reference	272
5.131.1 Detailed Description	272
5.132 DungeonArchitect.DungeonNodeSpawnData Struct Reference	272
5.132.1 Detailed Description	272
5.133 DungeonArchitect.Editors.DungeonObjectTracker Class Reference	272
5.133.1 Detailed Description	273
5.133.2 Member Function Documentation	273
5.133.2.1 RequestRebuild()	273
5.133.3 Property Documentation	273
5.133.3.1 ActiveGraph	273
5.134 DungeonArchitect.DungeonPaintMode Class Reference	274
5.134.1 Detailed Description	274
5.134.2 Member Function Documentation	274
5.134.2.1 GetDungeon()	275
5.134.2.2 GetDungeonConfig()	275
5.134.2.3 GetDungeonModel()	275
5.135 DungeonArchitect.Editors.DungeonPaintModeEditor Class Reference	276
5.135.1 Detailed Description	276
5.136 DungeonArchitect.Builders.Grid.DungeonPaintModeGrid Class Reference	276
5.136.1 Detailed Description	277
5.136.2 Member Data Documentation	277
5.136.2.1 brushSize	277

5.136.2.2 cursorLogicalHeight	277
5.136.2.3 mode2D	278
5.136.2.4 overlayOpacity	278
5.137 DungeonArchitect.Editors.DungeonPaintModeGridEditor Class Reference	278
5.137.1 Detailed Description	279
5.138 DungeonArchitect.Editors.DungeonPropertyEditor Class Reference	279
5.138.1 Detailed Description	279
5.139 DungeonArchitect.Editors.DungeonPropertyEditorHook Class Reference	280
5.139.1 Detailed Description	280
5.140 DungeonArchitect.RoomDesigner.DungeonRoomDesigner Class Reference	280
5.140.1 Detailed Description	281
5.141 DungeonArchitect.RoomDesigner.DungeonRoomDesignerConstants Class Reference	281
5.141.1 Detailed Description	281
5.142 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerEditor Class Reference	281
5.142.1 Detailed Description	282
5.143 DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook Class Reference	282
5.143.1 Detailed Description	282
5.143.2 Member Function Documentation	282
5.143.2.1 OnDungeonMarkersEmitted()	282
5.143.2.2 OnPostDungeonLayoutBuild()	283
5.144 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorBounds Class Reference	283
5.144.1 Detailed Description	284
5.145 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorMove Class Reference	284
5.145.1 Detailed Description	284
5.146 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomBounds Class Reference	284
5.146.1 Detailed Description	285
5.147 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomMove Class Reference	285
5.147.1 Detailed Description	285
5.148 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerToolbar Class Reference	285
5.148.1 Detailed Description	286
5.149 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTools Class Reference	286
5.149.1 Detailed Description	286
5.150 DungeonArchitect.RoomDesigner.DungeonRoomDoorDesigner Struct Reference	287
5.150.1 Detailed Description	287
5.151 DungeonArchitect.RoomDesigner.DungeonRoomMarkerEmitter Class Reference	287
5.151.1 Detailed Description	287
5.152 DungeonArchitect.RoomDesigner.DungeonRoomVoxel Class Reference	287
5.152.1 Detailed Description	288
5.153 DungeonArchitect.RoomDesigner.DungeonRoomVoxelCell Class Reference	288
5.153.1 Detailed Description	288
5.154 DungeonArchitect.DungeonRuntimeNavigation Class Reference	288

5.154.1 Detailed Description	289
5.154.2 Member Data Documentation	289
5.154.2.1 enableRuntimeNavigation	289
5.155 DungeonArchitect.DungeonSceneObjectSpawner Class Reference	289
5.155.1 Detailed Description	290
5.156 DungeonArchitect.DungeonSceneProvider Class Reference	290
5.156.1 Detailed Description	292
5.156.2 Member Function Documentation	292
5.156.2.1 AddGameObject()	292
5.156.2.2 AddGameObjectFromArray()	292
5.156.2.3 AddSprite()	293
5.156.2.4 OnDungeonBuildStart()	293
5.156.2.5 OnDungeonBuildStop()	293
5.156.3 Member Data Documentation	293
5.156.3.1 config	294
5.156.3.2 dungeon	294
5.156.3.3 itemParent	294
5.157 DungeonArchitect.DungeonSceneProviderData Class Reference	294
5.157.1 Detailed Description	295
5.157.2 Member Data Documentation	295
5.157.2.1 affectsNavigation	295
5.157.2.2 dungeon	295
5.157.2.3 externallyManaged	296
5.157.2.4 NodeId	296
5.157.2.5 userData	296
5.158 DungeonArchitect.Splatmap.DungeonSplatAsset Class Reference	296
5.158.1 Detailed Description	297
5.159 DungeonArchitect.Splatmap.DungeonSplatmap Class Reference	297
5.159.1 Detailed Description	297
5.160 DungeonArchitect.Splatmap.DungeonSplatmapTextureInfo Struct Reference	297
5.160.1 Detailed Description	298
5.161 DungeonArchitect.Splatmap.DungeonSplatmapVisualizer Class Reference	298
5.161.1 Detailed Description	298
5.161.2 Member Function Documentation	298
5.161.2.1 OnPostDungeonBuild()	298
5.162 DungeonArchitect.Themeing.DungeonThemeData Class Reference	299
5.162.1 Detailed Description	299
5.163 DungeonArchitect.Editors.DungeonThemeEditorContextMenu Class Reference	299
5.163.1 Detailed Description	300
5.163.2 Member Function Documentation	300
5.163.2.1 Show()	300
5.164 DungeonArchitect.Editors.DungeonThemeEditorWindow Class Reference	300

5.164.1 Detailed Description	301
5.165 DungeonArchitect.Themeing.DungeonThemeEngine Class Reference	301
5.165.1 Detailed Description	302
5.166 DungeonArchitect.Themeing.DungeonThemeExecutionContext Struct Reference	302
5.166.1 Detailed Description	302
5.167 DungeonArchitect.Editors.DungeonThemeGraphEditor Class Reference	302
5.167.1 Detailed Description	303
5.167.2 Member Function Documentation	303
5.167.2.1 FocusCameraOnMarker()	303
5.167.2.2 Init()	304
5.168 DungeonArchitect.Themeing.DungeonThemeItem Class Reference	304
5.168.1 Detailed Description	305
5.168.2 Member Data Documentation	305
5.168.2.1 affectsNavigation	305
5.168.2.2 Affinity	306
5.168.2.3 AttachToSocket	306
5.168.2.4 ChildSockets	306
5.168.2.5 ConsumeOnAttach	306
5.168.2.6 externallyManaged	306
5.168.2.7 NodeId	307
5.168.2.8 Offset	307
5.168.2.9 SelectorRuleClassName	307
5.168.2.10 spatialConstraint	307
5.168.2.11 StaticState	307
5.168.2.12 TransformRuleClassName	308
5.168.2.13 UseSelectionRule	308
5.168.2.14 useSpatialConstraint	308
5.168.2.15 UseTransformRule	308
5.169 DungeonArchitect.DungeonToolData Class Reference	309
5.169.1 Detailed Description	309
5.170 DungeonArchitect.Utills.DungeonUID Struct Reference	309
5.170.1 Detailed Description	310
5.170.2 Member Data Documentation	310
5.170.2.1 Empty	310
5.171 DungeonArchitect.DungeonUtils Class Reference	310
5.171.1 Detailed Description	311
5.172 DungeonArchitect.Triangulator.Geometry.Edge Class Reference	311
5.172.1 Detailed Description	311
5.172.2 Constructor & Destructor Documentation	311
5.172.2.1 Edge() [1/2]	311
5.172.2.2 Edge() [2/2]	312
5.172.3 Member Function Documentation	312

5.172.3.1 Equals()	312
5.172.4 Member Data Documentation	312
5.172.4.1 p1	312
5.172.4.2 p2	313
5.173 DungeonArchitect.Editors.SnapFlow.EditorCommand_ExecuteSnapFlowGraph Class Reference	313
5.173.1 Detailed Description	313
5.174 DungeonArchitect.UI.EditorCommand_FocusOnGraphNode Class Reference	313
5.174.1 Detailed Description	314
5.175 DungeonArchitect.UI.EditorCommand_InitializeGraphCameras Class Reference	314
5.175.1 Detailed Description	314
5.176 DungeonArchitect.UI.EditorCommand_SetBorderContent Class Reference	315
5.176.1 Detailed Description	315
5.177 DungeonArchitect.UI.EditorCommand_UpdateWidget Class Reference	315
5.177.1 Detailed Description	316
5.178 DungeonArchitect.Editors.EditorDeltaTime Class Reference	316
5.178.1 Detailed Description	316
5.179 DungeonArchitect.Editors.EditorDungeonSceneObjectInstantiator Class Reference	316
5.179.1 Detailed Description	317
5.180 DungeonArchitect.Editors.Graphs.EditorGraphBuilder Class Reference	317
5.180.1 Detailed Description	317
5.181 DungeonArchitect.Editors.SnapFlow.EmptyNodeListSnapEdValidatorAction Class Reference	317
5.181.1 Detailed Description	318
5.182 DungeonArchitect.Editors.SnapFlow.EmptyRuleListSnapEdValidatorAction Class Reference	318
5.182.1 Detailed Description	318
5.183 DungeonArchitect.Editors.SnapFlow.ErrorListPanel Class Reference	319
5.183.1 Detailed Description	319
5.184 DungeonArchitect.Editors.SnapFlow.ErrorListViewItem Class Reference	320
5.184.1 Detailed Description	320
5.185 DungeonArchitect.Editors.SnapFlow.ErrorListViewSource Class Reference	320
5.185.1 Detailed Description	321
5.186 DungeonArchitect.Editors.Flow.FlowExecNodeRendererBase.ExecRuleNodeLayoutInfo Struct Reference	321
5.186.1 Detailed Description	321
5.187 DungeonArchitect.Grammar.ExecutionRuntimeGraph Class Reference	321
5.187.1 Detailed Description	322
5.188 DungeonArchitect.Grammar.ExecutionRuntimeGraphHandlers Class Reference	322
5.188.1 Detailed Description	322
5.189 DungeonArchitect.Grammar.ExecutionRuntimeGraphNodeData Class Reference	323
5.189.1 Detailed Description	323
5.190 DungeonArchitect.Editors.ExternalLinks Class Reference	323
5.190.1 Detailed Description	323
5.191 DungeonArchitect.Flow.Domains.Layout.FFAGConstraintsLink Class Reference	323

5.191.1 Detailed Description	324
5.192 DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowAgPathingSystem Class Reference	324
5.192.1 Detailed Description	324
5.193 DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowLayoutPathingSystemResult Class Reference	324
5.193.1 Detailed Description	325
5.194 DungeonArchitect.Filter Interface Reference	325
5.194.1 Detailed Description	325
5.195 DungeonArchitect.Builders.FloorPlan.FloorChunk Class Reference	326
5.195.1 Detailed Description	326
5.195.2 Member Function Documentation	326
5.195.2.1 GetLength()	326
5.195.2.2 SetLength()	327
5.196 DungeonArchitect.Builders.FloorPlan.FloorChunkDB Class Reference	327
5.196.1 Detailed Description	327
5.196.2 Member Function Documentation	327
5.196.2.1 CacheChunkPositions()	327
5.197 DungeonArchitect.Builders.FloorPlan.FloorDoorManager Class Reference	328
5.197.1 Detailed Description	328
5.198 DungeonArchitect.RoomDesigner.FloorIsland Class Reference	328
5.198.1 Detailed Description	328
5.198.2 Member Function Documentation	328
5.198.2.1 Mergelands()	329
5.199 DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder.FloorIslandNode Class Reference	329
5.199.1 Detailed Description	329
5.200 DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder Class Reference	329
5.200.1 Detailed Description	330
5.200.2 Member Function Documentation	330
5.200.2.1 BuildDungeon()	330
5.200.2.2 EmitMarkers()	330
5.201 DungeonArchitect.Builders.FloorPlan.FloorPlanConfig Class Reference	331
5.201.1 Detailed Description	331
5.202 DungeonArchitect.Builders.FloorPlan.Tooling.FloorPlanCorridorTool Class Reference	332
5.202.1 Detailed Description	332
5.203 DungeonArchitect.Editors.FloorPlanCorridorToolEditor Class Reference	332
5.203.1 Detailed Description	333
5.204 DungeonArchitect.Builders.FloorPlan.FloorPlanModel Class Reference	333
5.204.1 Detailed Description	333
5.205 DungeonArchitect.Builders.FloorPlan.FloorPlanSpatialConstraintProcessor Class Reference	333
5.205.1 Detailed Description	334
5.206 DungeonArchitect.Editors.Visualization.Implementation.FloorPlanThemeMarkerVisualization↔ Builder Class Reference	334
5.206.1 Detailed Description	334

5.207 DungeonArchitect.Flow.FlowAssetBase Class Reference	334
5.207.1 Detailed Description	335
5.208 DungeonArchitect.Flow.Domains.FlowDomainDataRegistry Class Reference	335
5.208.1 Detailed Description	335
5.209 DungeonArchitect.Editors.Flow.DomainEditors.FlowDomainEditor Class Reference	335
5.209.1 Detailed Description	336
5.210 DungeonArchitect.Flow.Domains.FlowDomainExtensions Class Reference	336
5.210.1 Detailed Description	336
5.211 DungeonArchitect.Flow.Items.FlowDoorKeyComponent Class Reference	337
5.211.1 Detailed Description	337
5.212 DungeonArchitect.Flow.Items.FlowDoorLockComponent Class Reference	337
5.212.1 Detailed Description	338
5.213 DungeonArchitect.Editors.Flow.FlowEditorConfig Class Reference	338
5.213.1 Detailed Description	338
5.214 DungeonArchitect.Editors.Flow.FlowEditorUtils Class Reference	338
5.214.1 Detailed Description	339
5.215 DungeonArchitect.Editors.Flow.FlowEditorWindow Class Reference	339
5.215.1 Detailed Description	340
5.216 DungeonArchitect.Flow.Exec.FlowExecGraph Class Reference	340
5.216.1 Detailed Description	341
5.217 DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu Class Reference	341
5.217.1 Detailed Description	341
5.217.2 Member Function Documentation	341
5.217.2.1 Show()	341
5.218 DungeonArchitect.Editors.Flow.FlowExecGraphContextMenuUserData Class Reference	342
5.218.1 Detailed Description	342
5.219 DungeonArchitect.Editors.Flow.FlowExecGraphEditor Class Reference	342
5.219.1 Detailed Description	343
5.219.2 Member Function Documentation	343
5.219.2.1 Init()	343
5.220 DungeonArchitect.Editors.Flow.FlowExecGraphEditorConfigInspector Class Reference	344
5.220.1 Detailed Description	344
5.221 DungeonArchitect.Flow.Exec.FlowExecGraphNodeBase Class Reference	345
5.221.1 Detailed Description	345
5.222 DungeonArchitect.Flow.Exec.FlowExecGraphNodePin Class Reference	345
5.222.1 Detailed Description	346
5.222.2 Member Function Documentation	346
5.222.2.1 ContainsPoint()	346
5.223 DungeonArchitect.Editors.Flow.FlowExecGraphSchema Class Reference	347
5.223.1 Detailed Description	347
5.223.2 Member Function Documentation	347
5.223.2.1 CanCreateLink()	347

5.224	DungeonArchitect.Flow.Exec.FlowExecGraphUtils Class Reference	348
5.224.1	Detailed Description	348
5.225	DungeonArchitect.Editors.Flow.FlowExecNodeHandlerInspectorBase Class Reference	348
5.225.1	Detailed Description	349
5.226	DungeonArchitect.Flow.Exec.FlowExecNodeInfoAttribute Class Reference	349
5.226.1	Detailed Description	350
5.227	DungeonArchitect.Flow.Exec.FlowExecNodeOutputRegistry Class Reference	350
5.227.1	Detailed Description	350
5.228	DungeonArchitect.Editors.Flow.FlowExecNodeRendererBase Class Reference	350
5.228.1	Detailed Description	351
5.229	DungeonArchitect.Flow.Exec.FlowExecResultGraphNode Class Reference	351
5.229.1	Detailed Description	352
5.230	DungeonArchitect.Editors.Flow.FlowExecResultNodeRenderer Class Reference	352
5.230.1	Detailed Description	352
5.231	DungeonArchitect.Flow.Exec.FlowExecRuleGraphNode Class Reference	353
5.231.1	Detailed Description	353
5.232	DungeonArchitect.Editors.Flow.FlowExecRuleNodeRenderer Class Reference	353
5.232.1	Detailed Description	354
5.233	DungeonArchitect.Flow.Exec.FlowExecTask Class Reference	354
5.233.1	Detailed Description	355
5.234	DungeonArchitect.Flow.Exec.FlowExecTaskResult Class Reference	355
5.234.1	Detailed Description	355
5.235	DungeonArchitect.Flow.Exec.FlowExecTaskState Class Reference	355
5.235.1	Detailed Description	356
5.236	DungeonArchitect.Flow.Exec.FlowExecTaskUtils Class Reference	356
5.236.1	Detailed Description	356
5.237	DungeonArchitect.Flow.Exec.FlowExecutionContext Class Reference	356
5.237.1	Detailed Description	356
5.238	DungeonArchitect.Flow.Exec.FlowExecutor Class Reference	357
5.238.1	Detailed Description	357
5.239	DungeonArchitect.Flow.Items.FlowGraphItemCustomInfo Struct Reference	357
5.239.1	Detailed Description	357
5.240	DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty< T > Class Template Reference	358
5.240.1	Detailed Description	358
5.241	DungeonArchitect.Flow.Items.FlowItem Class Reference	358
5.241.1	Detailed Description	358
5.241.2	Member Data Documentation	359
5.241.2.1	referencedItemIds	359
5.241.2.2	type	359
5.242	DungeonArchitect.Flow.Items.FlowItemMetadata Class Reference	359
5.242.1	Detailed Description	359
5.243	DungeonArchitect.Flow.Items.FlowItemMetadataComponent Class Reference	360

5.243.1 Detailed Description	360
5.244 DungeonArchitect.Flow.Items.FlowItemMetadataHandler Class Reference	360
5.244.1 Detailed Description	361
5.245 DungeonArchitect.Flow.Items.FlowItemMetadataResolver Class Reference	361
5.245.1 Detailed Description	361
5.245.2 Member Function Documentation	361
5.245.2.1 OnPostDungeonBuild()	361
5.246 DungeonArchitect.Flow.Items.FlowItemUtils Class Reference	362
5.246.1 Detailed Description	362
5.247 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayout3DConstants Class Reference	362
5.247.1 Detailed Description	362
5.248 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayout3DRenderSettings Class Reference	363
5.248.1 Detailed Description	363
5.249 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutCamAlignerBase Class Reference	363
5.249.1 Detailed Description	364
5.250 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph Class Reference	364
5.250.1 Detailed Description	365
5.251 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLink Class Reference	365
5.251.1 Detailed Description	365
5.252 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLinkState Class Reference	365
5.252.1 Detailed Description	366
5.253 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNode Class Reference	366
5.253.1 Detailed Description	366
5.254 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNodeGroup Class Reference	367
5.254.1 Detailed Description	367
5.255 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGraphPathUtils Class Reference	367
5.255.1 Detailed Description	367
5.256 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphQuery Class Reference	367
5.256.1 Detailed Description	368
5.257 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal Class Reference	368
5.257.1 Detailed Description	368
5.258 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutGraphUnityVisualizer Class Reference	368
5.258.1 Detailed Description	369
5.259 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutGraphUnityVisualizerObject Class Reference	369
5.259.1 Detailed Description	369
5.260 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils Class Reference	369
5.260.1 Detailed Description	370
5.261 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthState Class Reference	370
5.261.1 Detailed Description	370

5.262	DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthStatePathItem Class Reference	370
5.262.1	Detailed Description	371
5.263	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutLinkCamAligner Class Reference	371
5.263.1	Detailed Description	371
5.264	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutNodeCamAligner Class Reference	372
5.264.1	Detailed Description	372
5.265	DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutNodeGroupGenerator Class Reference	372
5.265.1	Detailed Description	373
5.266	DungeonArchitect.Flow.Impl.SnapGridFlow.FlowLayoutNodeSnapDomainData Class Reference	373
5.266.1	Detailed Description	373
5.267	DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathNodeGroup Class Reference	373
5.267.1	Detailed Description	374
5.268	DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackFrame Class Reference	374
5.268.1	Detailed Description	374
5.269	DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackGrowthTask Class Reference	374
5.269.1	Detailed Description	374
5.270	DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutStaticGrowthState Class Reference	375
5.270.1	Detailed Description	375
5.271	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2D Class Reference	375
5.271.1	Detailed Description	376
5.272	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DBuilder Class Reference	376
5.272.1	Detailed Description	376
5.273	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DLink Class Reference	376
5.273.1	Detailed Description	377
5.274	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNode Class Reference	377
5.274.1	Detailed Description	377
5.275	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNodePin Class Reference	378
5.275.1	Detailed Description	378
5.275.2	Member Function Documentation	378
5.275.2.1	ContainsPoint()	378
5.276	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DUtills Class Reference	379
5.276.1	Detailed Description	379
5.277	DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutToolGraph3D Class Reference	379
5.277.1	Detailed Description	380
5.278	DungeonArchitect.Flow.Domains.Layout.Pathing.FlowPathGrowthSystem Class Reference	380
5.278.1	Detailed Description	380
5.279	DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor Class Reference	380

5.279.1 Detailed Description	381
5.279.2 Member Function Documentation	381
5.279.2.1 Draw()	381
5.279.2.2 HandleInput()	382
5.279.2.3 Init()	382
5.280 DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutItemRenderer Class Reference	383
5.280.1 Detailed Description	383
5.281 DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutLinkRenderer Class Reference	383
5.281.1 Detailed Description	384
5.282 DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRenderer Class Reference	384
5.282.1 Detailed Description	384
5.283 DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRendererBase Class Reference	385
5.283.1 Detailed Description	385
5.284 DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor Class Reference	386
5.284.1 Detailed Description	386
5.284.2 Member Function Documentation	386
5.284.2.1 Draw()	386
5.284.2.2 HandleInput()	387
5.285 DungeonArchitect.Editors.Flow.Common.FlowPreviewTilemapGraphNodeInspector Class Reference	387
5.285.1 Detailed Description	388
5.286 DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer Class Reference	388
5.286.1 Detailed Description	388
5.287 DungeonArchitect.Flow.Exec.FlowTaskExecContext Class Reference	389
5.287.1 Detailed Description	389
5.288 DungeonArchitect.Flow.Exec.FlowTaskExecInput Class Reference	389
5.288.1 Detailed Description	389
5.289 DungeonArchitect.Flow.Exec.FlowTaskExecOutput Class Reference	390
5.289.1 Detailed Description	390
5.290 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemap Class Reference	390
5.290.1 Detailed Description	391
5.291 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCell Class Reference	391
5.291.1 Detailed Description	391
5.292 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabase Class Reference	392
5.292.1 Detailed Description	392
5.293 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabaseEnumerator Class Reference	392
5.293.1 Detailed Description	393
5.294 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo Class Reference	393
5.294.1 Detailed Description	394
5.295 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlay Class Reference	394
5.295.1 Detailed Description	394
5.295.2 Member Data Documentation	394
5.295.2.1 tileBlockingOverlay	394

5.296 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlayMergeConfig Class Reference	395
5.296.1 Detailed Description	395
5.297 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellWallInfo Class Reference	395
5.297.1 Detailed Description	396
5.298 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCustomCellInfo Class Reference	396
5.298.1 Detailed Description	396
5.299 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceField Class Reference	396
5.299.1 Detailed Description	397
5.300 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceFieldCell Class Reference	397
5.300.1 Detailed Description	397
5.301 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdge Class Reference	397
5.301.1 Detailed Description	398
5.302 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabase Class Reference	398
5.302.1 Detailed Description	398
5.303 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabaseEnumerator Class Reference	398
5.303.1 Detailed Description	399
5.304 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderer Class Reference	399
5.304.1 Detailed Description	399
5.305 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderResources Class Reference	399
5.305.1 Detailed Description	400
5.306 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolBuildContext Class Reference	400
5.306.1 Detailed Description	400
5.307 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraph Class Reference	400
5.307.1 Detailed Description	401
5.308 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphBuilder Class Reference	401
5.308.1 Detailed Description	401
5.309 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphNode Class Reference	401
5.309.1 Detailed Description	402
5.310 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal.FNodeInfo Struct Reference	402
5.310.1 Detailed Description	402
5.311 DungeonArchitect.UI.Widgets.SxViewportWidget.FrameTime Class Reference	402
5.311.1 Detailed Description	403
5.312 DungeonArchitect.Flow.Impl.SnapGridFlow.FsgfModuleAssemblyBuilder Class Reference	403
5.312.1 Detailed Description	403
5.313 DungeonArchitect.Themeing.GameObjectArrayDungeonThemeItem Class Reference	403
5.313.1 Detailed Description	404
5.314 DungeonArchitect.Graphs.GameObjectArrayNode Class Reference	404
5.314.1 Detailed Description	404
5.314.2 Member Function Documentation	405
5.314.2.1 CopyFrom()	405
5.315 DungeonArchitect.Themeing.GameObjectDungeonThemeItem Class Reference	405
5.315.1 Detailed Description	405

5.316 DungeonArchitect.Graphs.GameObjectNode Class Reference	406
5.316.1 Detailed Description	406
5.316.2 Member Function Documentation	406
5.316.2.1 CopyFrom()	406
5.317 DungeonArchitect.Visibility.Impl.GameObjectVisibilityGraphNode Class Reference	407
5.317.1 Detailed Description	407
5.318 DungeonArchitect.Utills.Noise.GradientNoisePolicy Class Reference	408
5.318.1 Detailed Description	408
5.319 DungeonArchitect.Utills.Noise.GradientNoiseTable Class Reference	408
5.319.1 Detailed Description	408
5.320 DungeonArchitect.Grammar.GrammarExecEntryNode Class Reference	409
5.320.1 Detailed Description	409
5.321 DungeonArchitect.Editors.SnapFlow.GrammarExecEntryNodeRenderer Class Reference	409
5.321.1 Detailed Description	410
5.322 DungeonArchitect.Grammar.GrammarExecGraph Class Reference	410
5.322.1 Detailed Description	410
5.323 DungeonArchitect.Grammar.GrammarExecNodeBase Class Reference	411
5.323.1 Detailed Description	411
5.324 DungeonArchitect.Grammar.GrammarExecRuleNode Class Reference	411
5.324.1 Detailed Description	412
5.325 DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeEditor Class Reference	412
5.325.1 Detailed Description	412
5.326 DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeRenderer Class Reference	413
5.326.1 Detailed Description	413
5.327 DungeonArchitect.Grammar.GrammarGraph Class Reference	413
5.327.1 Detailed Description	414
5.328 DungeonArchitect.Grammar.GrammarGraphBuilder Class Reference	414
5.328.1 Detailed Description	414
5.329 DungeonArchitect.Editors.SnapFlow.GrammarGraphInspector Class Reference	415
5.329.1 Detailed Description	415
5.330 DungeonArchitect.Grammar.GrammarNodeBase Class Reference	415
5.330.1 Detailed Description	416
5.331 DungeonArchitect.Grammar.GrammarNodePin Class Reference	416
5.331.1 Detailed Description	416
5.331.2 Member Function Documentation	416
5.331.2.1 ContainsPoint()	416
5.332 DungeonArchitect.Editors.SnapFlow.GrammarNodeRendererBase Class Reference	417
5.332.1 Detailed Description	418
5.333 DungeonArchitect.Grammar.GrammarNodeType Class Reference	418
5.333.1 Detailed Description	418
5.334 DungeonArchitect.Editors.SnapFlow.GrammarNodeTypeEditor Class Reference	418
5.334.1 Detailed Description	419

5.335 DungeonArchitect.Grammar.GrammarProductionRule Class Reference	419
5.335.1 Detailed Description	419
5.336 DungeonArchitect.Editors.SnapFlow.GrammarProductionRuleEditor Class Reference	419
5.336.1 Detailed Description	420
5.337 DungeonArchitect.Grammar.GrammarRuleNode Class Reference	420
5.337.1 Detailed Description	420
5.338 DungeonArchitect.Grammar.GrammarRuntimeGraph Class Reference	420
5.338.1 Detailed Description	421
5.339 DungeonArchitect.Grammar.GrammarRuntimeGraphHandlers Class Reference	421
5.339.1 Detailed Description	421
5.340 DungeonArchitect.Grammar.GrammarRuntimeGraphNodeData Class Reference	422
5.340.1 Detailed Description	422
5.341 DungeonArchitect.Grammar.GrammarRuntimeGraphUtils Class Reference	422
5.341.1 Detailed Description	422
5.342 DungeonArchitect.Grammar.GrammarTaskNode Class Reference	423
5.342.1 Detailed Description	423
5.342.2 Member Function Documentation	423
5.342.2.1 CopyFrom()	423
5.343 DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeEditor Class Reference	424
5.343.1 Detailed Description	424
5.344 DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeRenderer Class Reference	424
5.344.1 Detailed Description	425
5.345 DungeonArchitect.Graphs.Graph Class Reference	425
5.345.1 Detailed Description	426
5.345.2 Member Function Documentation	426
5.345.2.1 GetNode()	426
5.345.2.2 GetNodes< T >()	426
5.345.3 Property Documentation	427
5.345.3.1 Links	427
5.345.3.2 Nodes	427
5.345.3.3 TopZIndex	427
5.346 DungeonArchitect.Graphs.GraphBuilder Class Reference	427
5.346.1 Detailed Description	428
5.347 DungeonArchitect.Graphs.GraphCamera Class Reference	428
5.347.1 Detailed Description	429
5.347.2 Member Function Documentation	429
5.347.2.1 FocusOnBestFit()	429
5.347.2.2 FocusOnNode()	429
5.347.2.3 HandleInput()	430
5.347.2.4 Pan() [1/2]	430
5.347.2.5 Pan() [2/2]	430
5.347.2.6 ScreenToWorld() [1/2]	431

5.347.2.7 ScreenToWorld() [2/2]	431
5.347.2.8 WorldToScreen() [1/2]	432
5.347.2.9 WorldToScreen() [2/2]	432
5.347.3 Property Documentation	432
5.347.3.1 Position	432
5.347.3.2 ZoomLevel	433
5.348 DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu Class Reference	433
5.348.1 Detailed Description	434
5.348.2 Member Function Documentation	434
5.348.2.1 HandleInput()	434
5.348.2.2 Show()	434
5.349 DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenuEvent Class Reference	435
5.349.1 Detailed Description	435
5.350 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor Class Reference	436
5.350.1 Detailed Description	438
5.350.2 Member Function Documentation	438
5.350.2.1 CreateLink< T >()	438
5.350.2.2 CreateNode< T >()	439
5.350.2.3 Draw()	439
5.350.2.4 DrawHUD()	440
5.350.2.5 FocusCameraOnBestFit()	440
5.350.2.6 FocusCameraOnNode()	440
5.350.2.7 GetPinUnderPosition()	441
5.350.2.8 HandleInput()	441
5.350.2.9 Init()	442
5.350.2.10 SelectNode()	442
5.350.3 Property Documentation	442
5.350.3.1 Graph	442
5.351 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorConstants Class Reference	443
5.351.1 Detailed Description	443
5.352 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorEvents Class Reference	443
5.352.1 Detailed Description	443
5.353 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorStyle Class Reference	444
5.353.1 Detailed Description	444
5.354 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils Class Reference	444
5.354.1 Detailed Description	444
5.354.2 Member Function Documentation	445
5.354.2.1 AddToAsset() [1/2]	445
5.354.2.2 AddToAsset() [2/2]	445
5.355 DungeonArchitect.UI.Widgets.GraphEditors.GraphEvent< T > Class Template Reference	445
5.355.1 Detailed Description	446
5.356 DungeonArchitect.UI.Widgets.GraphEditors.GraphEventArgs Class Reference	446

5.356.1 Detailed Description	446
5.357 DungeonArchitect.Grammar.GraphGrammarProcessor Class Reference	447
5.357.1 Detailed Description	447
5.358 DungeonArchitect.Grammar.GraphGrammarProcessorSettings Class Reference	447
5.358.1 Detailed Description	447
5.359 DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler Class Reference	448
5.359.1 Detailed Description	448
5.359.2 Member Function Documentation	448
5.359.2.1 HandleNodeInput()	448
5.359.2.2 HandlePinInput()	448
5.360 DungeonArchitect.Editors.GraphInspector Class Reference	449
5.360.1 Detailed Description	449
5.360.2 Member Function Documentation	449
5.360.2.1 OnInspectorGUI()	449
5.361 DungeonArchitect.Graphs.Layouts.GraphLayoutBase< T > Class Template Reference	450
5.361.1 Detailed Description	450
5.362 DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayered< T > Class Template Reference	450
5.362.1 Detailed Description	451
5.363 DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayeredConfig Class Reference	451
5.363.1 Detailed Description	451
5.364 DungeonArchitect.Graphs.Layouts.GraphLayoutNode< T > Class Template Reference	451
5.364.1 Detailed Description	452
5.365 DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpring< T > Class Template Reference	452
5.365.1 Detailed Description	452
5.366 DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpringConfig Class Reference	452
5.366.1 Detailed Description	453
5.367 DungeonArchitect.Graphs.GraphLink Class Reference	453
5.367.1 Detailed Description	453
5.367.2 Member Function Documentation	454
5.367.2.1 GetTangentStrength()	454
5.367.3 Property Documentation	454
5.367.3.1 Graph	454
5.367.3.2 Id	454
5.367.3.3 Input	454
5.367.3.4 Output	455
5.368 DungeonArchitect.Graphs.GraphNode Class Reference	455
5.368.1 Detailed Description	457
5.368.2 Member Function Documentation	457
5.368.2.1 CopyFrom()	457
5.368.2.2 CreatePin()	457
5.368.2.3 DragNode()	458
5.368.2.4 GetChildNodes()	458

5.368.2.5 GetParentNodes()	458
5.368.3 Property Documentation	458
5.368.3.1 Bounds	459
5.368.3.2 Caption	459
5.368.3.3 Graph	459
5.368.3.4 Id	459
5.368.3.5 InputPin	459
5.368.3.6 InputPins	460
5.368.3.7 OutputPin	460
5.368.3.8 OutputPins	460
5.368.3.9 Position	460
5.368.3.10 Selected	460
5.368.3.11 Size	461
5.368.3.12 ZIndex	461
5.369 DungeonArchitect.Editors.GraphNodeEditor Class Reference	461
5.369.1 Detailed Description	462
5.370 DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeEventArgs Class Reference	462
5.370.1 Detailed Description	462
5.371 DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderer Class Reference	463
5.371.1 Detailed Description	463
5.372 DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRendererFactory Class Reference	464
5.372.1 Detailed Description	464
5.373 DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations Class Reference	464
5.373.1 Detailed Description	464
5.373.2 Member Function Documentation	465
5.373.2.1 BreakInputLinks()	465
5.373.2.2 BreakOutputLinks()	465
5.373.2.3 CreateLink< T >()	465
5.373.2.4 CreateNode()	466
5.373.2.5 CreateNode< T >()	466
5.373.2.6 DestroyLink()	466
5.373.2.7 DestroyNode()	467
5.373.2.8 DuplicateNode< T >()	467
5.374 DungeonArchitect.UI.Widgets.GraphPanel< TGraphEditor > Class Template Reference	468
5.374.1 Detailed Description	468
5.375 DungeonArchitect.Grammar.GraphPatternMatch Class Reference	469
5.375.1 Detailed Description	469
5.376 DungeonArchitect.Grammar.GraphPatternMatcher Class Reference	469
5.376.1 Detailed Description	469
5.377 DungeonArchitect.Graphs.GraphPin Class Reference	469
5.377.1 Detailed Description	470
5.377.2 Member Function Documentation	470

5.377.2.1 ContainsPoint()	470
5.377.2.2 GetBounds()	471
5.377.2.3 GetConntectedLinks()	471
5.377.3 Property Documentation	471
5.377.3.1 BoundsOffset	472
5.377.3.2 ClickState	472
5.377.3.3 Node	472
5.377.3.4 PinType	472
5.377.3.5 Position	472
5.377.3.6 Tangent	473
5.377.3.7 TangentStrength	473
5.377.3.8 WorldPosition	473
5.377.4 Event Documentation	473
5.377.4.1 PinLinksDestroyed	473
5.378 DungeonArchitect.Editors.GraphPinHierarchyComparer Class Reference	474
5.378.1 Detailed Description	474
5.379 DungeonArchitect.UI.Widgets.GraphEditors.GraphPinRenderer Class Reference	474
5.379.1 Detailed Description	474
5.380 DungeonArchitect.UI.Widgets.GraphEditors.GraphRendererContext Class Reference	475
5.380.1 Detailed Description	475
5.381 DungeonArchitect.Graphs.GraphSchema Class Reference	475
5.381.1 Detailed Description	475
5.381.2 Member Function Documentation	475
5.381.2.1 CanCreateLink() [1/2]	475
5.381.2.2 CanCreateLink() [2/2]	476
5.382 DungeonArchitect.UI.Widgets.GraphEditors.GraphSelectionBox Class Reference	476
5.382.1 Detailed Description	477
5.382.2 Member Function Documentation	477
5.382.2.1 HandleInput()	477
5.383 DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltip Class Reference	478
5.383.1 Detailed Description	478
5.383.2 Member Data Documentation	478
5.383.2.1 message	478
5.384 DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltipRenderer Class Reference	478
5.384.1 Detailed Description	479
5.385 DungeonArchitect.Graphs.GraphUtils Class Reference	479
5.385.1 Detailed Description	479
5.385.2 Member Function Documentation	479
5.385.2.1 Intersects()	479
5.386 DungeonArchitect.Builders.Grid.GridBuilderDoorMetadata Class Reference	480
5.386.1 Detailed Description	480
5.387 DungeonArchitect.Builders.Grid.GridBuilderUtils Class Reference	480

5.387.1 Detailed Description	481
5.387.2 Member Function Documentation	481
5.387.2.1 GetCellCluster()	481
5.388 DungeonArchitect.Builders.Grid.GridCellInfo Class Reference	481
5.388.1 Detailed Description	482
5.389 DungeonArchitect.Builders.Grid.GridDebugDrawUtils Class Reference	482
5.389.1 Detailed Description	482
5.390 DungeonArchitect.Builders.Grid.GridDungeonBuilder Class Reference	482
5.390.1 Detailed Description	483
5.390.2 Member Function Documentation	483
5.390.2.1 BuildCellsWithSeparation()	484
5.390.2.2 BuildDungeon()	484
5.390.2.3 EmitMarkers()	484
5.390.2.4 OnVolumePositionModified()	484
5.390.2.5 Seperate()	485
5.390.2.6 TriangulateRooms()	485
5.391 DungeonArchitect.Builders.Grid.GridDungeonConfig Class Reference	485
5.391.1 Detailed Description	487
5.391.2 Member Data Documentation	487
5.391.2.1 CorridorWidth	487
5.391.2.2 DoorProximitySteps	488
5.391.2.3 FloorHeight	488
5.391.2.4 GridCellSize	488
5.391.2.5 HeightVariationProbability	488
5.391.2.6 InitialRoomRadius	489
5.391.2.7 MaxAllowedStairHeight	489
5.391.2.8 MaxCellSize	489
5.391.2.9 MinCellSize	489
5.391.2.10 NormalMean	489
5.391.2.11 NormalStd	490
5.391.2.12 NumCells	490
5.391.2.13 RoomAreaThreshold	490
5.391.2.14 RoomAspectDelta	490
5.391.2.15 SpanningTreeLoopProbability	490
5.391.2.16 StairConnectionTolerance	491
5.392 DungeonArchitect.Editors.GridDungeonConfigEditor Class Reference	491
5.392.1 Detailed Description	491
5.393 DungeonArchitect.Builders.Grid.GridDungeonItemGroup Class Reference	492
5.393.1 Detailed Description	492
5.393.2 Member Function Documentation	492
5.393.2.1 OnPostDungeonBuild()	492
5.394 DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirror Class Reference	493

5.394.1 Detailed Description	493
5.395 DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisX Class Reference	494
5.395.1 Detailed Description	494
5.396 DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisZ Class Reference	494
5.396.1 Detailed Description	495
5.397 DungeonArchitect.Builders.Grid.GridDungeonModel Class Reference	495
5.397.1 Detailed Description	496
5.397.2 Member Function Documentation	496
5.397.2.1 BuildCellLookup()	497
5.397.2.2 BuildSpatialCellLookup()	497
5.397.2.3 ContainsStair()	497
5.397.2.4 FindCellByPosition()	497
5.397.2.5 GetCell()	498
5.397.2.6 GetGridCellLookup()	498
5.397.2.7 ResetModel()	499
5.397.3 Member Data Documentation	499
5.397.3.1 CellLookup	499
5.397.4 Property Documentation	499
5.397.4.1 Doors	499
5.398 DungeonArchitect.Builders.Grid.GridDungeonModelUtils Class Reference	500
5.398.1 Detailed Description	500
5.399 DungeonArchitect.Builders.Grid.GridDungeonQuery Class Reference	500
5.399.1 Detailed Description	501
5.399.2 Member Function Documentation	501
5.399.2.1 OnPostDungeonBuild()	501
5.399.2.2 OnPreDungeonDestroy()	501
5.400 DungeonArchitect.Flow.Impl.GridFlow.GridFlowAsset Class Reference	502
5.400.1 Detailed Description	502
5.401 DungeonArchitect.Editors.Flow.GridFlowDoorKeyComponentEditor Class Reference	502
5.401.1 Detailed Description	502
5.402 DungeonArchitect.Editors.Flow.GridFlowDoorLockComponentEditor Class Reference	503
5.402.1 Detailed Description	503
5.403 DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder Class Reference	503
5.403.1 Detailed Description	504
5.403.2 Member Function Documentation	504
5.403.2.1 BuildDungeon()	504
5.403.2.2 EmitMarkers()	504
5.404 DungeonArchitect.Builders.GridFlow.GridFlowDungeonConfig Class Reference	505
5.404.1 Detailed Description	505
5.405 DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel Class Reference	505
5.405.1 Detailed Description	506
5.405.2 Member Data Documentation	506

5.405.2.1 layoutGraph	506
5.405.2.2 tilemap	506
5.405.2.3 wallsAsEdges	506
5.406 DungeonArchitect.Editors.Flow.Impl.GridFlowEditorConfig Class Reference	507
5.406.1 Detailed Description	507
5.407 DungeonArchitect.Editors.Flow.Impl.GridFlowEditorWindow Class Reference	507
5.407.1 Detailed Description	508
5.408 DungeonArchitect.Editors.Flow.Impl.GridFlowExecGraphEditorConfigInspector Class Reference	508
5.408.1 Detailed Description	509
5.409 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateGridInspector Class Reference	509
5.409.1 Detailed Description	509
5.410 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateKeyLockInspector Class Reference	510
5.410.1 Detailed Description	510
5.411 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateMainPathInspector Class Reference	510
5.411.1 Detailed Description	511
5.412 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreatePathInspector Class Reference	511
5.412.1 Detailed Description	511
5.413 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateTilemapElevationsInspector Class Reference	512
5.413.1 Detailed Description	512
5.414 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeGraphInspector Class Reference	512
5.414.1 Detailed Description	513
5.415 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeTilemapInspector Class Reference	513
5.415.1 Detailed Description	513
5.416 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_MergeTilemapsInspector Class Reference	514
5.416.1 Detailed Description	514
5.417 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_ResultInspector Class Reference	514
5.417.1 Detailed Description	515
5.418 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_SpawnItemsInspector Class Reference	515
5.418.1 Detailed Description	515
5.419 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_CreateTilemapOverlay Class Reference	516
5.419.1 Detailed Description	516
5.420 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_InitializeTilemap Class Reference	516
5.420.1 Detailed Description	517

5.421	DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_OptimizeTilemap Class Reference	517
5.421.1	Detailed Description	517
5.422	DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodePlacementSettingInspector Class Reference	517
5.422.1	Detailed Description	518
5.423	DungeonArchitect.Flow.Exec.GridFlowGraphNodeExecutionStatus Class Reference	518
5.423.1	Detailed Description	518
5.424	DungeonArchitect.Flow.Impl.GridFlow.GridFlowLayoutGraphDomain Class Reference	518
5.424.1	Detailed Description	519
5.425	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateGrid Class Reference	519
5.425.1	Detailed Description	519
5.426	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateKeyLock Class Reference	520
5.426.1	Detailed Description	520
5.427	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateMainPath Class Reference	521
5.427.1	Detailed Description	521
5.428	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreatePath Class Reference	522
5.428.1	Detailed Description	522
5.429	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskFinalizeGraph Class Reference	522
5.429.1	Detailed Description	523
5.430	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskSpawnItems Class Reference	523
5.430.1	Detailed Description	524
5.431	DungeonArchitect.Builders.GridFlow.GridFlowMinimap Class Reference	524
5.431.1	Detailed Description	525
5.432	DungeonArchitect.Builders.GridFlow.GridFlowMinimapIcons Struct Reference	525
5.432.1	Detailed Description	525
5.433	DungeonArchitect.Builders.GridFlow.GridFlowMinimapTrackedObject Class Reference	525
5.433.1	Detailed Description	526
5.434	DungeonArchitect.Editors.GridFlowMinimapTrackedObjectInspector Class Reference	526
5.434.1	Detailed Description	526
5.435	DungeonArchitect.Editors.Visualization.Implementation.GridFlowThemeMarkerVisualizationBuilder Class Reference	526
5.435.1	Detailed Description	527
5.436	DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomain Class Reference	527
5.436.1	Detailed Description	527
5.437	DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomainData Class Reference	528
5.437.1	Detailed Description	528
5.438	DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapState Class Reference	528
5.438.1	Detailed Description	529
5.439	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateElevations Class Reference	529
5.439.1	Detailed Description	529
5.440	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateOverlay Class Reference	530
5.440.1	Detailed Description	530

5.441	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskFinalize Class Reference	530
5.441.1	Detailed Description	531
5.442	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskInitialize Class Reference	531
5.442.1	Detailed Description	532
5.443	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskMerge Class Reference	532
5.443.1	Detailed Description	532
5.444	DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskOptimize Class Reference	533
5.444.1	Detailed Description	533
5.445	DungeonArchitect.Builders.Grid.GridItemDoorMetadata Class Reference	533
5.445.1	Detailed Description	534
5.446	DungeonArchitect.Builders.Grid.GridItemMetadataHandler Class Reference	534
5.446.1	Detailed Description	534
5.447	DungeonArchitect.UI.Widgets.GridPanelNode Class Reference	534
5.447.1	Detailed Description	535
5.448	DungeonArchitect.UI.Widgets.GridPanelWidget Class Reference	535
5.448.1	Detailed Description	536
5.449	DungeonArchitect.Editors.Visualization.Implementation.GridThemeMarkerVisualizationBuilder Class Reference	536
5.449.1	Detailed Description	536
5.450	DungeonArchitect.UI.GUIState Class Reference	536
5.450.1	Detailed Description	537
5.451	SharpNav.Heightfield Class Reference	537
5.451.1	Detailed Description	539
5.451.2	Constructor & Destructor Documentation	540
5.451.2.1	Heightfield() [1/2]	540
5.451.2.2	Heightfield() [2/2]	540
5.451.3	Member Function Documentation	540
5.451.3.1	FilterLedgeSpans()	540
5.451.3.2	FilterLowHangingWalkableObstacles()	542
5.451.3.3	FilterWalkableLowHeightSpans()	542
5.451.3.4	RasterizeTriangle() [1/6]	542
5.451.3.5	RasterizeTriangle() [2/6]	543
5.451.3.6	RasterizeTriangle() [3/6]	544
5.451.3.7	RasterizeTriangle() [4/6]	544
5.451.3.8	RasterizeTriangle() [5/6]	544
5.451.3.9	RasterizeTriangle() [6/6]	545
5.451.3.10	RasterizeTriangles() [1/14]	545
5.451.3.11	RasterizeTriangles() [2/14]	545
5.451.3.12	RasterizeTriangles() [3/14]	546
5.451.3.13	RasterizeTriangles() [4/14]	546
5.451.3.14	RasterizeTriangles() [5/14]	547
5.451.3.15	RasterizeTriangles() [6/14]	547

5.451.3.16 RasterizeTriangles() [7/14]	547
5.451.3.17 RasterizeTriangles() [8/14]	548
5.451.3.18 RasterizeTriangles() [9/14]	548
5.451.3.19 RasterizeTriangles() [10/14]	548
5.451.3.20 RasterizeTriangles() [11/14]	549
5.451.3.21 RasterizeTriangles() [12/14]	549
5.451.3.22 RasterizeTriangles() [13/14]	550
5.451.3.23 RasterizeTriangles() [14/14]	550
5.451.3.24 RasterizeTrianglesIndexed() [1/8]	550
5.451.3.25 RasterizeTrianglesIndexed() [2/8]	552
5.451.3.26 RasterizeTrianglesIndexed() [3/8]	552
5.451.3.27 RasterizeTrianglesIndexed() [4/8]	553
5.451.3.28 RasterizeTrianglesIndexed() [5/8]	553
5.451.3.29 RasterizeTrianglesIndexed() [6/8]	554
5.451.3.30 RasterizeTrianglesIndexed() [7/8]	554
5.451.3.31 RasterizeTrianglesIndexed() [8/8]	554
5.451.3.32 RasterizeTrianglesIndexedWithAreas() [1/4]	555
5.451.3.33 RasterizeTrianglesIndexedWithAreas() [2/4]	555
5.451.3.34 RasterizeTrianglesIndexedWithAreas() [3/4]	556
5.451.3.35 RasterizeTrianglesIndexedWithAreas() [4/4]	556
5.451.3.36 RasterizeTrianglesWithAreas() [1/6]	557
5.451.3.37 RasterizeTrianglesWithAreas() [2/6]	557
5.451.3.38 RasterizeTrianglesWithAreas() [3/6]	558
5.451.3.39 RasterizeTrianglesWithAreas() [4/6]	558
5.451.3.40 RasterizeTrianglesWithAreas() [5/6]	558
5.451.3.41 RasterizeTrianglesWithAreas() [6/6]	559
5.451.4 Property Documentation	559
5.451.4.1 Bounds	559
5.451.4.2 CellHeight	560
5.451.4.3 CellSize	560
5.451.4.4 CellSizeXZ	560
5.451.4.5 Height	560
5.451.4.6 Length	560
5.451.4.7 Maximum	561
5.451.4.8 Minimum	561
5.451.4.9 SpanCount	561
5.451.4.10 this[int i]	561
5.451.4.11 this[int x, int y]	562
5.451.4.12 this[SpanReference spanRef]	562
5.451.4.13 Width	562
5.452 SharpNav.HeightPatch Class Reference	563
5.452.1 Detailed Description	563

5.452.2 Constructor & Destructor Documentation	564
5.452.2.1 HeightPatch()	564
5.452.3 Member Function Documentation	564
5.452.3.1 Clear()	564
5.452.3.2 IsSet()	564
5.452.3.3 Resize()	565
5.452.3.4 SetAll()	565
5.452.3.5 TryGetHeight() [1/2]	565
5.452.3.6 TryGetHeight() [2/2]	566
5.452.4 Member Data Documentation	566
5.452.4.1 UnsetHeight	566
5.452.5 Property Documentation	567
5.452.5.1 Length	567
5.452.5.2 this[int index]	567
5.452.5.3 this[int x, int y]	567
5.452.5.4 Width	568
5.452.5.5 X	568
5.452.5.6 Y	568
5.453 DungeonArchitect.UI.Widgets.HighlightWidget Class Reference	568
5.453.1 Detailed Description	569
5.454 DungeonArchitect.Editors.ThemeEditorTools.IBulkPrefabReplaceRuleProcessor Interface Reference	569
5.454.1 Detailed Description	570
5.455 DungeonArchitect.UI.IContextMenu Interface Reference	570
5.455.1 Detailed Description	570
5.456 DungeonArchitect.UI.IDeferredUICommand Interface Reference	570
5.456.1 Detailed Description	571
5.457 DungeonArchitect.IDungeonSceneObjectInstantiator Interface Reference	571
5.457.1 Detailed Description	571
5.458 DungeonArchitect.Triangulator.IEDGE Struct Reference	571
5.458.1 Detailed Description	572
5.459 DungeonArchitect.Flow.Domains.IFlowDomain Interface Reference	572
5.459.1 Detailed Description	572
5.460 DungeonArchitect.Flow.Domains.IFlowDomainData Interface Reference	572
5.460.1 Detailed Description	573
5.461 DungeonArchitect.Flow.Domains.IFlowDomainExtension Interface Reference	573
5.461.1 Detailed Description	573
5.462 DungeonArchitect.Editors.Flow.IFlowEditorWindow Interface Reference	573
5.462.1 Detailed Description	573
5.463 DungeonArchitect.Flow.Domains.Layout.IFlowLayoutGraphConstraints Interface Reference	574
5.463.1 Detailed Description	574
5.464 DungeonArchitect.Flow.Domains.Layout.Pathing.IFlowLayoutNodeCreationConstraint Interface Reference	574

5.464.1 Detailed Description	574
5.465 DungeonArchitect.Grammar.IGrammarGraphBuilder Interface Reference	575
5.465.1 Detailed Description	575
5.466 DungeonArchitect.Grammar.IGrammarGraphBuildScript Interface Reference	575
5.466.1 Detailed Description	575
5.467 DungeonArchitect.Graphs.Layouts.IGraphLayout< T > Interface Template Reference	576
5.467.1 Detailed Description	576
5.468 DungeonArchitect.Graphs.Layouts.IGraphLayoutNodeActions< T > Interface Template Reference	576
5.468.1 Detailed Description	576
5.469 DungeonArchitect.UI.Widgets.GraphEditors.IGraphLinkRenderer Interface Reference	577
5.469.1 Detailed Description	577
5.470 DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.ILayout3DGraphDomainSettings Interface Reference	577
5.470.1 Detailed Description	577
5.471 DungeonArchitect.UI.Widgets.IListItemWidget Interface Reference	578
5.471.1 Detailed Description	578
5.472 DungeonArchitect.UI.Widgets.ImageWidget Class Reference	578
5.472.1 Detailed Description	579
5.473 DungeonArchitect.Graphs.IndexCounter Class Reference	579
5.473.1 Detailed Description	579
5.474 DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder Class Reference	580
5.474.1 Detailed Description	580
5.474.2 Member Function Documentation	580
5.474.2.1 BuildDungeon()	580
5.474.2.2 EmitMarkers()	581
5.475 DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkConfig Class Reference	581
5.475.1 Detailed Description	582
5.476 DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkModel Class Reference	582
5.476.1 Detailed Description	582
5.477 DungeonArchitect.InfinityDungeon Class Reference	582
5.477.1 Detailed Description	583
5.478 DungeonArchitect.InfinityDungeonConfig Class Reference	583
5.478.1 Detailed Description	584
5.479 DungeonArchitect.InfinityDungeonEditorUpdate Class Reference	584
5.479.1 Detailed Description	584
5.480 DungeonArchitect.Utils.Noise.INoisePolicy< T > Interface Template Reference	585
5.480.1 Detailed Description	585
5.481 DungeonArchitect.Utils.Noise.INoiseTable< T > Interface Template Reference	585
5.481.1 Detailed Description	585
5.482 DungeonArchitect.Editors.InspectorNotify Class Reference	586
5.482.1 Detailed Description	586
5.483 DungeonArchitect.Editors.InspectorStyles Class Reference	586

5.483.1 Detailed Description	586
5.484 DungeonArchitect.Editors.InspectorUtils Class Reference	586
5.484.1 Detailed Description	587
5.484.2 Member Function Documentation	587
5.484.2.1 DrawMatrixProperty()	587
5.484.2.2 DrawVectorProperty()	587
5.484.2.3 Round()	588
5.484.2.4 RoundVector()	588
5.485 DungeonArchitect.Utils.InstanceCache Class Reference	589
5.485.1 Detailed Description	589
5.485.2 Member Function Documentation	589
5.485.2.1 GetInstance()	589
5.486 DungeonArchitect.IntVector Struct Reference	589
5.486.1 Detailed Description	590
5.487 DungeonArchitect.IntVector2 Struct Reference	591
5.487.1 Detailed Description	591
5.488 DungeonArchitect.Builders.Grid.IntVector2Key Struct Reference	592
5.488.1 Detailed Description	592
5.489 DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphNodeAction Class Reference	592
5.489.1 Detailed Description	593
5.490 DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphSnapEdValidatorAction Class Reference	593
5.490.1 Detailed Description	593
5.491 DungeonArchitect.Editors.SnapFlow.InvalidNodeTypeAction Class Reference	593
5.491.1 Detailed Description	594
5.492 DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction Class Reference	594
5.492.1 Detailed Description	594
5.493 DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphNodeAction Class Reference	595
5.493.1 Detailed Description	595
5.494 DungeonArchitect.Editors.SnapFlow.InvalidProductionRuleAction Class Reference	595
5.494.1 Detailed Description	596
5.495 DungeonArchitect.Builders.Isaac.IsaacBuilderUtils Class Reference	596
5.495.1 Detailed Description	596
5.496 DungeonArchitect.Builders.Isaac.IsaacDoor Class Reference	596
5.496.1 Detailed Description	596
5.497 DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder Class Reference	597
5.497.1 Detailed Description	597
5.497.2 Member Function Documentation	597
5.497.2.1 BuildDungeon()	597
5.497.2.2 EmitMarkers()	598
5.498 DungeonArchitect.Builders.Isaac.IsaacDungeonConfig Class Reference	598
5.498.1 Detailed Description	599
5.499 DungeonArchitect.Builders.Isaac.IsaacDungeonModel Class Reference	599

5.499.1 Detailed Description	599
5.500 DungeonArchitect.Builders.Isaac.IsaacRoom Class Reference	599
5.500.1 Detailed Description	600
5.501 DungeonArchitect.Builders.Isaac.IsaacRoomFactory Class Reference	600
5.501.1 Detailed Description	600
5.502 DungeonArchitect.Builders.Isaac.IsaacRoomLayout Class Reference	600
5.502.1 Detailed Description	600
5.503 DungeonArchitect.Builders.Isaac.IsaacRoomLayoutBuilder Class Reference	601
5.503.1 Detailed Description	601
5.504 DungeonArchitect.Builders.Isaac.IsaacRoomTile Class Reference	601
5.504.1 Detailed Description	601
5.505 DungeonArchitect.Editors.Visualization.Implementation.IsaacThemeMarkerVisualizationBuilder Class Reference	602
5.505.1 Detailed Description	602
5.506 DungeonArchitect.ISGFLayoutNodeCategoryConstraint Interface Reference	602
5.506.1 Detailed Description	602
5.507 DungeonArchitect.ISGFLayoutNodePositionConstraint Interface Reference	603
5.507.1 Detailed Description	603
5.508 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.ISGFLayoutTaskPathBuilder Interface Reference	603
5.508.1 Detailed Description	603
5.509 DungeonArchitect.Editors.SnapFlow.ISnapEdValidatorAction Interface Reference	604
5.509.1 Detailed Description	604
5.510 DungeonArchitect.SxEngine.ISxSceneNode Interface Reference	604
5.510.1 Detailed Description	605
5.511 DungeonArchitect.Editors.Visualization.IThemeMarkerVisualizationBuilder Interface Reference	605
5.511.1 Detailed Description	605
5.512 DungeonArchitect.Flow.Domains.Tilemap.Tasks.ITilemapFlowOverlayGenerator Interface Reference	606
5.512.1 Detailed Description	606
5.513 DungeonArchitect.Flow.Impl.GridFlow.ITilemapItemPlacementStrategy Interface Reference	606
5.513.1 Detailed Description	606
5.514 SharpNav.Collections.Generic.IValueWithCost Interface Reference	607
5.514.1 Detailed Description	607
5.514.2 Property Documentation	607
5.514.2.1 Cost	607
5.515 DungeonArchitect.UI.Widgets.IWidget Interface Reference	608
5.515.1 Detailed Description	608
5.516 DungeonArchitect.UI.Widgets.GraphEditors.KeyboardState Class Reference	609
5.516.1 Detailed Description	609
5.517 DungeonArchitect.Editors.Flow.KeyLockLinkVisualizerBase Class Reference	609
5.517.1 Detailed Description	610
5.518 DungeonArchitect.Utills.KeyValueData Class Reference	610
5.518.1 Detailed Description	610

5.519 DungeonArchitect.Utills.KeyValueDataEntryBase Class Reference	610
5.519.1 Detailed Description	611
5.520 DungeonArchitect.Utills.KeyValueDataEntryFloat Class Reference	611
5.520.1 Detailed Description	611
5.521 DungeonArchitect.Utills.KeyValueDataEntryInt Class Reference	611
5.521.1 Detailed Description	612
5.522 DungeonArchitect.Utills.KeyValueDataEntryString Class Reference	612
5.522.1 Detailed Description	612
5.523 DungeonArchitect.Utills.KeyValueDataEntryTyped< T > Class Template Reference	612
5.523.1 Detailed Description	613
5.524 DungeonArchitect.Utills.KeyValueDataEntryVector2 Class Reference	613
5.524.1 Detailed Description	613
5.525 DungeonArchitect.Utills.KeyValueDataEntryVector3 Class Reference	614
5.525.1 Detailed Description	614
5.526 DungeonArchitect.UI.Widgets.LabelWidget Class Reference	614
5.526.1 Detailed Description	615
5.527 DungeonArchitect.Landscape.LandscapeDataRasterizer Class Reference	615
5.527.1 Detailed Description	616
5.527.2 Constructor & Destructor Documentation	616
5.527.2.1 LandscapeDataRasterizer()	616
5.527.3 Member Function Documentation	616
5.527.3.1 DrawCell()	617
5.527.3.2 GetHeight()	617
5.527.3.3 LoadData()	617
5.527.3.4 SaveData()	618
5.527.3.5 SmoothCell()	618
5.527.3.6 WorldToTerrainCoord() [1/2]	618
5.527.3.7 WorldToTerrainCoord() [2/2]	619
5.527.3.8 WorldToTerrainDetailCoord()	619
5.527.3.9 WorldToTerrainTextureCoord()	620
5.528 DungeonArchitect.Landscape.LandscapeTexture Class Reference	620
5.528.1 Detailed Description	621
5.529 DungeonArchitect.Editors.LandscapeTextureEditor Class Reference	621
5.529.1 Detailed Description	621
5.530 DungeonArchitect.Landscape.LandscapeTransformerBase Class Reference	621
5.530.1 Detailed Description	622
5.530.2 Member Function Documentation	622
5.530.2.1 OnDungeonDestroyed()	622
5.530.2.2 OnPostDungeonLayoutBuild()	622
5.531 DungeonArchitect.Builders.CircularCity.LandscapeTransformerCity Class Reference	624
5.531.1 Detailed Description	625
5.532 DungeonArchitect.Builders.SimpleCity.LandscapeTransformerCity Class Reference	625

5.532.1 Detailed Description	626
5.533 DungeonArchitect.Builders.Grid.LandscapeTransformerGrid Class Reference	626
5.533.1 Detailed Description	627
5.534 DungeonArchitect.Editors.Flow.DomainEditors.Layout2D.Layout2DGraphDomainEditor Class Reference	627
5.534.1 Detailed Description	628
5.535 DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.Layout3DGraphDomainEditor Class Reference	628
5.535.1 Detailed Description	628
5.536 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Layout3DGraphRenderingResource Class Reference	629
5.536.1 Detailed Description	629
5.537 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateKeyLock Class Reference	629
5.537.1 Detailed Description	630
5.538 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateMainPath Class Reference	630
5.538.1 Detailed Description	631
5.539 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreatePath Class Reference	631
5.539.1 Detailed Description	631
5.540 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskFinalizeGraph Class Reference	632
5.540.1 Detailed Description	632
5.541 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskPathBuilderBase Class Reference	632
5.541.1 Detailed Description	633
5.542 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskSpawnItems Class Reference	633
5.542.1 Detailed Description	634
5.543 DungeonArchitect.Navigation.LayoutFloorTriangleProvider Class Reference	634
5.543.1 Detailed Description	634
5.544 DungeonArchitect.Graphs.Layouts.Layered.LayoutTree< T > Class Template Reference	635
5.544.1 Detailed Description	635
5.545 DungeonArchitect.Graphs.Layouts.Layered.LayoutTreeNode< T > Class Template Reference	635
5.545.1 Detailed Description	635
5.546 DungeonArchitect.Themeing.LeftToRightNodeComparer Class Reference	635
5.546.1 Detailed Description	636
5.547 DungeonArchitect.LevelMarkerList Class Reference	636
5.547.1 Detailed Description	637
5.548 SharpNav.Pathfinding.Link Class Reference	637
5.548.1 Detailed Description	637
5.548.2 Member Data Documentation	638
5.548.2.1 External	638
5.548.2.2 Null	638
5.548.3 Property Documentation	638
5.548.3.1 BMax	638

5.548.3.2 BMin	638
5.548.3.3 Edge	639
5.548.3.4 Next	639
5.548.3.5 Reference	639
5.548.3.6 Side	639
5.549 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor.LinkRenderSettings Struct Reference	639
5.549.1 Detailed Description	640
5.550 DungeonArchitect.UI.Widgets.LinkWidget Class Reference	640
5.550.1 Detailed Description	641
5.551 DungeonArchitect.UI.Widgets.ListViewSource< T > Class Template Reference	641
5.551.1 Detailed Description	641
5.552 DungeonArchitect.UI.Widgets.ListViewTextItemWidget Class Reference	641
5.552.1 Detailed Description	642
5.553 DungeonArchitect.UI.Widgets.ListViewWidget< T > Class Template Reference	642
5.553.1 Detailed Description	643
5.554 SharpNav.Crowds.LocalBoundary Class Reference	643
5.554.1 Detailed Description	644
5.554.2 Constructor & Destructor Documentation	644
5.554.2.1 LocalBoundary()	644
5.554.3 Member Function Documentation	644
5.554.3.1 AddSegment()	644
5.554.3.2 IsValid()	645
5.554.3.3 Reset()	645
5.554.3.4 Update()	645
5.554.4 Property Documentation	646
5.554.4.1 Center	646
5.554.4.2 SegCount	646
5.554.4.3 Segs	646
5.555 DungeonArchitect.Builders.Mario.MarioDungeonBuilder Class Reference	647
5.555.1 Detailed Description	647
5.555.2 Member Function Documentation	647
5.555.2.1 BuildDungeon()	647
5.555.2.2 EmitMarkers()	648
5.556 DungeonArchitect.Builders.Mario.MarioDungeonConfig Class Reference	648
5.556.1 Detailed Description	649
5.557 DungeonArchitect.Builders.Mario.MarioDungeonLevelChunkRule Class Reference	649
5.557.1 Detailed Description	649
5.558 DungeonArchitect.Builders.Mario.MarioDungeonModel Class Reference	650
5.558.1 Detailed Description	650
5.559 DungeonArchitect.Builders.Grid.SpatialConstraints.MarioDungeonSpatialConstraints Class Reference	650
5.559.1 Detailed Description	651

5.560	DungeonArchitect.Editors.Visualization.Implementation.MarioThemeMarkerVisualizationBuilder Class Reference	651
5.560.1	Detailed Description	651
5.561	DungeonArchitect.Builders.Mario.MarioTile Class Reference	651
5.561.1	Detailed Description	652
5.562	DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier Class Reference	652
5.562.1	Detailed Description	652
5.562.2	Member Function Documentation	652
5.562.2.1	EmitMarkers()	652
5.563	DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace Class Reference	653
5.563.1	Detailed Description	653
5.563.2	Member Function Documentation	654
5.563.2.1	EmitMarkers()	654
5.564	DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint Class Reference	654
5.564.1	Detailed Description	655
5.564.2	Member Function Documentation	655
5.564.2.1	EmitMarkers()	655
5.565	DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator Class Reference	655
5.565.1	Detailed Description	656
5.565.2	Member Function Documentation	656
5.565.2.1	EmitMarkers()	656
5.566	DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D Class Reference	656
5.566.1	Detailed Description	657
5.566.2	Member Function Documentation	657
5.566.2.1	EmitMarkers()	657
5.567	DungeonArchitect.Graphs.MarkerEmitterNode Class Reference	658
5.567.1	Detailed Description	658
5.568	DungeonArchitect.Editors.MarkerEmitterNodeEditor Class Reference	658
5.568.1	Detailed Description	659
5.569	DungeonArchitect.Editors.MarkerEmitterNodeRenderer Class Reference	659
5.569.1	Detailed Description	660
5.570	DungeonArchitect.Graphs.MarkerNode Class Reference	660
5.570.1	Detailed Description	660
5.571	DungeonArchitect.Editors.MarkerNodeEditor Class Reference	661
5.571.1	Detailed Description	661
5.572	DungeonArchitect.Editors.MarkerNodeRenderer Class Reference	661
5.572.1	Detailed Description	662
5.573	DungeonArchitect.MarkerReplacementEntry Class Reference	662
5.573.1	Detailed Description	662
5.574	DungeonArchitect.MarkerReplaceVolume Class Reference	662
5.574.1	Detailed Description	663
5.575	DungeonArchitect.Editors.MarkerReplaceVolumeEditor Class Reference	663

5.575.1 Detailed Description	663
5.576 DungeonArchitect.Utils.MathUtils Class Reference	664
5.576.1 Detailed Description	665
5.576.2 Member Function Documentation	665
5.576.2.1 Copy()	665
5.576.2.2 Divide()	665
5.576.2.3 FlipYZ() [1/3]	666
5.576.2.4 FlipYZ() [2/3]	666
5.576.2.5 FlipYZ() [3/3]	666
5.576.2.6 GridToWorld() [1/2]	667
5.576.2.7 GridToWorld() [2/2]	667
5.576.2.8 Intersects()	668
5.576.2.9 RoundToIntVector()	668
5.576.2.10 SnapToGrid() [1/2]	668
5.576.2.11 SnapToGrid() [2/2]	669
5.576.2.12 ToIntVector()	669
5.576.2.13 ToVector3()	670
5.576.2.14 WorldToGrid()	670
5.576.3 Member Data Documentation	670
5.576.3.1 INVALID_LOCATION	671
5.577 DungeonArchitect.Utils.Matrix Class Reference	671
5.577.1 Detailed Description	671
5.578 DungeonArchitect.Builders.Maze.MazeDungeonBuilder Class Reference	671
5.578.1 Detailed Description	672
5.578.2 Member Function Documentation	672
5.578.2.1 BuildDungeon()	672
5.578.2.2 EmitMarkers()	672
5.579 DungeonArchitect.Builders.Maze.MazeDungeonConfig Class Reference	673
5.579.1 Detailed Description	673
5.580 DungeonArchitect.Builders.Maze.MazeDungeonModel Class Reference	674
5.580.1 Detailed Description	674
5.581 DungeonArchitect.Editors.Visualization.Implementation.MazeThemeMarkerVisualizationBuilder Class Reference	674
5.581.1 Detailed Description	675
5.582 DungeonArchitect.Editors.MeshArrayNodeEditor Class Reference	675
5.582.1 Detailed Description	675
5.583 DungeonArchitect.Editors.MeshArrayNodeRenderer Class Reference	676
5.583.1 Detailed Description	676
5.584 SharpNav.PolyMeshDetail.MeshData Struct Reference	676
5.584.1 Detailed Description	677
5.585 DungeonArchitect.MeshMerger Class Reference	677
5.585.1 Detailed Description	677

5.585.2 Member Function Documentation	677
5.585.2.1 OnPostDungeonBuild()	677
5.586 DungeonArchitect.Editors.MeshNodeEditor Class Reference	678
5.586.1 Detailed Description	678
5.587 DungeonArchitect.Editors.MeshNodeRenderer Class Reference	679
5.587.1 Detailed Description	679
5.588 SharpNav.Pathfinding.MeshTile Class Reference	679
5.588.1 Detailed Description	680
5.588.2 Member Function Documentation	680
5.588.2.1 ClosestHeight()	680
5.588.2.2 ClosestPointOnPoly() [1/2]	681
5.588.2.3 ClosestPointOnPoly() [2/2]	681
5.588.2.4 ClosestPointOnPolyBoundary()	682
5.588.2.5 ClosestPointOnPolyOffMeshConnection()	682
5.588.3 Property Documentation	682
5.588.3.1 BVTree	682
5.588.3.2 Data	683
5.588.3.3 DetailMeshes	683
5.588.3.4 DetailTris	683
5.588.3.5 DetailVerts	683
5.588.3.6 Header	684
5.588.3.7 Links	684
5.588.3.8 LinksFreeList	684
5.588.3.9 Next	684
5.588.3.10 OffMeshConnections	684
5.588.3.11 Polys	685
5.588.3.12 Salt	685
5.588.3.13 Verts	685
5.589 DungeonArchitect.MetaAttribute Class Reference	685
5.589.1 Detailed Description	686
5.590 DungeonArchitect.MirrorVolume Class Reference	686
5.590.1 Detailed Description	686
5.591 DungeonArchitect.Editors.MirrorVolumeEditor Class Reference	687
5.591.1 Detailed Description	687
5.592 DungeonArchitect.Editors.SnapFlow.MissingProductionRuleRHSAction Class Reference	687
5.592.1 Detailed Description	688
5.593 DungeonArchitect.Builders.Snap.Impl.ModuleBuildNode Class Reference	688
5.593.1 Detailed Description	688
5.593.2 Member Data Documentation	688
5.593.2.1 spawnedModule	688
5.594 DungeonArchitect.Builders.Snap.Impl.ModuleGrowthNode Class Reference	689
5.594.1 Detailed Description	689

5.595 DungeonArchitect.Builders.Snap.Impl.ModuleInfo Class Reference	689
5.595.1 Detailed Description	689
5.595.2 Member Data Documentation	689
5.595.2.1 Bounds	689
5.595.2.2 ConnectionTransforms	690
5.595.2.3 ModuleGuid	690
5.595.2.4 ModuleTemplate	690
5.596 DungeonArchitect.Navigation.NavigationBuildInvoker Class Reference	690
5.596.1 Detailed Description	691
5.596.2 Member Function Documentation	691
5.596.2.1 OnPostDungeonBuild()	691
5.597 DungeonArchitect.Navigation.NavigationEvent Class Reference	691
5.597.1 Detailed Description	692
5.598 DungeonArchitect.Navigation.NavigationTriangleProvider Class Reference	692
5.598.1 Detailed Description	692
5.599 SharpNav.NavMesh Class Reference	692
5.599.1 Detailed Description	693
5.599.2 Constructor & Destructor Documentation	693
5.599.2.1 NavMesh()	693
5.599.3 Member Function Documentation	693
5.599.3.1 Generate()	693
5.600 SharpNav.NavMeshBuilder Class Reference	694
5.600.1 Detailed Description	695
5.600.2 Constructor & Destructor Documentation	695
5.600.2.1 NavMeshBuilder()	695
5.600.3 Property Documentation	695
5.600.3.1 Header	695
5.600.3.2 NavBvTree	696
5.600.3.3 NavDMeshes	696
5.600.3.4 NavDTris	696
5.600.3.5 NavDVerts	696
5.600.3.6 NavPolys	696
5.600.3.7 NavVerts	697
5.600.3.8 OffMeshCons	697
5.601 SharpNav.NavMeshGenerationSettings Class Reference	697
5.601.1 Detailed Description	698
5.601.2 Constructor & Destructor Documentation	698
5.601.2.1 NavMeshGenerationSettings()	698
5.601.3 Property Documentation	698
5.601.3.1 AgentHeight	699
5.601.3.2 AgentRadius	699
5.601.3.3 BuildBoundingVolumeTree	699

5.601.3.4 CellHeight	699
5.601.3.5 CellSize	699
5.601.3.6 ContourFlags	700
5.601.3.7 Default	700
5.601.3.8 MaxClimb	700
5.601.3.9 MaxEdgeError	700
5.601.3.10 MaxEdgeLength	700
5.601.3.11 MaxSampleError	701
5.601.3.12 MergedRegionSize	701
5.601.3.13 MinRegionSize	701
5.601.3.14 SampleDistance	701
5.601.3.15 VertsPerPoly	701
5.601.3.16 VoxelAgentHeight	702
5.601.3.17 VoxelAgentRadius	702
5.601.3.18 VoxelMaxClimb	702
5.602 SharpNav.Pathfinding.PathfindingCommon.NavMeshInfo Class Reference	702
5.602.1 Detailed Description	703
5.603 SharpNav.NavMeshQuery Class Reference	703
5.603.1 Detailed Description	705
5.603.2 Constructor & Destructor Documentation	705
5.603.2.1 NavMeshQuery() [1/2]	705
5.603.2.2 NavMeshQuery() [2/2]	705
5.603.3 Member Function Documentation	706
5.603.3.1 AppendPortals()	706
5.603.3.2 AppendVertex()	706
5.603.3.3 ClosestPointOnPoly() [1/2]	707
5.603.3.4 ClosestPointOnPoly() [2/2]	707
5.603.3.5 ClosestPointOnPolyBoundary()	708
5.603.3.6 FinalizedSlicedPathPartial()	708
5.603.3.7 FinalizeSlicedFindPath()	709
5.603.3.8 FindLocalNeighbourhood()	709
5.603.3.9 FindNearestPoly() [1/2]	710
5.603.3.10 FindNearestPoly() [2/2]	710
5.603.3.11 FindPath()	711
5.603.3.12 FindRandomPoint() [1/2]	711
5.603.3.13 FindRandomPoint() [2/2]	711
5.603.3.14 FindRandomPointAroundCircle() [1/2]	712
5.603.3.15 FindRandomPointAroundCircle() [2/2]	712
5.603.3.16 FindRandomPointOnPoly() [1/2]	713
5.603.3.17 FindRandomPointOnPoly() [2/2]	713
5.603.3.18 FindStraightPath()	713
5.603.3.19 GetCost()	714

5.603.3.20 GetEdgeMidPoint()	715
5.603.3.21 GetPolyHeight()	715
5.603.3.22 GetPolyWallSegments()	716
5.603.3.23 GetPortalPoints() [1/2]	716
5.603.3.24 GetPortalPoints() [2/2]	717
5.603.3.25 InitSlicedFindPath()	717
5.603.3.26 InsertInterval()	718
5.603.3.27 MoveAlongSurface()	718
5.603.3.28 QueryPolygons()	719
5.603.3.29 UpdateSlicedFindPath()	719
5.604 SharpNav.Pathfinding.NavPoint Struct Reference	720
5.604.1 Detailed Description	720
5.604.2 Constructor & Destructor Documentation	720
5.604.2.1 NavPoint()	720
5.604.3 Member Data Documentation	721
5.604.3.1 Null	721
5.604.3.2 Polygon	721
5.604.3.3 Position	721
5.605 DungeonArchitect.NegationVolume Class Reference	722
5.605.1 Detailed Description	722
5.606 DungeonArchitect.Editors.NegationVolumeEditor Class Reference	722
5.606.1 Detailed Description	723
5.607 SharpNav.Collections.BVTree.Node Struct Reference	723
5.607.1 Detailed Description	723
5.607.2 Member Data Documentation	723
5.607.2.1 Bounds	724
5.607.2.2 Index	724
5.608 SharpNav.Node Class Reference	724
5.608.1 Detailed Description	725
5.609 DungeonArchitect.Builders.BSP.NodeConnection Class Reference	725
5.609.1 Detailed Description	725
5.610 DungeonArchitect.Editors.NodeDeletionOrderComparer Class Reference	725
5.610.1 Detailed Description	726
5.611 DungeonArchitect.Editors.SnapFlow.NodeListPanel Class Reference	726
5.611.1 Detailed Description	727
5.612 DungeonArchitect.Editors.SnapFlow.NodeListViewConstants Class Reference	727
5.612.1 Detailed Description	727
5.613 DungeonArchitect.Editors.SnapFlow.NodeListViewItem Class Reference	727
5.613.1 Detailed Description	728
5.614 DungeonArchitect.Editors.SnapFlow.NodeListViewSource Class Reference	728
5.614.1 Detailed Description	728
5.615 SharpNav.NodePool Class Reference	729

5.615.1 Detailed Description	729
5.615.2 Constructor & Destructor Documentation	729
5.615.2.1 NodePool()	729
5.615.3 Member Function Documentation	730
5.615.3.1 Clear()	730
5.615.3.2 FindNode()	730
5.615.3.3 GetNode()	730
5.615.3.4 GetNodeAtIdx()	731
5.615.3.5 GetNodeIdx()	731
5.616 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase.Node↔RenderSettings Struct Reference	731
5.616.1 Detailed Description	732
5.617 DungeonArchitect.UI.Widgets.GraphEditors.NodeReversedZIndexComparer Class Reference	732
5.617.1 Detailed Description	732
5.618 DungeonArchitect.Flow.Impl.GridFlow.Tasks.NodeTilemapBounds Struct Reference	733
5.618.1 Detailed Description	733
5.619 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils.NodeWeightAssignInfo Struct Reference	733
5.619.1 Detailed Description	733
5.620 DungeonArchitect.UI.Widgets.GraphEditors.NodeZIndexComparer Class Reference	734
5.620.1 Detailed Description	734
5.621 DungeonArchitect.Utils.Noise.NoiseTable< T > Class Template Reference	734
5.621.1 Detailed Description	735
5.622 DungeonArchitect.Utils.Noise.NoiseTableCell< T > Struct Template Reference	735
5.622.1 Detailed Description	735
5.623 DungeonArchitect.Flow.Domains.Tilemap.Tasks.NoiseTilemapFlowOverlayGenerator Class Reference	735
5.623.1 Detailed Description	736
5.624 DungeonArchitect.Graphs.NonEditorGraphBuilder Class Reference	736
5.624.1 Detailed Description	736
5.625 DungeonArchitect.NonPooledDungeonSceneProvider Class Reference	737
5.625.1 Detailed Description	737
5.625.2 Member Function Documentation	737
5.625.2.1 OnDungeonBuildStart()	737
5.625.2.2 OnDungeonBuildStop()	738
5.626 DungeonArchitect.Flow.Domains.Layout.NullFlowLayoutGraphConstraints Class Reference	738
5.626.1 Detailed Description	738
5.627 DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeCreationConstraint Class Reference	739
5.627.1 Detailed Description	739
5.628 DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeGroupGenerator Class Reference	739
5.628.1 Detailed Description	739

5.629 DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu Class Reference	740
5.629.1 Detailed Description	740
5.629.2 Member Function Documentation	740
5.629.2.1 Show()	740
5.630 DungeonArchitect.UI.NullPlatform Class Reference	741
5.630.1 Detailed Description	741
5.631 DungeonArchitect.UI.Widgets.NullWidget Class Reference	741
5.631.1 Detailed Description	742
5.632 DungeonArchitect.Utils.ObjectUtils Class Reference	742
5.632.1 Detailed Description	742
5.633 SharpNav.Crowds.ObstacleAvoidanceQuery.ObstacleAvoidanceParams Struct Reference	742
5.633.1 Detailed Description	743
5.634 SharpNav.Crowds.ObstacleAvoidanceQuery Class Reference	743
5.634.1 Detailed Description	743
5.634.2 Constructor & Destructor Documentation	743
5.634.2.1 ObstacleAvoidanceQuery()	743
5.634.3 Member Function Documentation	744
5.634.3.1 AddCircle()	744
5.634.3.2 AddSegment()	744
5.634.3.3 IntersectRaySegment()	745
5.634.3.4 Prepare()	745
5.634.3.5 Reset()	745
5.635 SharpNav.Pathfinding.OffMeshConnection Class Reference	746
5.635.1 Detailed Description	746
5.635.2 Property Documentation	746
5.635.2.1 Flags	746
5.635.2.2 Poly	747
5.635.2.3 Pos0	747
5.635.2.4 Pos1	747
5.635.2.5 Radius	747
5.635.2.6 Side	747
5.635.2.7 Tag	748
5.636 DungeonArchitect.UI.Widgets.OverlayPanelNode Class Reference	748
5.636.1 Detailed Description	748
5.637 DungeonArchitect.UI.Widgets.OverlayPanelWidget Class Reference	748
5.637.1 Detailed Description	749
5.638 DungeonArchitect.UI.Widgets.PanelWidget Class Reference	749
5.638.1 Detailed Description	750
5.639 SharpNav.Crowds.PathCorridor Class Reference	750
5.639.1 Detailed Description	751
5.639.2 Member Function Documentation	751
5.639.2.1 FixPathStart()	751

5.639.2.2 IsValid()	751
5.639.2.3 MergeCorridorStartMoved()	752
5.639.2.4 MergeCorridorStartShortcut()	752
5.639.2.5 MovePosition()	753
5.639.2.6 OptimizePathTopology()	753
5.639.2.7 OptimizePathVisibility()	754
5.639.2.8 Reset()	754
5.639.2.9 SetCorridor()	754
5.640 SharpNav.Pathfinding.PathfindingCommon Class Reference	755
5.640.1 Detailed Description	755
5.640.2 Member Function Documentation	755
5.640.2.1 RandomPointInConvexPoly()	755
5.641 SharpNav.Crowds.PathQueue Class Reference	756
5.641.1 Detailed Description	756
5.641.2 Member Function Documentation	756
5.641.2.1 GetRequestStatus()	756
5.641.2.2 Request()	757
5.642 DungeonArchitect.PlaceableMarker Class Reference	757
5.642.1 Detailed Description	758
5.643 DungeonArchitect.Editors.PlaceableMarkerEditor Class Reference	758
5.643.1 Detailed Description	758
5.644 DungeonArchitect.Graphs.PlaceableNode Class Reference	759
5.644.1 Detailed Description	759
5.644.2 Member Function Documentation	759
5.644.2.1 CopyFrom()	759
5.645 DungeonArchitect.Editors.PlaceableNodeEditor Class Reference	760
5.645.1 Detailed Description	761
5.646 DungeonArchitect.Builders.Grid.PlatformVolume Class Reference	761
5.646.1 Detailed Description	761
5.647 DungeonArchitect.Editors.PlatformVolumeEditor Class Reference	762
5.647.1 Detailed Description	762
5.648 DungeonArchitect.Utills.PMRandom Class Reference	762
5.648.1 Detailed Description	763
5.648.2 Constructor & Destructor Documentation	763
5.648.2.1 PMRandom() [1/2]	763
5.648.2.2 PMRandom() [2/2]	763
5.648.3 Member Function Documentation	763
5.648.3.1 GetNextUniformFloat()	763
5.648.3.2 Initialize()	764
5.648.3.3 NextGaussianFloat() [1/2]	764
5.648.3.4 NextGaussianFloat() [2/2]	764
5.649 DungeonArchitect.Triangulator.Geometry.Point< T > Class Template Reference	765

5.649.1 Detailed Description	766
5.649.2 Constructor & Destructor Documentation	766
5.649.2.1 Point() [1/3]	766
5.649.2.2 Point() [2/3]	766
5.649.2.3 Point() [3/3]	767
5.649.3 Member Function Documentation	767
5.649.3.1 Equals2D()	767
5.649.4 Member Data Documentation	767
5.649.4.1 _X	767
5.649.4.2 _Y	768
5.649.5 Property Documentation	768
5.649.5.1 Attribute	768
5.649.5.2 X	768
5.649.5.3 Y	768
5.650 SharpNav.Pathfinding.Poly Class Reference	769
5.650.1 Detailed Description	769
5.650.2 Property Documentation	769
5.650.2.1 Area	769
5.650.2.2 FirstLink	769
5.650.2.3 Flags	770
5.650.2.4 Neis	770
5.650.2.5 PolyType	770
5.650.2.6 VertCount	770
5.650.2.7 Verts	770
5.651 SharpNav.PolyBounds Struct Reference	771
5.651.1 Detailed Description	771
5.651.2 Constructor & Destructor Documentation	772
5.651.2.1 PolyBounds()	772
5.651.3 Member Function Documentation	772
5.651.3.1 Equals() [1/2]	772
5.651.3.2 Equals() [2/2]	772
5.651.3.3 GetHashCode()	773
5.651.3.4 operator"!="()	773
5.651.3.5 operator==(())	774
5.651.3.6 Overlapping()	774
5.651.3.7 ToString()	774
5.651.4 Member Data Documentation	775
5.651.4.1 Max	775
5.651.4.2 Min	775
5.652 SharpNav.PolyMesh.Polygon Class Reference	775
5.652.1 Detailed Description	776
5.652.2 Constructor & Destructor Documentation	776

5.652.2.1 Polygon()	776
5.652.3 Member Function Documentation	776
5.652.3.1 ContainsVertex()	776
5.652.4 Property Documentation	777
5.652.4.1 Area	777
5.652.4.2 Flags	777
5.652.4.3 NeighborEdges	777
5.652.4.4 RegionId	777
5.652.4.5 VertexCount	778
5.652.4.6 Vertices	778
5.653 SharpNav.PolyMesh Class Reference	778
5.653.1 Detailed Description	779
5.653.2 Constructor & Destructor Documentation	779
5.653.2.1 PolyMesh() [1/2]	780
5.653.2.2 PolyMesh() [2/2]	780
5.653.3 Member Function Documentation	780
5.653.3.1 Diagonal()	780
5.653.3.2 Diagonalie()	781
5.653.3.3 HasDiagonalFlag()	781
5.653.3.4 InCone()	782
5.653.3.5 IsBoundaryEdge()	782
5.653.3.6 IsInteriorEdge()	783
5.653.4 Property Documentation	783
5.653.4.1 BorderSize	783
5.653.4.2 Bounds	783
5.653.4.3 CellHeight	784
5.653.4.4 CellSize	784
5.653.4.5 NumVertsPerPoly	784
5.653.4.6 PolyCount	784
5.653.4.7 Polys	784
5.653.4.8 VertCount	785
5.653.4.9 Verts	785
5.654 SharpNav.PolyMeshDetail Class Reference	785
5.654.1 Detailed Description	786
5.654.2 Constructor & Destructor Documentation	786
5.654.2.1 PolyMeshDetail() [1/2]	786
5.654.2.2 PolyMeshDetail() [2/2]	786
5.654.3 Property Documentation	787
5.654.3.1 MeshCount	787
5.654.3.2 Meshes	787
5.654.3.3 Tris	787
5.654.3.4 TrisCount	788

5.654.3.5 VertCount	788
5.654.3.6 Verts	788
5.655 SharpNav.PolyVertex Struct Reference	788
5.655.1 Detailed Description	790
5.655.2 Constructor & Destructor Documentation	790
5.655.2.1 PolyVertex()	790
5.655.3 Member Function Documentation	790
5.655.3.1 Area2D() [1/2]	790
5.655.3.2 Area2D() [2/2]	791
5.655.3.3 ComponentMax() [1/2]	791
5.655.3.4 ComponentMax() [2/2]	792
5.655.3.5 ComponentMin() [1/2]	792
5.655.3.6 ComponentMin() [2/2]	792
5.655.3.7 Equal2D()	793
5.655.3.8 Equals() [1/2]	793
5.655.3.9 Equals() [2/2]	794
5.655.3.10 GetHashCode()	794
5.655.3.11 Intersect()	794
5.655.3.12 IntersectProp()	795
5.655.3.13 IsBetween()	795
5.655.3.14 IsCollinear()	796
5.655.3.15 IsLeft()	796
5.655.3.16 IsLeftOn()	797
5.655.3.17 operator!=(())	797
5.655.3.18 operator==(())	797
5.655.3.19 ToString()	798
5.655.4 Member Data Documentation	798
5.655.4.1 X	798
5.655.4.2 Y	798
5.655.4.3 Z	799
5.656 DungeonArchitect.PooledDungeonSceneProvider Class Reference	799
5.656.1 Detailed Description	800
5.656.2 Member Function Documentation	800
5.656.2.1 AddGameObject()	800
5.656.2.2 AddGameObjectFromArray()	800
5.656.2.3 AddSprite()	801
5.656.2.4 OnDungeonBuildStart()	801
5.656.2.5 OnDungeonBuildStop()	801
5.657 SharpNav.Collections.Generic.PriorityQueue< T > Class Template Reference	802
5.657.1 Detailed Description	802
5.657.2 Constructor & Destructor Documentation	803
5.657.2.1 PriorityQueue()	803

5.657.3 Member Function Documentation	803
5.657.3.1 Clear()	803
5.657.3.2 Contains()	803
5.657.3.3 CopyTo()	804
5.657.3.4 Empty()	804
5.657.3.5 GetEnumerator()	804
5.657.3.6 Modify()	805
5.657.3.7 Pop()	805
5.657.3.8 Push()	805
5.657.3.9 Top()	805
5.657.4 Property Documentation	806
5.657.4.1 Count	806
5.658 DungeonArchitect.Editors.SnapFlow.ProductionRuleLHSTitleWidget Class Reference	806
5.658.1 Detailed Description	806
5.659 DungeonArchitect.Editors.SnapFlow.ProductionRuleRHSTitleWidget Class Reference	807
5.659.1 Detailed Description	807
5.660 DungeonArchitect.Editors.SnapFlow.ProductionRuleWidget Class Reference	808
5.660.1 Detailed Description	808
5.661 DungeonArchitect.Editors.SnapFlow.ProductionRuleWidgetRHSSState Class Reference	808
5.661.1 Detailed Description	809
5.662 DungeonArchitect.Themeing.PropChildSocketData Class Reference	809
5.662.1 Detailed Description	809
5.663 DungeonArchitect.PropSocket Class Reference	809
5.663.1 Detailed Description	810
5.664 SharpNav.Collections.Generic.ProximityGrid< T > Class Template Reference	810
5.664.1 Detailed Description	810
5.664.2 Constructor & Destructor Documentation	811
5.664.2.1 ProximityGrid()	811
5.664.3 Member Function Documentation	811
5.664.3.1 AddItem()	811
5.664.3.2 Clear()	812
5.664.3.3 GetItemCountAtLocation()	812
5.664.3.4 HashPos2()	812
5.664.3.5 QueryItems()	813
5.665 DungeonArchitect.Rectangle Struct Reference	813
5.665.1 Detailed Description	814
5.666 DungeonArchitect.Editors.ReflectionUtils Class Reference	814
5.666.1 Detailed Description	814
5.667 SharpNav.Region Class Reference	815
5.667.1 Detailed Description	815
5.667.2 Constructor & Destructor Documentation	816
5.667.2.1 Region()	816

5.667.3 Member Function Documentation	816
5.667.3.1 AddUniqueFloorRegion()	816
5.667.3.2 CanMergeWith()	816
5.667.3.3 IsConnectedToBorder()	817
5.667.3.4 MergeWithRegion()	817
5.667.3.5 RemoveAdjacentNeighbours()	817
5.667.3.6 ReplaceNeighbour()	818
5.667.4 Property Documentation	818
5.667.4.1 AreaType	818
5.667.4.2 Connections	818
5.667.4.3 FloorRegions	818
5.667.4.4 Id	819
5.667.4.5 IsBorder	819
5.667.4.6 IsBorderOrNull	819
5.667.4.7 Remap	819
5.667.4.8 SpanCount	819
5.667.4.9 Visited	820
5.668 SharpNav.RegionId Struct Reference	820
5.668.1 Detailed Description	821
5.668.2 Constructor & Destructor Documentation	821
5.668.2.1 RegionId() [1/2]	821
5.668.2.2 RegionId() [2/2]	822
5.668.3 Member Function Documentation	822
5.668.3.1 Equals() [1/3]	822
5.668.3.2 Equals() [2/3]	823
5.668.3.3 Equals() [3/3]	823
5.668.3.4 FromRawBits()	823
5.668.3.5 GetHashCode()	824
5.668.3.6 HasFlags()	824
5.668.3.7 operator int()	824
5.668.3.8 operator"!="() [1/2]	825
5.668.3.9 operator"!="() [2/2]	825
5.668.3.10 operator==() [1/2]	826
5.668.3.11 operator==() [2/2]	826
5.668.3.12 ToString()	827
5.668.3.13 WithFlags()	827
5.668.3.14 WithoutFlags() [1/2]	828
5.668.3.15 WithoutFlags() [2/2]	828
5.668.4 Member Data Documentation	828
5.668.4.1 MaskId	828
5.668.4.2 Null	829
5.668.5 Property Documentation	829

5.668.5.1 Flags	829
5.668.5.2 Id	829
5.668.5.3 IsNull	829
5.669 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodeActor.Render↔ Settings Struct Reference	830
5.669.1 Detailed Description	830
5.670 DungeonArchitect.Builders.SimpleCity.RoadBeautifier Class Reference	830
5.670.1 Detailed Description	830
5.671 DungeonArchitect.RoadNetworks.RoadGraph Class Reference	830
5.671.1 Detailed Description	831
5.672 DungeonArchitect.RoadNetworks.RoadGraphBuilder Class Reference	831
5.672.1 Detailed Description	831
5.673 DungeonArchitect.RoadNetworks.RoadGraphBuilderSettings Class Reference	831
5.673.1 Detailed Description	831
5.674 DungeonArchitect.RoadNetworks.RoadGraphBuilderUtils Class Reference	832
5.674.1 Detailed Description	832
5.675 DungeonArchitect.RoadNetworks.RoadGraphBuildNode Class Reference	832
5.675.1 Detailed Description	832
5.676 DungeonArchitect.RoadNetworks.RoadGraphEdge Class Reference	833
5.676.1 Detailed Description	833
5.677 DungeonArchitect.RoadNetworks.RoadGraphNode Class Reference	833
5.677.1 Detailed Description	833
5.678 DungeonArchitect.RoadNetworks.RoadLayoutBuilder Class Reference	833
5.678.1 Detailed Description	834
5.679 DungeonArchitect.Editors.SnapFlow.RuleListPanel Class Reference	834
5.679.1 Detailed Description	835
5.680 DungeonArchitect.Editors.SnapFlow.RuleListViewConstants Class Reference	835
5.680.1 Detailed Description	835
5.681 DungeonArchitect.Editors.SnapFlow.RuleListViewItem Class Reference	835
5.681.1 Detailed Description	836
5.682 DungeonArchitect.Editors.SnapFlow.RuleListViewSource Class Reference	836
5.682.1 Detailed Description	836
5.683 DungeonArchitect.SpatialConstraints.RuleMetaAttribute Class Reference	837
5.683.1 Detailed Description	837
5.684 DungeonArchitect.RuntimeDungeonSceneObjectInstantiator Class Reference	837
5.684.1 Detailed Description	837
5.685 DungeonArchitect.Grammar.RuntimeGrammar Class Reference	838
5.685.1 Detailed Description	838
5.686 DungeonArchitect.Grammar.RuntimeGrammarProduction Class Reference	838
5.686.1 Detailed Description	838
5.687 DungeonArchitect.RuntimeGraphs.RuntimeGraph< T > Class Template Reference	838
5.687.1 Detailed Description	839

5.688	DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilder Class Reference	839
5.688.1	Detailed Description	839
5.689	DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilderHandlers< T > Class Template Reference	839
5.689.1	Detailed Description	840
5.690	DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.RuntimeGraphLayoutNodeActions Class Reference	840
5.690.1	Detailed Description	840
5.691	DungeonArchitect.RuntimeGraphs.RuntimeGraphNode< T > Class Template Reference	840
5.691.1	Detailed Description	841
5.692	DungeonArchitect.Graphs.SpatialConstraints.SCBaseDomainNode Class Reference	841
5.692.1	Detailed Description	842
5.693	DungeonArchitect.Editors.SpatialConstraints.SCDomainNodeRenderer Class Reference	842
5.693.1	Detailed Description	843
5.694	DungeonArchitect.Graphs.SpatialConstraints.SCReferenceNode Class Reference	843
5.694.1	Detailed Description	843
5.695	DungeonArchitect.Editors.SpatialConstraints.SCReferenceNodeEditor Class Reference	844
5.695.1	Detailed Description	844
5.696	DungeonArchitect.UI.Widgets.ScrollPanelWidget Class Reference	844
5.696.1	Detailed Description	845
5.697	DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode Class Reference	845
5.697.1	Detailed Description	846
5.697.2	Member Function Documentation	846
5.697.2.1	CopyFrom()	846
5.698	DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor Class Reference	846
5.698.1	Detailed Description	847
5.699	SharpNav.NavMeshQuery.SegInterval Struct Reference	847
5.699.1	Detailed Description	847
5.700	SharpNav.Crowds.LocalBoundary.Segment Struct Reference	847
5.700.1	Detailed Description	848
5.700.2	Member Data Documentation	848
5.700.2.1	Dist	848
5.700.2.2	Start	848
5.701	DungeonArchitect.SelectorRule Class Reference	848
5.701.1	Detailed Description	849
5.701.2	Member Function Documentation	849
5.701.2.1	CanSelect()	849
5.702	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolver Class Reference	849
5.702.1	Detailed Description	850
5.703	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolverSettings Struct Reference	850
5.703.1	Detailed Description	850
5.704	DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessorScript Class Reference	850
5.704.1	Detailed Description	851

5.705	DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessor↔ StartEnd Class Reference	851
5.705.1	Detailed Description	851
5.706	DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateGrid Class Reference	851
5.706.1	Detailed Description	852
5.707	DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateKeyLock Class Reference	852
5.707.1	Detailed Description	852
5.708	DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateMainPath Class Reference	853
5.708.1	Detailed Description	854
5.709	DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreatePath Class Reference	854
5.709.1	Detailed Description	855
5.710	DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskFinalizeGraph Class Reference	855
5.710.1	Detailed Description	855
5.711	DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskSpawnItems Class Reference	855
5.711.1	Detailed Description	856
5.712	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly Class Reference	856
5.712.1	Detailed Description	856
5.713	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySide Class Reference	856
5.713.1	Detailed Description	857
5.714	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySideCell Struct Reference	857
5.714.1	Detailed Description	857
5.714.2	Member Data Documentation	857
5.714.2.1	Empty	858
5.715	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseConnectionInfo Class Reference	858
5.715.1	Detailed Description	858
5.716	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseItem Class Reference	858
5.716.1	Detailed Description	859
5.717	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabasePlaceableMarkerInfo Class Reference	859
5.717.1	Detailed Description	859
5.718	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDoor Class Reference	860
5.718.1	Detailed Description	860
5.719	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleItemFitnessCalculator Class Reference	860
5.719.1	Detailed Description	860
5.720	DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleNode Class Reference	860
5.720.1	Detailed Description	861
5.721	DungeonArchitect.Builders.SimpleCity.SimpleCityCell Class Reference	861
5.721.1	Detailed Description	861
5.722	DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder Class Reference	861
5.722.1	Detailed Description	862
5.722.2	Member Function Documentation	862
5.722.2.1	BuildDungeon()	862
5.722.2.2	EmitMarkers()	862

5.723	DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonConfig Class Reference	863
5.723.1	Detailed Description	863
5.724	DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonModel Class Reference	864
5.724.1	Detailed Description	864
5.725	DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageEntry Class Reference	864
5.725.1	Detailed Description	864
5.726	DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageTheme Class Reference	865
5.726.1	Detailed Description	865
5.727	DungeonArchitect.Builders.SimpleCity.SimpleCityLandscapeTexture Class Reference	865
5.727.1	Detailed Description	865
5.728	DungeonArchitect.Editors.Visualization.Implementation.SimpleCityThemeMarkerVisualization↔ Builder Class Reference	866
5.728.1	Detailed Description	866
5.729	DungeonArchitect.Utils.SmoothValue Class Reference	866
5.729.1	Detailed Description	867
5.730	DungeonArchitect.Builders.Snap.Impl.SnapAttachmentConfiguration Class Reference	867
5.730.1	Detailed Description	867
5.731	DungeonArchitect.Builders.Snap.SnapBuilder Class Reference	867
5.731.1	Detailed Description	868
5.731.2	Member Function Documentation	868
5.731.2.1	BuildDungeon()	868
5.731.2.2	EmitMarkers()	869
5.732	DungeonArchitect.Builders.Snap.SnapConfig Class Reference	869
5.732.1	Detailed Description	870
5.732.2	Member Data Documentation	870
5.732.2.1	CollisionTestContraction	870
5.732.2.2	MaxProcessingPower	870
5.732.2.3	Modules	870
5.732.2.4	RotateModulesToFit	871
5.732.2.5	runGraphGenerationScripts	871
5.733	DungeonArchitect.Frameworks.Snap.SnapConnection Class Reference	871
5.733.1	Detailed Description	872
5.734	DungeonArchitect.Editors.SnapConnectionEditor Class Reference	872
5.734.1	Detailed Description	872
5.735	DungeonArchitect.Frameworks.Snap.SnapConnectionLockedDoorInfo Struct Reference	872
5.735.1	Detailed Description	873
5.736	DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu Class Reference	873
5.736.1	Detailed Description	873
5.736.2	Member Function Documentation	873
5.736.2.1	Show()	873
5.737	DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor Class Reference	874
5.737.1	Detailed Description	875

5.737.2 Member Function Documentation	875
5.737.2.1 CreateLink< T >()	875
5.737.2.2 Draw()	875
5.737.2.3 DrawHUD()	876
5.737.2.4 HandleInput()	876
5.737.2.5 Init()	876
5.738 DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditorMenuData Class Reference	877
5.738.1 Detailed Description	877
5.739 DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema Class Reference	878
5.739.1 Detailed Description	878
5.739.2 Member Function Documentation	878
5.739.2.1 CanCreateLink()	878
5.740 DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu Class Reference	879
5.740.1 Detailed Description	879
5.740.2 Member Function Documentation	879
5.740.2.1 Show()	879
5.741 DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor Class Reference	880
5.741.1 Detailed Description	881
5.741.2 Member Function Documentation	881
5.741.2.1 CreateLink< T >()	881
5.741.2.2 Draw()	881
5.741.2.3 DrawHUD()	882
5.741.2.4 HandleInput()	882
5.741.2.5 Init()	882
5.742 DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditorContextMenuData Class Reference	883
5.742.1 Detailed Description	883
5.743 DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema Class Reference	884
5.743.1 Detailed Description	884
5.743.2 Member Function Documentation	884
5.743.2.1 CanCreateLink()	884
5.744 DungeonArchitect.Editors.SnapFlow.SnapEditorUtils Class Reference	885
5.744.1 Detailed Description	885
5.745 DungeonArchitect.Editors.SnapFlow.SnapEditorWindow Class Reference	885
5.745.1 Detailed Description	886
5.746 DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu Class Reference	886
5.746.1 Detailed Description	886
5.746.2 Member Function Documentation	886
5.746.2.1 Show()	886
5.747 DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor Class Reference	887
5.747.1 Detailed Description	888
5.747.2 Member Function Documentation	888

5.747.2.1 CreateLink< T >()	888
5.747.2.2 Init()	888
5.748 DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditorConfig Class Reference	889
5.748.1 Detailed Description	889
5.749 DungeonArchitect.Editors.SnapFlow.SnapEdValidator Class Reference	890
5.749.1 Detailed Description	890
5.750 DungeonArchitect.Editors.SnapFlow.SnapEdValidatorActionBase Class Reference	890
5.750.1 Detailed Description	890
5.751 DungeonArchitect.Grammar.SnapFlowAsset Class Reference	891
5.751.1 Detailed Description	891
5.752 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutGraphConstraints Class Reference	891
5.752.1 Detailed Description	892
5.753 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeCreationConstraint Class Reference	892
5.753.1 Detailed Description	892
5.754 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeGroupGenerator Class Reference	892
5.754.1 Detailed Description	893
5.755 DungeonArchitect.Editors.SnapFlow.SnapFlowResultGraphEditorConfigInspector Class Reference	893
5.755.1 Detailed Description	893
5.756 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowAsset Class Reference	894
5.756.1 Detailed Description	894
5.757 DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowBuilder Class Reference	894
5.757.1 Detailed Description	895
5.758 DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowConfig Class Reference	895
5.758.1 Detailed Description	895
5.759 DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugComponent Class Reference	896
5.759.1 Detailed Description	896
5.760 DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer Class Reference	896
5.760.1 Detailed Description	897
5.760.2 Member Function Documentation	897
5.760.2.1 OnDungeonDestroyed()	897
5.760.2.2 OnPostDungeonBuild()	897
5.761 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowDomainExtension Class Reference	898
5.761.1 Detailed Description	898
5.762 DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorConfig Class Reference	898
5.762.1 Detailed Description	899
5.763 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowEditorUtils Class Reference	899
5.763.1 Detailed Description	899
5.764 DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorWindow Class Reference	899
5.764.1 Detailed Description	900

5.765	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateGrid↔	
	Inspector Class Reference	900
5.765.1	Detailed Description	901
5.766	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateKeyLock↔	
	Inspector Class Reference	901
5.766.1	Detailed Description	901
5.767	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateMainPath↔	
	Inspector Class Reference	902
5.767.1	Detailed Description	902
5.768	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreatePath↔	
	Inspector Class Reference	902
5.768.1	Detailed Description	903
5.769	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_FinalizeGraph↔	
	Inspector Class Reference	903
5.769.1	Detailed Description	903
5.770	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_SpawnItems↔	
	Inspector Class Reference	904
5.770.1	Detailed Description	904
5.771	DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowLayoutGraph3DDomain Class Reference	904
5.771.1	Detailed Description	905
5.772	DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowModel Class Reference	905
5.772.1	Detailed Description	905
5.773	DungeonArchitect.Flow.Impl.SnapGridFlow.Components.SnapGridFlowModule Class Reference	906
5.773.1	Detailed Description	906
5.774	DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleBounds Class Reference	906
5.774.1	Detailed Description	907
5.775	DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleDatabase Class Reference	907
5.775.1	Detailed Description	907
5.776	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowModuleDatabaseEditor Class Reference	907
5.776.1	Detailed Description	908
5.777	DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDBCompiler Class Reference	908
5.777.1	Detailed Description	908
5.778	DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph Class Reference	909
5.778.1	Detailed Description	909
5.778.2	Member Function Documentation	909
5.778.2.1	OnDungeonDestroyed()	909
5.778.2.2	OnPostDungeonBuild()	910
5.779	DungeonArchitect.Builders.Snap.Impl.SnapLayoutBuildState Class Reference	910
5.779.1	Detailed Description	910
5.779.2	Member Data Documentation	910
5.779.2.1	bSafetyBailOut	911
5.780	DungeonArchitect.Builders.Snap.SnapModel Class Reference	911
5.780.1	Detailed Description	911
5.781	DungeonArchitect.Builders.Snap.SnapModuleConnection Class Reference	912

5.781.1 Detailed Description	912
5.781.2 Member Data Documentation	912
5.781.2.1 DoorAIndex	912
5.781.2.2 DoorBIndex	912
5.781.2.3 ModuleAInstanceID	912
5.781.2.4 ModuleBInstanceID	913
5.782 DungeonArchitect.Builders.Snap.SnapModuleEntry Class Reference	913
5.782.1 Detailed Description	913
5.783 DungeonArchitect.Builders.Snap.SnapModuleInstance Class Reference	913
5.783.1 Detailed Description	913
5.783.2 Member Data Documentation	913
5.783.2.1 InstanceID	914
5.784 DungeonArchitect.Builders.Snap.SnapQuery Class Reference	914
5.784.1 Detailed Description	914
5.784.2 Member Function Documentation	914
5.784.2.1 OnPostDungeonBuild()	914
5.785 DungeonArchitect.Builders.Snap.SnapQueryConnectionInfo Struct Reference	915
5.785.1 Detailed Description	915
5.786 DungeonArchitect.Builders.Snap.SnapQueryModuleInfo Struct Reference	915
5.786.1 Detailed Description	915
5.787 DungeonArchitect.Builders.Snap.SideScroller.SnapSideScrollerBuilder Class Reference	916
5.787.1 Detailed Description	916
5.788 DungeonArchitect.Frameworks.Snap.SnapUtils Class Reference	916
5.788.1 Detailed Description	916
5.789 DungeonArchitect.UI.Widgets.SpacerWidget Class Reference	917
5.789.1 Detailed Description	917
5.790 SharpNav.Span Struct Reference	917
5.790.1 Detailed Description	918
5.790.2 Constructor & Destructor Documentation	918
5.790.2.1 Span() [1/2]	918
5.790.2.2 Span() [2/2]	918
5.790.3 Member Data Documentation	919
5.790.3.1 Area	919
5.790.3.2 Maximum	919
5.790.3.3 Minimum	919
5.790.4 Property Documentation	919
5.790.4.1 Height	919
5.791 SharpNav.SpanReference Struct Reference	920
5.791.1 Detailed Description	920
5.791.2 Constructor & Destructor Documentation	920
5.791.2.1 SpanReference()	920
5.791.3 Property Documentation	921

5.791.3.1 Index	921
5.791.3.2 X	921
5.791.3.3 Y	921
5.792 DungeonArchitect.SpatialConstraints.SpatialConstraintAsset Class Reference	921
5.792.1 Detailed Description	922
5.793 DungeonArchitect.SpatialConstraints.SpatialConstraintGraph Class Reference	922
5.793.1 Detailed Description	923
5.794 DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor Class Reference	923
5.794.1 Detailed Description	923
5.795 DungeonArchitect.SpatialConstraints.SpatialConstraintProcessorContext Class Reference	924
5.795.1 Detailed Description	924
5.796 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid2D Class Reference	924
5.796.1 Detailed Description	924
5.797 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid3D Class Reference	925
5.797.1 Detailed Description	925
5.798 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow2D Class Reference	925
5.798.1 Detailed Description	926
5.799 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow3D Class Reference	926
5.799.1 Detailed Description	926
5.800 DungeonArchitect.SpatialConstraints.Isaac.SpatialConstraintProcessorIsaac Class Reference	926
5.800.1 Detailed Description	927
5.801 DungeonArchitect.Builders.SimpleCity.SpatialConstraints.SpatialConstraintProcessorSimpleCity3D Class Reference	927
5.801.1 Detailed Description	927
5.802 DungeonArchitect.SpatialConstraints.SpatialConstraintProcessorUtils Class Reference	927
5.802.1 Detailed Description	928
5.803 DungeonArchitect.SpatialConstraints.SpatialConstraintRuleDomain Class Reference	928
5.803.1 Detailed Description	928
5.804 DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContextMenu Class Reference	928
5.804.1 Detailed Description	929
5.804.2 Member Function Documentation	929
5.804.2.1 Show()	929
5.805 DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorWindow Class Reference	929
5.805.1 Detailed Description	930
5.806 DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsGraphEditor Class Reference	930
5.806.1 Detailed Description	931
5.806.2 Member Function Documentation	931
5.806.2.1 Init()	931
5.807 DungeonArchitect.Graphs.Layouts.Spring.SpatialGrid< T > Class Template Reference	932

5.807.1 Detailed Description	932
5.808 DungeonArchitect.SpatialPartitionedLevelMarkerList Class Reference	932
5.808.1 Detailed Description	933
5.809 DungeonArchitect.DungeonSceneObjectSpawner.SpawnInfo Class Reference	933
5.809.1 Detailed Description	933
5.810 DungeonArchitect.AsyncDungeonSceneObjectSpawner.SpawnListSorter Class Reference	933
5.810.1 Detailed Description	934
5.811 DungeonArchitect.Splatmap.SplatData Class Reference	934
5.811.1 Detailed Description	934
5.812 DungeonArchitect.Editors.SplatmapPropertyEditor Class Reference	934
5.812.1 Detailed Description	935
5.813 DungeonArchitect.Splatmap.SplatRasterizer Class Reference	935
5.813.1 Detailed Description	935
5.813.2 Member Function Documentation	935
5.813.2.1 DecayFloodFill()	935
5.813.2.2 DrawLine()	936
5.814 DungeonArchitect.UI.Widgets.GraphEditors.SplineGraphLinkRenderer Class Reference	936
5.814.1 Detailed Description	936
5.815 DungeonArchitect.UI.Widgets.Splitter Class Reference	937
5.815.1 Detailed Description	938
5.816 DungeonArchitect.UI.Widgets.SplitterDragBarWidget Class Reference	938
5.816.1 Detailed Description	938
5.817 DungeonArchitect.UI.Widgets.SplitterNode Class Reference	939
5.817.1 Detailed Description	939
5.818 DungeonArchitect.Themeing.SpriteDungeonThemeItem Class Reference	939
5.818.1 Detailed Description	940
5.819 DungeonArchitect.Graphs.SpriteNode Class Reference	940
5.819.1 Detailed Description	941
5.819.2 Member Function Documentation	941
5.819.2.1 CopyFrom()	941
5.820 DungeonArchitect.Editors.SpriteNodeEditor Class Reference	941
5.820.1 Detailed Description	942
5.821 DungeonArchitect.Editors.SpriteNodeRenderer Class Reference	942
5.821.1 Detailed Description	943
5.822 DungeonArchitect.UI.Widgets.StackPanelNode Class Reference	943
5.822.1 Detailed Description	943
5.823 DungeonArchitect.UI.Widgets.StackPanelWidget Class Reference	943
5.823.1 Detailed Description	944
5.824 DungeonArchitect.Utils.StackSystem< TState, TStaticState, TResult > Class Template Reference	944
5.824.1 Detailed Description	945
5.825 DungeonArchitect.Builders.Grid.StairAdjacencyQueueNode Class Reference	945
5.825.1 Detailed Description	945

5.826 DungeonArchitect.Builders.Grid.StairEdgeInfo Struct Reference	945
5.826.1 Detailed Description	946
5.827 DungeonArchitect.Builders.Grid.StairInfo Class Reference	946
5.827.1 Detailed Description	946
5.828 DungeonArchitect.Navigation.StaticMeshTriangleProvider Class Reference	947
5.828.1 Detailed Description	947
5.829 DungeonArchitect.UI.Widgets.GraphEditors.StraightLineGraphLinkRenderer Class Reference	947
5.829.1 Detailed Description	948
5.830 DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter Class Reference	948
5.830.1 Detailed Description	949
5.830.2 Member Function Documentation	949
5.830.2.1 EmitMarkers()	949
5.830.3 Member Data Documentation	949
5.830.3.1 padding	949
5.831 DungeonArchitect.Builders.Isaac.StylizedIsaacRoomLayoutBuilder Class Reference	950
5.831.1 Detailed Description	950
5.832 DungeonArchitect.SxEngine.SxActor Class Reference	950
5.832.1 Detailed Description	951
5.833 DungeonArchitect.SxEngine.SxActorComponent Class Reference	951
5.833.1 Detailed Description	951
5.834 DungeonArchitect.SxEngine.SxCamera Class Reference	952
5.834.1 Detailed Description	952
5.835 DungeonArchitect.SxEngine.SxDefaultMaterial Class Reference	952
5.835.1 Detailed Description	952
5.836 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterial Class Reference	953
5.836.1 Detailed Description	953
5.837 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterialZWrite Class Reference	953
5.837.1 Detailed Description	953
5.838 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkHeadMaterial Class Reference	954
5.838.1 Detailed Description	954
5.839 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkMaterial Class Reference	954
5.839.1 Detailed Description	954
5.840 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkOneWayHeadMaterial Class Reference	955
5.840.1 Detailed Description	955
5.841 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterial Class Reference	955
5.841.1 Detailed Description	955
5.842 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterialZWrite Class Reference	956
5.842.1 Detailed Description	956
5.843 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowNodeMaterial Class Reference	956

5.843.1 Detailed Description	956
5.844 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowSubNodeMaterial Class Reference	957
5.844.1 Detailed Description	957
5.845 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxGridMaterial Class Reference	957
5.845.1 Detailed Description	957
5.846 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayout3DWorldBuilder Class Reference	958
5.846.1 Detailed Description	958
5.847 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutItemActor Class Reference . .	958
5.847.1 Detailed Description	959
5.848 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor Class Reference . .	959
5.848.1 Detailed Description	960
5.849 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodeActor Class Refer- ence	960
5.849.1 Detailed Description	960
5.850 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodePlaneActor Class Reference	961
5.850.1 Detailed Description	961
5.851 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActor Class Reference . .	961
5.851.1 Detailed Description	962
5.852 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase Class Reference	962
5.852.1 Detailed Description	963
5.853 DungeonArchitect.SxEngine.SxMaterial Class Reference	963
5.853.1 Detailed Description	964
5.854 DungeonArchitect.SxEngine.SxMaterialRegistry Class Reference	964
5.854.1 Detailed Description	964
5.855 DungeonArchitect.SxEngine.SxMesh Class Reference	964
5.855.1 Detailed Description	965
5.856 DungeonArchitect.SxEngine.SxMeshActor Class Reference	965
5.856.1 Detailed Description	965
5.857 DungeonArchitect.SxEngine.SxMeshComponent Class Reference	965
5.857.1 Detailed Description	966
5.858 DungeonArchitect.SxEngine.SxMeshRegistry Class Reference	966
5.858.1 Detailed Description	966
5.859 DungeonArchitect.SxEngine.SxMeshSection Class Reference	966
5.859.1 Detailed Description	967
5.860 DungeonArchitect.SxEngine.Utills.SxMeshUtils Class Reference	967
5.860.1 Detailed Description	967
5.861 DungeonArchitect.SxEngine.SxMeshVertex Class Reference	967
5.861.1 Detailed Description	967
5.862 DungeonArchitect.SxEngine.SxQuadMesh Class Reference	968
5.862.1 Detailed Description	968
5.863 DungeonArchitect.SxEngine.SxRenderCommand Class Reference	968
5.863.1 Detailed Description	969

5.864 DungeonArchitect.SxEngine.SxRenderCommandList Class Reference	969
5.864.1 Detailed Description	969
5.865 DungeonArchitect.SxEngine.SxRenderContext Struct Reference	969
5.865.1 Detailed Description	969
5.866 DungeonArchitect.SxEngine.SxRenderer Class Reference	970
5.866.1 Detailed Description	970
5.867 DungeonArchitect.SxEngine.SxRootSceneNode Class Reference	970
5.867.1 Detailed Description	971
5.868 DungeonArchitect.SxEngine.SxSceneGraph Class Reference	971
5.868.1 Detailed Description	971
5.869 DungeonArchitect.SxEngine.SxSceneGraphUtils Class Reference	971
5.869.1 Detailed Description	972
5.870 DungeonArchitect.SxEngine.SxSceneNodeBase Class Reference	972
5.870.1 Detailed Description	972
5.871 DungeonArchitect.SxEngine.SxTextActor Class Reference	973
5.871.1 Detailed Description	973
5.872 DungeonArchitect.SxEngine.SxTextComponent Class Reference	973
5.872.1 Detailed Description	974
5.873 DungeonArchitect.SxEngine.SxTextComponentSettings Struct Reference	974
5.873.1 Detailed Description	974
5.874 DungeonArchitect.SxEngine.Utils.SxTransform Struct Reference	974
5.874.1 Detailed Description	975
5.874.2 Member Data Documentation	975
5.874.2.1 identity	975
5.875 DungeonArchitect.SxEngine.SxUnityMaterial Class Reference	975
5.875.1 Detailed Description	976
5.876 DungeonArchitect.SxEngine.SxUnityResourceMaterial Class Reference	976
5.876.1 Detailed Description	976
5.877 DungeonArchitect.UI.Widgets.SxViewportWidget Class Reference	977
5.877.1 Detailed Description	978
5.878 DungeonArchitect.SxEngine.SxWorld Class Reference	978
5.878.1 Detailed Description	978
5.879 DungeonArchitect.SyncDungeonSceneObjectSpawner Class Reference	979
5.879.1 Detailed Description	979
5.880 DungeonArchitect.Navigation.TerrainTriangleProvider Class Reference	979
5.880.1 Detailed Description	980
5.881 DungeonArchitect.Utils.TexturedMaterialInstances Class Reference	980
5.881.1 Detailed Description	980
5.882 DungeonArchitect.Editors.Visualization.ThemeEditorSceneVisualizer Class Reference	980
5.882.1 Detailed Description	981
5.883 DungeonArchitect.Editors.ThemeEditorToolAttribute Class Reference	981
5.883.1 Detailed Description	981

5.884	DungeonArchitect.Editors.ThemeEditorToolFunctionInfo Class Reference	981
5.884.1	Detailed Description	982
5.885	DungeonArchitect.Editors.ThemeEditorTools.ThemeEditorToolPrefabReplacement Class Reference	982
5.885.1	Detailed Description	982
5.886	DungeonArchitect.Themeing.ThemeEditorVisMarkerGeometry Class Reference	982
5.886.1	Detailed Description	982
5.887	DungeonArchitect.Themeing.ThemeEditorVisualizationState Class Reference	983
5.887.1	Detailed Description	983
5.888	DungeonArchitect.Graphs.ThemeGraphSchema Class Reference	983
5.888.1	Detailed Description	983
5.888.2	Member Function Documentation	983
5.888.2.1	CanCreateLink()	983
5.889	DungeonArchitect.Editors.Visualization.ThemeMarkerVisualizationBuilderBase Class Reference	984
5.889.1	Detailed Description	985
5.890	DungeonArchitect.ThemeOverrideVolume Class Reference	985
5.890.1	Detailed Description	985
5.890.2	Member Data Documentation	985
5.890.2.1	useBaseThemeForMissingMarkers	986
5.891	DungeonArchitect.Editors.ThemeOverrideVolumeEditor Class Reference	986
5.891.1	Detailed Description	986
5.892	SharpNav.TiledNavMesh Class Reference	987
5.892.1	Detailed Description	989
5.892.2	Constructor & Destructor Documentation	989
5.892.2.1	TiledNavMesh()	989
5.892.3	Member Function Documentation	989
5.892.3.1	AddTile()	989
5.892.3.2	AllocLink()	990
5.892.3.3	BaseOffMeshLinks()	990
5.892.3.4	CalcSlabEndPoints()	990
5.892.3.5	CalcTileLoc()	991
5.892.3.6	ComputeTileHash()	991
5.892.3.7	ConnectExtLinks()	991
5.892.3.8	ConnectExtOffMeshLinks()	992
5.892.3.9	ConnectIntLinks()	992
5.892.3.10	DecodePolyId()	993
5.892.3.11	DecodePolyIdPoly()	993
5.892.3.12	DecodePolyIdSalt()	993
5.892.3.13	DecodePolyIdTile()	994
5.892.3.14	EncodePolyId()	994
5.892.3.15	FindConnectingPolys()	995
5.892.3.16	FindNearestPolyInTile()	995
5.892.3.17	GetNeighbourTilesAt()	996

5.892.3.18 GetOffMeshConnectionPolyEndPoints()	996
5.892.3.19 GetPolyRefBase()	997
5.892.3.20 GetReference()	997
5.892.3.21 GetSlabCoord()	997
5.892.3.22 GetTileAt()	998
5.892.3.23 GetTileRef()	998
5.892.3.24 GetTilesAt()	999
5.892.3.25 InitTileNavMesh()	999
5.892.3.26 IsExternalLink()	1000
5.892.3.27 IsLinkAllocated()	1000
5.892.3.28 IsValidPolyRef()	1000
5.892.3.29 OverlapSlabs()	1001
5.892.3.30 QueryPolygonsInTile()	1001
5.892.3.31 TryGetTileAndPolyByRef()	1002
5.892.3.32 TryGetTileAndPolyByRefUnsafe()	1002
5.892.4 Property Documentation	1003
5.892.4.1 Tag	1003
5.892.4.2 this[int index]	1003
5.892.4.3 TileCount	1003
5.893 SharpNav.TiledNavMesh.TiledNavMeshParams Struct Reference	1003
5.893.1 Detailed Description	1004
5.894 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateElevations Class Reference	1004
5.894.1 Detailed Description	1005
5.895 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateOverlay Class Reference	1005
5.895.1 Detailed Description	1005
5.896 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskFinalize Class Reference	1006
5.896.1 Detailed Description	1006
5.897 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskInitialize Class Reference	1006
5.897.1 Detailed Description	1007
5.898 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskMerge Class Reference	1007
5.898.1 Detailed Description	1007
5.899 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskOptimize Class Reference	1008
5.899.1 Detailed Description	1008
5.900 DungeonArchitect.Editors.Flow.DomainEditors.Tilemap.TilemapFlowDomainEditor Class Reference	1008
5.900.1 Detailed Description	1009
5.901 DungeonArchitect.Flow.Impl.GridFlow.Tasks.TilemapFlowNodeInfo Class Reference	1009
5.901.1 Detailed Description	1010
5.902 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapFlowNodeOverlayNoiseSettings Class Reference	1010
5.902.1 Detailed Description	1010
5.903 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementSettings Class Reference	1010

5.903.1 Detailed Description	1011
5.904 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyContext Class Reference	1011
5.904.1 Detailed Description	1011
5.905 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyFactory Class Reference	1011
5.905.1 Detailed Description	1012
5.906 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyNearEdge Class Reference	1012
5.906.1 Detailed Description	1012
5.907 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyRandom Class Reference	1012
5.907.1 Detailed Description	1013
5.908 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyScript Class Reference	1013
5.908.1 Detailed Description	1013
5.909 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyUtils Class Reference	1013
5.909.1 Detailed Description	1014
5.910 DungeonArchitect.Editors.Timer Class Reference	1014
5.910.1 Detailed Description	1014
5.910.2 Member Function Documentation	1014
5.910.2.1 Update()	1014
5.910.3 Property Documentation	1015
5.910.3.1 Hertz	1015
5.911 DungeonArchitect.UI.Widgets.ToolbarWidget Class Reference	1015
5.911.1 Detailed Description	1016
5.912 DungeonArchitect.TransformationRule Class Reference	1016
5.912.1 Detailed Description	1017
5.912.2 Member Function Documentation	1017
5.912.2.1 GetTransform()	1017
5.913 DungeonArchitect.Triangulator.Geometry.Triangle Struct Reference	1017
5.913.1 Detailed Description	1018
5.913.2 Constructor & Destructor Documentation	1018
5.913.2.1 Triangle()	1018
5.913.3 Member Data Documentation	1018
5.913.3.1 p1	1019
5.913.3.2 p2	1019
5.913.3.3 p3	1019
5.914 SharpNav.Geometry.Triangle3 Struct Reference	1019
5.914.1 Detailed Description	1021
5.914.2 Constructor & Destructor Documentation	1021
5.914.2.1 Triangle3()	1021
5.914.3 Member Function Documentation	1021
5.914.3.1 Area2D() [1/2]	1022
5.914.3.2 Area2D() [2/2]	1022
5.914.3.3 Equals() [1/2]	1022
5.914.3.4 Equals() [2/2]	1023

5.914.3.5 GetBoundingBox() [1/3]	1023
5.914.3.6 GetBoundingBox() [2/3]	1024
5.914.3.7 GetBoundingBox() [3/3]	1024
5.914.3.8 GetHashCode()	1024
5.914.3.9 operator"!=()	1025
5.914.3.10 operator==()	1025
5.914.3.11 ToString()	1025
5.914.4 Member Data Documentation	1026
5.914.4.1 A	1026
5.914.4.2 B	1026
5.914.4.3 C	1026
5.914.5 Property Documentation	1026
5.914.5.1 AB	1026
5.914.5.2 AC	1027
5.914.5.3 Area	1027
5.914.5.4 BA	1027
5.914.5.5 BC	1027
5.914.5.6 CA	1027
5.914.5.7 CB	1028
5.914.5.8 Centroid	1028
5.914.5.9 Normal	1028
5.914.5.10 Perimeter	1028
5.915 SharpNav.PolyMeshDetail.TriangleData Struct Reference	1028
5.915.1 Detailed Description	1029
5.915.2 Constructor & Destructor Documentation	1029
5.915.2.1 TriangleData() [1/3]	1029
5.915.2.2 TriangleData() [2/3]	1030
5.915.2.3 TriangleData() [3/3]	1030
5.915.3 Member Function Documentation	1031
5.915.3.1 GetTriFlags()	1031
5.915.4 Property Documentation	1031
5.915.4.1 this[int index]	1031
5.916 SharpNav.Tuple< T1, T2 > Class Template Reference	1032
5.916.1 Detailed Description	1032
5.916.2 Constructor & Destructor Documentation	1032
5.916.2.1 Tuple()	1032
5.916.3 Property Documentation	1034
5.916.3.1 Item1	1034
5.916.3.2 Item2	1034
5.917 DungeonArchitect.UI.UIDragDrop Interface Reference	1034
5.917.1 Detailed Description	1035
5.918 DungeonArchitect.UI.UIPlatform Interface Reference	1035

5.918.1 Detailed Description	1035
5.919 DungeonArchitect.UI.UIRenderer Interface Reference	1036
5.919.1 Detailed Description	1037
5.920 DungeonArchitect.UI.UIResourceLookup Class Reference	1037
5.920.1 Detailed Description	1038
5.921 DungeonArchitect.UI.UIStyleManager Interface Reference	1038
5.921.1 Detailed Description	1038
5.922 DungeonArchitect.UI.UISystem Class Reference	1038
5.922.1 Detailed Description	1039
5.923 DungeonArchitect.UI.UIUndoSystem Interface Reference	1039
5.923.1 Detailed Description	1040
5.924 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorContextMenu Class Reference	1040
5.924.1 Detailed Description	1040
5.925 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIDragDrop Class Reference	1041
5.925.1 Detailed Description	1041
5.926 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIPlatform Class Reference	1041
5.926.1 Detailed Description	1042
5.927 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIRenderer Class Reference	1042
5.927.1 Detailed Description	1043
5.928 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIStyleManager Class Reference	1043
5.928.1 Detailed Description	1044
5.929 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUISystem Class Reference	1044
5.929.1 Detailed Description	1044
5.930 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIUndoSystem Class Reference	1045
5.930.1 Detailed Description	1045
5.931 SharpNav.Geometry.Vector2 Struct Reference	1045
5.931.1 Detailed Description	1048
5.931.2 Constructor & Destructor Documentation	1048
5.931.2.1 Vector2() [1/4]	1048
5.931.2.2 Vector2() [2/4]	1049
5.931.2.3 Vector2() [3/4]	1049
5.931.2.4 Vector2() [4/4]	1049
5.931.3 Member Function Documentation	1050
5.931.3.1 Add() [1/2]	1050
5.931.3.2 Add() [2/2]	1050
5.931.3.3 BaryCentric() [1/2]	1051
5.931.3.4 BaryCentric() [2/2]	1051
5.931.3.5 Clamp() [1/2]	1052
5.931.3.6 Clamp() [2/2]	1052
5.931.3.7 ComponentMax() [1/2]	1053
5.931.3.8 ComponentMax() [2/2]	1053
5.931.3.9 ComponentMin() [1/2]	1053

5.931.3.10 ComponentMin()	[2/2]	1054
5.931.3.11 Divide()	[1/4]	1054
5.931.3.12 Divide()	[2/4]	1055
5.931.3.13 Divide()	[3/4]	1055
5.931.3.14 Divide()	[4/4]	1055
5.931.3.15 Dot()	[1/2]	1056
5.931.3.16 Dot()	[2/2]	1056
5.931.3.17 Equals()	[1/2]	1057
5.931.3.18 Equals()	[2/2]	1057
5.931.3.19 GetHashCode()		1057
5.931.3.20 Lerp()	[1/2]	1058
5.931.3.21 Lerp()	[2/2]	1058
5.931.3.22 Max()		1058
5.931.3.23 Min()		1059
5.931.3.24 Multiply()	[1/4]	1059
5.931.3.25 Multiply()	[2/4]	1060
5.931.3.26 Multiply()	[3/4]	1060
5.931.3.27 Multiply()	[4/4]	1060
5.931.3.28 Normalize()	[1/3]	1061
5.931.3.29 Normalize()	[2/3]	1061
5.931.3.30 Normalize()	[3/3]	1061
5.931.3.31 Normalized()		1062
5.931.3.32 operator"!=()		1062
5.931.3.33 operator*()	[1/3]	1063
5.931.3.34 operator*()	[2/3]	1063
5.931.3.35 operator*()	[3/3]	1063
5.931.3.36 operator+()		1064
5.931.3.37 operator-()	[1/2]	1064
5.931.3.38 operator-()	[2/2]	1065
5.931.3.39 operator/()		1065
5.931.3.40 operator==(())		1066
5.931.3.41 PerpDot()	[1/2]	1066
5.931.3.42 PerpDot()	[2/2]	1066
5.931.3.43 Subtract()	[1/2]	1067
5.931.3.44 Subtract()	[2/2]	1067
5.931.3.45 ToString()		1068
5.931.4 Member Data Documentation		1068
5.931.4.1 One		1068
5.931.4.2 UnitX		1068
5.931.4.3 UnitY		1068
5.931.4.4 X		1069
5.931.4.5 Y		1069

5.931.4.6 Zero	1069
5.931.5 Property Documentation	1069
5.931.5.1 Length	1069
5.931.5.2 LengthSquared	1070
5.931.5.3 PerpendicularLeft	1070
5.931.5.4 PerpendicularRight	1070
5.931.5.5 this[int index]	1070
5.931.5.6 Yx	1071
5.932 SharpNav.Geometry.Vector2i Struct Reference	1071
5.932.1 Detailed Description	1072
5.932.2 Constructor & Destructor Documentation	1072
5.932.2.1 Vector2i()	1072
5.932.3 Member Function Documentation	1072
5.932.3.1 Equals() [1/2]	1073
5.932.3.2 Equals() [2/2]	1073
5.932.3.3 GetHashCode()	1073
5.932.3.4 operator!=(())	1074
5.932.3.5 operator==(())	1074
5.932.3.6 ToString()	1074
5.932.4 Member Data Documentation	1075
5.932.4.1 Max	1075
5.932.4.2 Min	1075
5.932.4.3 X	1075
5.932.4.4 Y	1075
5.932.4.5 Zero	1076
5.933 SharpNav.Geometry.Vector3 Struct Reference	1076
5.933.1 Detailed Description	1080
5.933.2 Constructor & Destructor Documentation	1080
5.933.2.1 Vector3() [1/3]	1080
5.933.2.2 Vector3() [2/3]	1080
5.933.2.3 Vector3() [3/3]	1080
5.933.3 Member Function Documentation	1081
5.933.3.1 Add() [1/4]	1081
5.933.3.2 Add() [2/4]	1081
5.933.3.3 Add() [3/4]	1082
5.933.3.4 Add() [4/4]	1082
5.933.3.5 BaryCentric() [1/2]	1082
5.933.3.6 BaryCentric() [2/2]	1083
5.933.3.7 CalculateAngle() [1/2]	1083
5.933.3.8 CalculateAngle() [2/2]	1084
5.933.3.9 Clamp() [1/2]	1084
5.933.3.10 Clamp() [2/2]	1085

5.933.3.11 ComponentMax()	[1/2]	1085
5.933.3.12 ComponentMax()	[2/2]	1085
5.933.3.13 ComponentMin()	[1/2]	1086
5.933.3.14 ComponentMin()	[2/2]	1086
5.933.3.15 Cross()	[1/2]	1087
5.933.3.16 Cross()	[2/2]	1087
5.933.3.17 Div()	[1/3]	1088
5.933.3.18 Div()	[2/3]	1088
5.933.3.19 Div()	[3/3]	1088
5.933.3.20 Divide()	[1/4]	1089
5.933.3.21 Divide()	[2/4]	1089
5.933.3.22 Divide()	[3/4]	1090
5.933.3.23 Divide()	[4/4]	1090
5.933.3.24 Dot()	[1/2]	1090
5.933.3.25 Dot()	[2/2]	1092
5.933.3.26 Equals()	[1/2]	1092
5.933.3.27 Equals()	[2/2]	1093
5.933.3.28 GetHashCode()		1093
5.933.3.29 Length()		1093
5.933.3.30 LengthSquared()		1094
5.933.3.31 Lerp()	[1/2]	1094
5.933.3.32 Lerp()	[2/2]	1094
5.933.3.33 Max()		1095
5.933.3.34 Min()		1095
5.933.3.35 Mult()	[1/3]	1096
5.933.3.36 Mult()	[2/3]	1096
5.933.3.37 Mult()	[3/3]	1096
5.933.3.38 Multiply()	[1/4]	1097
5.933.3.39 Multiply()	[2/4]	1097
5.933.3.40 Multiply()	[3/4]	1097
5.933.3.41 Multiply()	[4/4]	1098
5.933.3.42 Normalize()	[1/3]	1098
5.933.3.43 Normalize()	[2/3]	1098
5.933.3.44 Normalize()	[3/3]	1099
5.933.3.45 Normalized()		1099
5.933.3.46 operator"!=()		1099
5.933.3.47 operator*()	[1/3]	1100
5.933.3.48 operator*()	[2/3]	1100
5.933.3.49 operator*()	[3/3]	1101
5.933.3.50 operator+()		1101
5.933.3.51 operator-()	[1/2]	1101
5.933.3.52 operator-()	[2/2]	1102

5.933.3.53 operator/()	1102
5.933.3.54 operator==()	1103
5.933.3.55 Scale() [1/3]	1103
5.933.3.56 Scale() [2/3]	1103
5.933.3.57 Scale() [3/3]	1104
5.933.3.58 Set()	1104
5.933.3.59 Sub() [1/4]	1104
5.933.3.60 Sub() [2/4]	1105
5.933.3.61 Sub() [3/4]	1105
5.933.3.62 Sub() [4/4]	1106
5.933.3.63 Subtract() [1/2]	1106
5.933.3.64 Subtract() [2/2]	1106
5.933.3.65 ToString()	1107
5.933.4 Member Data Documentation	1107
5.933.4.1 One	1107
5.933.4.2 UnitX	1107
5.933.4.3 UnitY	1107
5.933.4.4 UnitZ	1108
5.933.4.5 X	1108
5.933.4.6 Y	1108
5.933.4.7 Z	1108
5.933.4.8 Zero	1108
5.933.5 Property Documentation	1109
5.933.5.1 this[int index]	1109
5.933.5.2 Xzy	1109
5.933.5.3 Yxz	1109
5.933.5.4 Yzx	1109
5.933.5.5 Zxy	1109
5.933.5.6 Zyx	1110
5.934 DungeonArchitect.Visibility.VisibilityGraph Class Reference	1110
5.934.1 Detailed Description	1110
5.935 DungeonArchitect.Visibility.VisibilityGraphNode Class Reference	1110
5.935.1 Detailed Description	1111
5.936 DungeonArchitect.Graphs.VisualNode Class Reference	1111
5.936.1 Detailed Description	1112
5.936.2 Member Function Documentation	1112
5.936.2.1 CopyFrom()	1112
5.936.3 Member Data Documentation	1113
5.936.3.1 affectsNavigation	1113
5.936.3.2 IsStatic	1113
5.936.3.3 selectionRuleClassName	1113
5.936.3.4 selectionRuleEnabled	1113

5.936.3.5 spatialConstraint	1114
5.936.3.6 transformRuleClassName	1114
5.936.3.7 transformRuleEnabled	1114
5.936.3.8 useSpatialConstraint	1114
5.937 DungeonArchitect.Editors.VisualNodeEditor Class Reference	1115
5.937.1 Detailed Description	1115
5.938 DungeonArchitect.Editors.VisualNodeRenderer Class Reference	1115
5.938.1 Detailed Description	1116
5.939 DungeonArchitect.Volume Class Reference	1116
5.939.1 Detailed Description	1117
5.939.2 Member Function Documentation	1117
5.939.2.1 GetBounds()	1117
5.939.2.2 GetVolumeGridTransform()	1117
5.940 DungeonArchitect.Editors.VolumeEditor Class Reference	1118
5.940.1 Detailed Description	1118
5.941 DungeonArchitect.Grammar.WeightedGrammarGraph Class Reference	1119
5.941.1 Detailed Description	1119
5.942 DungeonArchitect.Editors.SnapFlow.WeightedGrammarGraphEditor Class Reference	1119
5.942.1 Detailed Description	1119
5.943 DungeonArchitect.Grammar.WeightedGrammarRuntimeGraph Class Reference	1120
5.943.1 Detailed Description	1120
5.944 DungeonArchitect.UI.Widgets.WidgetBase Class Reference	1120
5.944.1 Detailed Description	1122
5.945 DungeonArchitect.UI.Widgets.WidgetClickEvent Class Reference	1122
5.945.1 Detailed Description	1122
5.946 DungeonArchitect.UI.Widgets.WidgetUtils Class Reference	1122
5.946.1 Detailed Description	1123

Chapter 1

Namespace Index

1.1 Packages

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

DungeonArchitect	47
DungeonArchitect.Builders	49
DungeonArchitect.Builders.BSP	49
DungeonArchitect.Builders.CircularCity	49
DungeonArchitect.Builders.FloorPlan	50
DungeonArchitect.Builders.FloorPlan.Tooling	50
DungeonArchitect.Builders.Grid	51
DungeonArchitect.Builders.Grid.Mirroring	52
DungeonArchitect.Builders.Grid.SpatialConstraints	53
DungeonArchitect.Builders.GridFlow	53
DungeonArchitect.Builders.Infinity	53
DungeonArchitect.Builders.Infinity.Caves	53
DungeonArchitect.Builders.Isaac	54
DungeonArchitect.Builders.Mario	54
DungeonArchitect.Builders.Maze	54
DungeonArchitect.Builders.SimpleCity	55
DungeonArchitect.Builders.SimpleCity.SpatialConstraints	56
DungeonArchitect.Builders.Snap	56
DungeonArchitect.Builders.Snap.Impl	56
DungeonArchitect.Builders.Snap.SideScroller	56
DungeonArchitect.Builders.SnapGridFlow	56
DungeonArchitect.Builders.SnapGridFlow.DebugVisuals	57
DungeonArchitect.Editors	57
DungeonArchitect.Editors.Flow	59
DungeonArchitect.Editors.Flow.Common	60
DungeonArchitect.Editors.Flow.DomainEditors	60
DungeonArchitect.Editors.Flow.DomainEditors.Layout2D	60
DungeonArchitect.Editors.Flow.DomainEditors.Layout3D	60
DungeonArchitect.Editors.Flow.DomainEditors.Tilemap	61
DungeonArchitect.Editors.Flow.GridFlow	61
DungeonArchitect.Editors.Flow.Impl	61
DungeonArchitect.Editors.Flow.Layout	61
DungeonArchitect.Editors.Flow.SnapGridFlow	62
DungeonArchitect.Editors.Flow.Tilemap	62
DungeonArchitect.Editors.Graphs	62

DungeonArchitect.Editors.SnapFlow	63
DungeonArchitect.Editors.SpatialConstraints	64
DungeonArchitect.Editors.ThemeEditorTools	64
DungeonArchitect.Editors.Utils	65
DungeonArchitect.Editors.Visualization	65
DungeonArchitect.Editors.Visualization.Implementation	65
DungeonArchitect.Extensions	65
DungeonArchitect.Flow	65
DungeonArchitect.Flow.Domains	66
DungeonArchitect.Flow.Domains.Layout	66
DungeonArchitect.Flow.Domains.Layout.Pathing	66
DungeonArchitect.Flow.Domains.Layout.Tasks	67
DungeonArchitect.Flow.Domains.Layout.Tooling	67
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D	67
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D	67
DungeonArchitect.Flow.Domains.Tilemap	68
DungeonArchitect.Flow.Domains.Tilemap.Tasks	69
DungeonArchitect.Flow.Domains.Tilemap.Tooling	69
DungeonArchitect.Flow.Exec	69
DungeonArchitect.Flow.Impl	70
DungeonArchitect.Flow.Impl.GridFlow	70
DungeonArchitect.Flow.Impl.GridFlow.Tasks	70
DungeonArchitect.Flow.Impl.SnapGridFlow	71
DungeonArchitect.Flow.Impl.SnapGridFlow.Components	71
DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints	71
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks	72
DungeonArchitect.Flow.Items	72
DungeonArchitect.Frameworks	72
DungeonArchitect.Frameworks.Snap	72
DungeonArchitect.Grammar	73
DungeonArchitect.Graphs	73
DungeonArchitect.Graphs.Layouts	75
DungeonArchitect.Graphs.Layouts.Layered	75
DungeonArchitect.Graphs.Layouts.Spring	75
DungeonArchitect.Graphs.SpatialConstraints	75
DungeonArchitect.Landscape	76
DungeonArchitect.LevelStreaming	76
DungeonArchitect.MiniMaps	76
DungeonArchitect.Navigation	77
DungeonArchitect.RoadNetworks	77
DungeonArchitect.RoomDesigner	77
DungeonArchitect.RoomDesigner.Editors	78
DungeonArchitect.RuntimeGraphs	78
DungeonArchitect.SpatialConstraints	78
DungeonArchitect.SpatialConstraints.Isaac	78
DungeonArchitect.Splatmap	79
DungeonArchitect.SxEngine	79
DungeonArchitect.SxEngine.Utils	80
DungeonArchitect.Themeing	80
DungeonArchitect.Triangulator	80
DungeonArchitect.Triangulator.Geometry	81
DungeonArchitect.UI	81
DungeonArchitect.UI.Impl	82
DungeonArchitect.UI.Impl.UnityEditor	82
DungeonArchitect.UI.Widgets	82
DungeonArchitect.UI.Widgets.GraphEditors	83
DungeonArchitect.Utils	84
DungeonArchitect.Utils.Noise	85

DungeonArchitect.Visibility	85
DungeonArchitect.Visibility.Impl	85
SharpNav	85
SharpNav.Collections	89
SharpNav.Collections.Generic	89
SharpNav.Crowds	89
SharpNav.Geometry	91
SharpNav.Pathfinding	92

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

SharpNav.Crowds.AgentAnimation	98
SharpNav.Crowds.AgentParams	99
SharpNav.AreaGenerator	105
DungeonArchitect.Editors.AssetBuilder	118
DungeonArchitect.Editors.AssetThumbnailCache	118
Attribute	
DungeonArchitect.Editors.ThemeEditorToolAttribute	981
System.Attribute	
DungeonArchitect.Flow.Exec.FlowExecNodeInfoAttribute	349
DungeonArchitect.MetaAttribute	685
DungeonArchitect.SpatialConstraints.RuleMetaAttribute	837
DungeonArchitect.Utills.Blackboard	138
DungeonArchitect.Utills.BlackboardDatabase< T >	139
DungeonArchitect.Utills.BlackboardDatabase< DungeonArchitect.IntVector >	139
DungeonArchitect.Utills.BlackboardDatabase< float >	139
DungeonArchitect.Utills.BlackboardDatabase< int >	139
DungeonArchitect.Utills.BlackboardDatabase< string >	139
DungeonArchitect.Utills.BlackboardDatabase< Vector3 >	139
DungeonArchitect.UI.Widgets.BreadCrumbWidgetNode	142
DungeonArchitect.Builders.BSP.BSPDungeonGraphQuery	145
DungeonArchitect.Builders.BSP.BSPNode	147
DungeonArchitect.Builders.BSP.BSPNodeConnection	147
DungeonArchitect.Builders.BSP.BSPNodeObject	148
DungeonArchitect.Builders.BSP.BSPRoomCategory	149
DungeonArchitect.Editors.ThemeEditorTools.BuilderThemeEditorTools	160
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayout3DWorldBuilder.BuildSettings	160
DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplaceRuleFactory	161
DungeonArchitect.Editors.ThemeEditorTools.BulkReplacementEntry	161
DungeonArchitect.UI.Widgets.ToolbarWidget.ButtonInfo	162
SharpNav.Collections.BVTree	163
DungeonArchitect.RoomDesigner.CarvingCommand	165
DungeonArchitect.Flow.Impl.GridFlow.Tasks.CaveCellBuildTile	165
DungeonArchitect.Builders.Grid.Cell	166
SharpNav.Cell	167
DungeonArchitect.Builders.Grid.CellDoor	169

DungeonArchitect.Builders.Grid.CellHeightFrameInfo	170
DungeonArchitect.Builders.Grid.CellHeightNode	171
DungeonArchitect.Builders.CircularCity.CircularCityCell	171
DungeonArchitect.Builders.CircularCity.CircularCityFoliageEntry	175
DungeonArchitect.Builders.CircularCity.CircularCityFoliageTheme	175
DungeonArchitect.Builders.CircularCity.CircularCityLandscapeTexture	176
DungeonArchitect.Builders.SimpleCity.CityBlockDimension	176
DungeonArchitect.Utills.ColorUtills	178
DungeonArchitect.Editors.ThemeEditorTools.CommonThemeEditorTools	181
SharpNav.CompactCell	182
SharpNav.CompactHeightfield	183
SharpNav.CompactSpan	191
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDBCompiler.CompileResultEntry	206
DungeonArchitect.SpatialConstraints.ConstraintRuleContext	207
DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor.RuleNodeEditorUIState.ConstraintUIState	210
SharpNav.Contour	210
SharpNav.ContourVertex	217
SharpNav.Crowds.Crowd	221
SharpNav.Crowds.CrowdNeighbor	229
DungeonArchitect.UI.Widgets.GraphEditors.CursorDragLink	229
DungeonArchitect.Utills.DebugDrawUtills	230
DungeonArchitect.DebugTextItem	232
DungeonArchitect.Triangulator.Delauney	234
DungeonArchitect.Triangulator.DelauneyTriangle	235
DungeonArchitect.Triangulator.DelauneyV2	235
DungeonArchitect.Landscape.DLCacheBounds	236
DungeonArchitect.Builders.Grid.DoorManager	236
DungeonArchitect.Editors.DungeonArchitectMenu	243
DungeonArchitect.Editors.DungeonEditorHelper	249
DungeonArchitect.Editors.DungeonEditorStyles	253
DungeonArchitect.Editors.SnapFlow.DungeonFlowEditorHighlighter	256
DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorEntry	257
DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorList	257
DungeonArchitect.DungeonNavMeshSourceCollector	272
DungeonArchitect.DungeonNodeSpawnData	272
DungeonArchitect.Editors.DungeonObjectTracker	272
DungeonArchitect.Editors.DungeonPropertyEditorHook	280
DungeonArchitect.RoomDesigner.DungeonRoomDesignerConstants	281
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerToolbar	285
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTools	286
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorBounds	283
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorMove	284
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomBounds	284
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomMove	285
DungeonArchitect.RoomDesigner.DungeonRoomDoorDesigner	287
DungeonArchitect.RoomDesigner.DungeonRoomMarkerEmitter	287
DungeonArchitect.RoomDesigner.DungeonRoomVoxel	287
DungeonArchitect.RoomDesigner.DungeonRoomVoxelCell	288
DungeonArchitect.DungeonSceneObjectSpawner	289
DungeonArchitect.AsyncDungeonSceneObjectSpawner	120
DungeonArchitect.SyncDungeonSceneObjectSpawner	979
DungeonArchitect.Splatmap.DungeonSplatmapTextureInfo	297
DungeonArchitect.Themeing.DungeonThemeData	299
DungeonArchitect.Themeing.DungeonThemeEngine	301
DungeonArchitect.Themeing.DungeonThemeExecutionContext	302
DungeonArchitect.Themeing.DungeonThemeItem	304
DungeonArchitect.Themeing.GameObjectArrayDungeonThemeItem	403
DungeonArchitect.Themeing.GameObjectDungeonThemeItem	405

DungeonArchitect.Themeing.SpriteDungeonThemeltem	939
DungeonArchitect.DungeonUtils	310
Editor	
DungeonArchitect.Editors.DebugText3DEditor	231
DungeonArchitect.Editors.DungeonBuilderEditor	247
DungeonArchitect.Editors.DungeonInfinityEditor	259
DungeonArchitect.Editors.DungeonInfinityEditorUpdater	260
DungeonArchitect.Editors.DungeonNavMeshEditor	271
DungeonArchitect.Editors.DungeonPaintModeEditor	276
DungeonArchitect.Editors.DungeonPaintModeGridEditor	278
DungeonArchitect.Editors.DungeonPropertyEditor	279
DungeonArchitect.Editors.FloorPlanCorridorToolEditor	332
DungeonArchitect.Editors.Flow.Common.FlowPreviewTilemapGraphNodeInspector	387
DungeonArchitect.Editors.Flow.FlowExecGraphEditorConfigInspector	344
DungeonArchitect.Editors.Flow.Impl.GridFlowExecGraphEditorConfigInspector	508
DungeonArchitect.Editors.Flow.FlowExecNodeHandlerInspectorBase	348
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandlerInspector_CreateTilemap↔ Overlay	126
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_Create↔ TilemapOverlay	516
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandlerInspector_InitializeTilemap	127
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_InitializeTilemap	516
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandlerInspector_OptimizeTilemap	127
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_OptimizeTilemap	517
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateKeyLockInspector	120
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateKeyLockInspector	510
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateKey↔ LockInspector	901
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateMainPathInspector	121
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateMainPathInspector	510
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateMain↔ PathInspector	902
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreatePathInspector	122
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreatePathInspector	511
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreatePath↔ Inspector	902
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateTilemapElevations↔ Inspector	122
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateTilemapElevations↔ Inspector	512
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_FinalizeGraphInspector	123
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeGraphInspector	512
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_Finalize↔ GraphInspector	903
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_FinalizeTilemapInspector	124
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeTilemapInspector	513
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_MergeTilemapsInspector	124
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_MergeTilemapsInspector	514
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_ResultInspector	125
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_ResultInspector	514
DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_SpawnItemsInspector	125
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_SpawnItemsInspector	515
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_Spawn↔ ItemsInspector	904
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateGridInspector	509
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateGrid↔ Inspector	900

DungeonArchitect.Editors.Flow.KeyLockLinkVisualizerBase	609
DungeonArchitect.Editors.Flow.GridFlowDoorKeyComponentEditor	502
DungeonArchitect.Editors.Flow.GridFlowDoorLockComponentEditor	503
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowModuleDatabaseEditor	907
DungeonArchitect.Editors.GraphInspector	449
DungeonArchitect.Editors.GraphNodeEditor	461
DungeonArchitect.Editors.PlaceableNodeEditor	760
DungeonArchitect.Editors.MarkerEmitterNodeEditor	658
DungeonArchitect.Editors.VisualNodeEditor	1115
DungeonArchitect.Editors.MeshArrayNodeEditor	675
DungeonArchitect.Editors.MeshNodeEditor	678
DungeonArchitect.Editors.SpriteNodeEditor	941
DungeonArchitect.Editors.SpatialConstraints.ConstraintRuleEditor	208
DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor	846
DungeonArchitect.Editors.SpatialConstraints.SCReferenceNodeEditor	844
DungeonArchitect.Editors.GridDungeonConfigEditor	491
DungeonArchitect.Editors.GridFlowMinimapTrackedObjectInspector	526
DungeonArchitect.Editors.LandscapeTextureEditor	621
DungeonArchitect.Editors.MarkerNodeEditor	661
DungeonArchitect.Editors.PlaceableMarkerEditor	758
DungeonArchitect.Editors.SnapConnectionEditor	872
DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeEditor	412
DungeonArchitect.Editors.SnapFlow.GrammarGraphInspector	415
DungeonArchitect.Editors.SnapFlow.GrammarNodeTypeEditor	418
DungeonArchitect.Editors.SnapFlow.GrammarProductionRuleEditor	419
DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeEditor	424
DungeonArchitect.Editors.SnapFlow.SnapFlowResultGraphEditorConfigInspector	893
DungeonArchitect.Editors.SnapFlow.WeightedGrammarGraphEditor	1119
DungeonArchitect.Editors.SplatmapPropertyEditor	934
DungeonArchitect.Editors.VolumeEditor	1118
DungeonArchitect.Editors.MarkerReplaceVolumeEditor	663
DungeonArchitect.Editors.MirrorVolumeEditor	687
DungeonArchitect.Editors.NegationVolumeEditor	722
DungeonArchitect.Editors.PlatformVolumeEditor	762
DungeonArchitect.Editors.ThemeOverrideVolumeEditor	986
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerEditor	281
DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeEditor	180
DungeonArchitect.Editors.EditorDeltaTime	316
EditorWindow	
DungeonArchitect.Editors.DungeonThemeEditorWindow	300
DungeonArchitect.Editors.Flow.FlowEditorWindow	339
DungeonArchitect.Editors.Flow.Impl.GridFlowEditorWindow	507
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorWindow	899
DungeonArchitect.Editors.SnapFlow.SnapEditorWindow	885
DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorWindow	929
DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplacementWindow	161
EventArgs	
DungeonArchitect.UI.Widgets.GraphEditors.GraphEventArgs	446
DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeEventArgs	462
DungeonArchitect.Editors.Flow.FlowExecNodeRendererBase.ExecRuleNodeLayoutInfo	321
DungeonArchitect.Grammar.ExecutionRuntimeGraphNodeData	323
DungeonArchitect.Editors.ExternalLinks	323
DungeonArchitect.Flow.Domains.Layout.FFAGConstraintsLink	323
DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowAgPathingSystem	324
DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowLayoutPathingSystemResult	324
DungeonArchitect.Filter	325
DungeonArchitect.BlurFilter	139
DungeonArchitect.Builders.FloorPlan.FloorChunk	326

DungeonArchitect.Builders.FloorPlan.FloorChunkDB	327
DungeonArchitect.Builders.FloorPlan.FloorDoorManager	328
DungeonArchitect.RoomDesigner.FloorIsland	328
DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder.FloorIslandNode	329
DungeonArchitect.Flow.Domains.FlowDomainDataRegistry	335
DungeonArchitect.Flow.Domains.FlowDomainExtensions	336
DungeonArchitect.Editors.Flow.FlowEditorUtils	338
DungeonArchitect.Editors.Flow.FlowExecGraphContextMenuUserData	342
DungeonArchitect.Flow.Exec.FlowExecGraphUtils	348
DungeonArchitect.Flow.Exec.FlowExecNodeOutputRegistry	350
DungeonArchitect.Flow.Exec.FlowExecTaskState	355
DungeonArchitect.Flow.Exec.FlowExecTaskUtils	356
DungeonArchitect.Flow.Exec.FlowExecutionContext	356
DungeonArchitect.Flow.Exec.FlowExecutor	357
DungeonArchitect.Flow.Items.FlowGraphItemCustomInfo	357
DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty< T >	358
DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty< DungeonArchitect.ISGFLayout↔ NodeCategoryConstraint >	358
DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty< DungeonArchitect.ISGFLayout↔ NodePositionConstraint >	358
DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty< ITilemapFlowOverlayGenerator >	358
DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty< ITilemapItemPlacementStrategy >	358
DungeonArchitect.Flow.Items.FlowItem	358
DungeonArchitect.Flow.Items.FlowItemMetadata	359
DungeonArchitect.Flow.Items.FlowItemUtils	362
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayout3DConstants	362
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayout3DRenderSettings	363
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLink	365
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLinkState	365
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNode	366
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNodeGroup	367
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGraphPathUtils	367
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphQuery	367
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal	368
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutGraphUnityVisualizer	368
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutGraphUnityVisualizerObject	369
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils	369
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthState	370
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthStatePathItem	370
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutNodeGroupGenerator	372
DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeGroupGenerator	739
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeGroupGenerator	892
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathNodeGroup	373
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackFrame	374
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackGrowthTask	374
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutStaticGrowthState	375
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DBuilder	376
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DUtils	379
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutItemRenderer	383
DungeonArchitect.Flow.Exec.FlowTaskExecContext	389
DungeonArchitect.Flow.Exec.FlowTaskExecInput	389
DungeonArchitect.Flow.Exec.FlowTaskExecOutput	390
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCell	391
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlay	394
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlayMergeConfig	395
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCustomCellInfo	396
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceField	396
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceFieldCell	397

DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdge	397
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderer	399
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderResources	399
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolBuildContext	400
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphBuilder	401
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal.FNodeInfo	402
DungeonArchitect.UI.Widgets.SxViewportWidget.FrameTime	402
DungeonArchitect.Flow.Impl.SnapGridFlow.FsgfModuleAssemblyBuilder	403
DungeonArchitect.Grammar.GrammarRuntimeGraphNodeData	422
DungeonArchitect.Grammar.GrammarRuntimeGraphUtils	422
DungeonArchitect.Graphs.GraphBuilder	427
DungeonArchitect.Editors.Graphs.EditorGraphBuilder	317
DungeonArchitect.Graphs.NonEditorGraphBuilder	736
DungeonArchitect.Graphs.GraphCamera	428
DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu	433
DungeonArchitect.Editors.DungeonThemeEditorContextMenu	299
DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu	341
DungeonArchitect.Editors.Flow.Layout.DungeonGridFlowAbstractGraphContextMenu	258
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu	873
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu	879
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu	886
DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContextMenu	928
DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu	740
DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenuEvent	435
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorConstants	443
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorEvents	443
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorStyle	444
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils	444
DungeonArchitect.UI.Widgets.GraphEditors.GraphEvent< T >	445
DungeonArchitect.UI.Widgets.GraphEditors.GraphEvent< DungeonArchitect.UI.Widgets.GraphEditors.↔ GraphNodeEventArgs >	445
DungeonArchitect.Grammar.GraphGrammarProcessor	447
DungeonArchitect.Grammar.GraphGrammarProcessorSettings	447
DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler	448
DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayeredConfig	451
DungeonArchitect.Graphs.Layouts.GraphLayoutNode< T >	451
DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpringConfig	452
DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderer	463
DungeonArchitect.Editors.Flow.FlowExecNodeRendererBase	350
DungeonArchitect.Editors.Flow.FlowExecResultNodeRenderer	352
DungeonArchitect.Editors.Flow.FlowExecRuleNodeRenderer	353
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRendererBase	385
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRenderer	384
DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer	388
DungeonArchitect.Editors.MarkerEmitterNodeRenderer	659
DungeonArchitect.Editors.MarkerNodeRenderer	661
DungeonArchitect.Editors.SnapFlow.GrammarNodeRendererBase	417
DungeonArchitect.Editors.SnapFlow.GrammarExecEntryNodeRenderer	409
DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeRenderer	413
DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeRenderer	424
DungeonArchitect.Editors.SpatialConstraints.SCDomainNodeRenderer	842
DungeonArchitect.Editors.VisualNodeRenderer	1115
DungeonArchitect.Editors.MeshArrayNodeRenderer	676
DungeonArchitect.Editors.MeshNodeRenderer	679
DungeonArchitect.Editors.SpriteNodeRenderer	942
DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeRenderer	181
DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRendererFactory	464

DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations	464
DungeonArchitect.UI.Widgets.GraphPanel< DungeonArchitect.Editors.Flow.FlowExecGraphEditor >	468
DungeonArchitect.UI.Widgets.GraphPanel< DungeonArchitect.Editors.SnapFlow.SnapEdExecution↔ GraphEditor >	468
DungeonArchitect.UI.Widgets.GraphPanel< DungeonArchitect.Editors.SnapFlow.SnapEdGrammar↔ GraphEditor >	468
DungeonArchitect.UI.Widgets.GraphPanel< DungeonArchitect.Editors.SnapFlow.SnapEdResultGraph↔ Editor >	468
DungeonArchitect.UI.Widgets.GraphPanel< FlowPreviewLayoutGraphEditor >	468
DungeonArchitect.UI.Widgets.GraphPanel< FlowPreviewTilemapGraphEditor >	468
DungeonArchitect.Grammar.GraphPatternMatch	469
DungeonArchitect.Grammar.GraphPatternMatcher	469
DungeonArchitect.UI.Widgets.GraphEditors.GraphPinRenderer	474
DungeonArchitect.UI.Widgets.GraphEditors.GraphRendererContext	475
DungeonArchitect.Graphs.GraphSchema	475
DungeonArchitect.Editors.Flow.FlowExecGraphSchema	347
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema	878
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema	884
DungeonArchitect.Graphs.ThemeGraphSchema	983
DungeonArchitect.UI.Widgets.GraphEditors.GraphSelectionBox	476
DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltip	478
DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltipRenderer	478
DungeonArchitect.Graphs.GraphUtils	479
DungeonArchitect.Builders.Grid.GridBuilderDoorMetadata	480
DungeonArchitect.Builders.Grid.GridBuilderUtils	480
DungeonArchitect.Builders.Grid.GridCellInfo	481
DungeonArchitect.Builders.Grid.GridDebugDrawUtils	482
DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirror	493
DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisX	494
DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisZ	494
DungeonArchitect.Builders.Grid.GridDungeonModelUtils	500
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodePlacementSettingInspector	517
DungeonArchitect.Flow.Exec.GridFlowGraphNodeExecutionStatus	518
DungeonArchitect.Builders.GridFlow.GridFlowMinimapIcons	525
DungeonArchitect.UI.Widgets.GridPanelNode	534
DungeonArchitect.UI.GUIState	536
SharpNav.Heightfield	537
SharpNav.HeightPatch	563
DungeonArchitect.Editors.ThemeEditorTools.IBulkPrefabReplaceRuleProcessor	569
DungeonArchitect.Editors.ThemeEditorTools.DirectoryBulkPrefabReplaceRuleProcessor	236
ICloneable	
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph	364
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemap	390
System.ICloneable	
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo	393
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellWallInfo	395
DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapState	528
ICollection	
SharpNav.Collections.Generic.BufferedQueue< T >	150
SharpNav.Collections.Generic.BufferedStack< T >	155
SharpNav.Collections.Generic.PriorityQueue< T >	802
SharpNav.ContourSet	214
System.IComparable	
DungeonArchitect.SxEngine.SxRenderCommand	968
DungeonArchitect.Utils.DungeonUID	309
DungeonArchitect.Utils.DungeonUID	309
DungeonArchitect.Utils.DungeonUID	309

IComparer	
DungeonArchitect.AsyncDungeonSceneObjectSpawner.SpawnListSorter	933
DungeonArchitect.Editors.GraphPinHierarchyComparer	474
DungeonArchitect.Editors.NodeDeletionOrderComparer	725
DungeonArchitect.Themeing.LeftToRightNodeComparer	635
DungeonArchitect.UI.Widgets.GraphEditors.NodeReversedZIndexComparer	732
DungeonArchitect.UI.Widgets.GraphEditors.NodeZIndexComparer	734
SharpNav.Collections.BVTree.Node.CompareX	203
SharpNav.Collections.BVTree.Node.CompareY	204
SharpNav.Collections.BVTree.Node.CompareZ	205
DungeonArchitect.UI.IContextMenu	570
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorContextMenu	1040
DungeonArchitect.UI.IDeferredUICommand	570
DungeonArchitect.UI.DeferredUICommandBase	233
DungeonArchitect.Editors.SnapFlow.EditorCommand_ExecuteSnapFlowGraph	313
DungeonArchitect.UI.EditorCommand_FocusOnGraphNode	313
DungeonArchitect.UI.EditorCommand_InitializeGraphCameras	314
DungeonArchitect.UI.EditorCommand_SetBorderContent	315
DungeonArchitect.UI.EditorCommand_UpdateWidget	315
DungeonArchitect.IDungeonSceneObjectInstantiator	571
DungeonArchitect.Editors.EditorDungeonSceneObjectInstantiator	316
DungeonArchitect.RuntimeDungeonSceneObjectInstantiator	837
DungeonArchitect.Triangulator.IEDGE	571
IEnumerable	
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabase	392
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabase	398
DungeonArchitect.LevelMarkerList	636
DungeonArchitect.SpatialPartitionedLevelMarkerList	932
IEnumerator	
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabaseEnumerator	392
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabaseEnumerator	398
IEquatable	
DungeonArchitect.Triangulator.Geometry.Edge	311
DungeonArchitect.Utills.DungeonUID	309
DungeonArchitect.Utills.DungeonUID	309
SharpNav.Area	100
SharpNav.Area	100
SharpNav.CompactSpanReference	198
SharpNav.Crowds.Agent	95
SharpNav.Geometry.BBox2i	128
SharpNav.Geometry.BBox3	132
SharpNav.Geometry.Triangle3	1019
SharpNav.Geometry.Vector2	1045
SharpNav.Geometry.Vector2i	1071
SharpNav.Geometry.Vector3	1076
SharpNav.PolyBounds	771
SharpNav.PolyVertex	788
SharpNav.RegionId	820
SharpNav.RegionId	820
DungeonArchitect.Flow.Domains.IFlowDomain	572
DungeonArchitect.Flow.Impl.GridFlow.GridFlowLayoutGraphDomain	518
DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomain	527
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowLayoutGraph3DDomain	904
DungeonArchitect.Flow.Domains.IFlowDomainData	572
DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomainData	528
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementSettings	1010
DungeonArchitect.Flow.Impl.SnapGridFlow.FlowLayoutNodeSnapDomainData	373

DungeonArchitect.Flow.Domains.IFlowDomainExtension	573
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowDomainExtension	898
DungeonArchitect.Editors.Flow.IFlowEditorWindow	573
DungeonArchitect.Flow.Domains.Layout.IFlowLayoutGraphConstraints	574
DungeonArchitect.Flow.Domains.Layout.NullFlowLayoutGraphConstraints	738
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutGraphConstraints	891
DungeonArchitect.Flow.Domains.Layout.Pathing.IFlowLayoutNodeCreationConstraint	574
DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeCreationConstraint	739
DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessorScript	850
DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessorStartEnd	851
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeCreationConstraint	892
DungeonArchitect.Grammar.IGrammarGraphBuilder	575
DungeonArchitect.Grammar.GrammarGraphBuilder	414
DungeonArchitect.Grammar.IGrammarGraphBuildScript	575
DungeonArchitect.Graphs.Layouts.IGraphLayout< T >	576
DungeonArchitect.Graphs.Layouts.GraphLayoutBase< T >	450
DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayered< T >	450
DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpring< T >	452
DungeonArchitect.Graphs.Layouts.IGraphLayoutNodeActions< T >	576
DungeonArchitect.Graphs.Layouts.IGraphLayoutNodeActions< GraphNode >	576
DungeonArchitect.Graphs.Layouts.DefaultGraphLayoutNodeActions	233
IGraphLayoutNodeActions< RuntimeGraphNode< GrammarRuntimeGraphNodeData >>	
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.RuntimeGraphLayoutNodeActions	840
DungeonArchitect.UI.Widgets.GraphEditors.IGraphLinkRenderer	577
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutLinkRenderer	383
DungeonArchitect.UI.Widgets.GraphEditors.SplineGraphLinkRenderer	936
DungeonArchitect.UI.Widgets.GraphEditors.StraightLineGraphLinkRenderer	947
DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.ILayout3DGraphDomainSettings	577
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorConfig	898
DungeonArchitect.UI.Widgets.IListViewItemWidget	578
DungeonArchitect.UI.Widgets.ListViewTextItemWidget	641
DungeonArchitect.Editors.SnapFlow.ErrorListViewItem	320
DungeonArchitect.Editors.SnapFlow.NodeListViewItem	727
DungeonArchitect.Editors.SnapFlow.RuleListViewItem	835
DungeonArchitect.Graphs.IndexCounter	579
DungeonArchitect.Utills.Noise.INoisePolicy< T >	585
DungeonArchitect.Utills.Noise.INoisePolicy< Vector2 >	585
DungeonArchitect.Utills.Noise.GradientNoisePolicy	408
DungeonArchitect.Utills.Noise.INoiseTable< T >	585
DungeonArchitect.Utills.Noise.NoiseTable< T >	734
DungeonArchitect.Editors.InspectorNotify	586
DungeonArchitect.Editors.InspectorStyles	586
DungeonArchitect.Editors.InspectorUtils	586
DungeonArchitect.Utills.InstanceCache	589
DungeonArchitect.IntVector	589
DungeonArchitect.IntVector2	591
DungeonArchitect.Builders.Grid.IntVector2Key	592
DungeonArchitect.Builders.Isaac.IsaacBuilderUtils	596
DungeonArchitect.Builders.Isaac.IsaacDoor	596
DungeonArchitect.Builders.Isaac.IsaacRoom	599
DungeonArchitect.Builders.Isaac.IsaacRoomFactory	600
DungeonArchitect.Builders.Isaac.IsaacRoomLayout	600
DungeonArchitect.Builders.Isaac.IsaacRoomTile	601
ISerializationCallbackReceiver	
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseItem	858

DungeonArchitect.ISGFLayoutNodeCategoryConstraint	602
DungeonArchitect.ISGFLayoutNodePositionConstraint	603
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.ISGFLayoutTaskPathBuilder	603
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateMainPath	853
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreatePath	854
DungeonArchitect.Editors.SnapFlow.ISnapEdValidatorAction	604
DungeonArchitect.Editors.SnapFlow.SnapEdValidatorActionBase	890
DungeonArchitect.Editors.SnapFlow.EmptyNodeListSnapEdValidatorAction	317
DungeonArchitect.Editors.SnapFlow.EmptyRuleListSnapEdValidatorAction	318
DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphNodeAction	592
DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphSnapEdValidatorAction	593
DungeonArchitect.Editors.SnapFlow.InvalidNodeTypeAction	593
DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction	594
DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphNodeAction	595
DungeonArchitect.Editors.SnapFlow.InvalidProductionRuleAction	595
DungeonArchitect.Editors.SnapFlow.MissingProductionRuleRHSAction	687
DungeonArchitect.SxEngine.ISxSceneNode	604
DungeonArchitect.SxEngine.SxActor	950
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodeActor	960
DungeonArchitect.SxEngine.SxMeshActor	965
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor	959
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodePlaneActor	961
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase	962
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutItemActor	958
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActor	961
DungeonArchitect.SxEngine.SxTextActor	973
DungeonArchitect.SxEngine.SxSceneNodeBase	972
DungeonArchitect.SxEngine.SxRootSceneNode	970
DungeonArchitect.Editors.Visualization.IThemeMarkerVisualizationBuilder	605
DungeonArchitect.Editors.Visualization.Implementation.BSPThemeMarkerVisualizationBuilder	150
DungeonArchitect.Editors.Visualization.Implementation.FloorPlanThemeMarkerVisualizationBuilder	334
DungeonArchitect.Editors.Visualization.Implementation.GridFlowThemeMarkerVisualizationBuilder	526
DungeonArchitect.Editors.Visualization.Implementation.GridThemeMarkerVisualizationBuilder	536
DungeonArchitect.Editors.Visualization.Implementation.IsaacThemeMarkerVisualizationBuilder	602
DungeonArchitect.Editors.Visualization.Implementation.MarioThemeMarkerVisualizationBuilder	651
DungeonArchitect.Editors.Visualization.Implementation.MazeThemeMarkerVisualizationBuilder	674
DungeonArchitect.Editors.Visualization.Implementation.SimpleCityThemeMarkerVisualizationBuilder	866
DungeonArchitect.Flow.Domains.Tilemap.Tasks.ITilemapFlowOverlayGenerator	606
DungeonArchitect.Flow.Domains.Tilemap.Tasks.NoiseTilemapFlowOverlayGenerator	735
DungeonArchitect.Flow.Impl.GridFlow.ITilemapItemPlacementStrategy	606
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyNearEdge	1012
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyRandom	1012
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyScript	1013
SharpNav.Collections.Generic.IValueWithCost	607
SharpNav.Node	724
DungeonArchitect.UI.Widgets.IWidget	608
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor	436
DungeonArchitect.Editors.DungeonThemeGraphEditor	302
DungeonArchitect.Editors.Flow.FlowExecGraphEditor	342
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor	380
DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor	386
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor	874
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor	880
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor	887
DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsGraphEditor	930
DungeonArchitect.UI.Widgets.WidgetBase	1120

DungeonArchitect.Editors.SnapFlow.ErrorListPanel	319
DungeonArchitect.Editors.SnapFlow.NodeListPanel	726
DungeonArchitect.Editors.SnapFlow.ProductionRuleLHSTitleWidget	806
DungeonArchitect.Editors.SnapFlow.ProductionRuleRHSTitleWidget	807
DungeonArchitect.Editors.SnapFlow.ProductionRuleWidget	808
DungeonArchitect.Editors.SnapFlow.RuleListPanel	834
DungeonArchitect.UI.Widgets.BorderWidget	140
DungeonArchitect.UI.Widgets.BreadCrumbWidget	141
DungeonArchitect.UI.Widgets.ButtonWidget	162
DungeonArchitect.UI.Widgets.DebugWidget	232
DungeonArchitect.UI.Widgets.GraphPanel< TGraphEditor >	468
DungeonArchitect.UI.Widgets.GridPanelWidget	535
DungeonArchitect.UI.Widgets.HighlightWidget	568
DungeonArchitect.UI.Widgets.ImageWidget	578
DungeonArchitect.UI.Widgets.LabelWidget	614
DungeonArchitect.UI.Widgets.LinkWidget	640
DungeonArchitect.UI.Widgets.ListViewTextItemWidget	641
DungeonArchitect.UI.Widgets.ListViewWidget< T >	642
DungeonArchitect.UI.Widgets.NullWidget	741
DungeonArchitect.UI.Widgets.OverlayPanelWidget	748
DungeonArchitect.UI.Widgets.PanelWidget	749
DungeonArchitect.UI.Widgets.ScrollPanelWidget	844
DungeonArchitect.UI.Widgets.SpacerWidget	917
DungeonArchitect.UI.Widgets.Splitter	937
DungeonArchitect.UI.Widgets.SplitterDragBarWidget	938
DungeonArchitect.UI.Widgets.StackPanelWidget	943
DungeonArchitect.UI.Widgets.SxViewportWidget	977
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutToolGraph3D	379
DungeonArchitect.UI.Widgets.ToolbarWidget	1015
DungeonArchitect.UI.Widgets.GraphEditors.KeyboardState	609
DungeonArchitect.Utills.KeyValueData	610
DungeonArchitect.Utills.KeyValueDataEntryBase	610
DungeonArchitect.Utills.KeyValueDataEntryTyped< T >	612
DungeonArchitect.Utills.KeyValueDataEntryTyped< float >	612
DungeonArchitect.Utills.KeyValueDataEntryFloat	611
DungeonArchitect.Utills.KeyValueDataEntryTyped< int >	612
DungeonArchitect.Utills.KeyValueDataEntryInt	611
DungeonArchitect.Utills.KeyValueDataEntryTyped< string >	612
DungeonArchitect.Utills.KeyValueDataEntryString	612
DungeonArchitect.Utills.KeyValueDataEntryTyped< Vector2 >	612
DungeonArchitect.Utills.KeyValueDataEntryVector2	613
DungeonArchitect.Utills.KeyValueDataEntryTyped< Vector3 >	612
DungeonArchitect.Utills.KeyValueDataEntryVector3	614
DungeonArchitect.Landscape.LandscapeDataRasterizer	615
DungeonArchitect.Landscape.LandscapeTexture	620
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Layout3DGraphRenderingResource	629
DungeonArchitect.Graphs.Layouts.Layered.LayoutTree< T >	635
DungeonArchitect.Graphs.Layouts.Layered.LayoutTreeNode< T >	635
SharpNav.Pathfinding.Link	637
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor.LinkRenderSettings	639
DungeonArchitect.UI.Widgets.ListViewSource< T >	641
DungeonArchitect.UI.Widgets.ListViewSource< DungeonFlowErrorEntry >	641
DungeonArchitect.Editors.SnapFlow.ErrorListViewSource	320
DungeonArchitect.UI.Widgets.ListViewSource< GrammarNodeType >	641
DungeonArchitect.Editors.SnapFlow.NodeListViewSource	728
DungeonArchitect.UI.Widgets.ListViewSource< GrammarProductionRule >	641

DungeonArchitect.Editors.SnapFlow.RuleListViewSource	836
DungeonArchitect.UI.Widgets.ListViewWidget< DungeonArchitect.Editors.SnapFlow.DungeonFlow← ErrorEntry >	642
DungeonArchitect.UI.Widgets.ListViewWidget< GrammarNodeType >	642
DungeonArchitect.UI.Widgets.ListViewWidget< GrammarProductionRule >	642
SharpNav.Crowds.LocalBoundary	643
DungeonArchitect.Builders.Mario.MarioDungeonLevelChunkRule	649
DungeonArchitect.Builders.Mario.MarioTile	651
DungeonArchitect.MarkerReplacementEntry	662
DungeonArchitect.Utills.MathUtils	664
DungeonArchitect.Utills.Matrix	671
SharpNav.PolyMeshDetail.MeshData	676
SharpNav.Pathfinding.MeshTile	679
DungeonArchitect.Builders.Snap.Impl.ModuleBuildNode	688
DungeonArchitect.Builders.Snap.Impl.ModuleGrowthNode	689
DungeonArchitect.Builders.Snap.Impl.ModuleInfo	689
MonoBehaviour	
DungeonArchitect.Builders.FloorPlan.Tooling.FloorPlanCorridorTool	332
DungeonArchitect.Builders.Grid.GridItemDoorMetadata	533
DungeonArchitect.Builders.GridFlow.GridFlowMinimapTrackedObject	525
DungeonArchitect.Builders.Isaac.IsaacRoomLayoutBuilder	601
DungeonArchitect.Builders.Isaac.StylizedIsaacRoomLayoutBuilder	950
DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugComponent	896
DungeonArchitect.DebugText3D	231
DungeonArchitect.Dungeon	238
DungeonArchitect.DungeonBuilder	244
DungeonArchitect.Builders.BSP.BSPDungeonBuilder	142
DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder	172
DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder	329
DungeonArchitect.Builders.Grid.GridDungeonBuilder	482
DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder	503
DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder	580
DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder	597
DungeonArchitect.Builders.Mario.MarioDungeonBuilder	647
DungeonArchitect.Builders.Maze.MazeDungeonBuilder	671
DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder	861
DungeonArchitect.Builders.Snap.SnapBuilder	867
DungeonArchitect.Builders.Snap.SideScroller.SnapSideScrollerBuilder	916
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowBuilder	894
DungeonArchitect.DungeonConfig	248
DungeonArchitect.Builders.BSP.BSPDungeonConfig	144
DungeonArchitect.Builders.CircularCity.CircularCityDungeonConfig	173
DungeonArchitect.Builders.FloorPlan.FloorPlanConfig	331
DungeonArchitect.Builders.Grid.GridDungeonConfig	485
DungeonArchitect.Builders.GridFlow.GridFlowDungeonConfig	505
DungeonArchitect.Builders.Isaac.IsaacDungeonConfig	598
DungeonArchitect.Builders.Mario.MarioDungeonConfig	648
DungeonArchitect.Builders.Maze.MazeDungeonConfig	673
DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonConfig	863
DungeonArchitect.Builders.Snap.SnapConfig	869
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowConfig	895
DungeonArchitect.InfinityDungeonConfig	583
DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkConfig	581
DungeonArchitect.DungeonEventListener	253
DungeonArchitect.Builders.Grid.GridDungeonQuery	500
DungeonArchitect.Builders.Snap.SnapQuery	914
DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer	896
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph	909

DungeonArchitect.Flow.Items.FlowItemMetadataResolver	361
DungeonArchitect.Landscape.LandscapeTransformerBase	621
DungeonArchitect.Builders.CircularCity.LandscapeTransformerCity	624
DungeonArchitect.Builders.Grid.LandscapeTransformerGrid	626
DungeonArchitect.Builders.SimpleCity.LandscapeTransformerCity	625
DungeonArchitect.LevelStreaming.DungeonItemGroup	260
DungeonArchitect.Builders.Grid.GridDungeonItemGroup	492
DungeonArchitect.MeshMerger	677
DungeonArchitect.Navigation.NavigationBuildInvoker	690
DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook	282
DungeonArchitect.Splatmap.DungeonSplatmapVisualizer	298
DungeonArchitect.DungeonItemSpawnListener	262
DungeonArchitect.Builders.Grid.GridItemMetadataHandler	534
DungeonArchitect.Flow.Items.FlowItemMetadataHandler	360
DungeonArchitect.DungeonMarkerEmitter	264
DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier	652
DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace	653
DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint	654
DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator	655
DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D	656
DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter	948
DungeonArchitect.DungeonModel	266
DungeonArchitect.Builders.BSP.BSPDungeonModel	146
DungeonArchitect.Builders.CircularCity.CircularCityDungeonModel	174
DungeonArchitect.Builders.FloorPlan.FloorPlanModel	333
DungeonArchitect.Builders.Grid.GridDungeonModel	495
DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel	505
DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkModel	582
DungeonArchitect.Builders.Isaac.IsaacDungeonModel	599
DungeonArchitect.Builders.Mario.MarioDungeonModel	650
DungeonArchitect.Builders.Maze.MazeDungeonModel	674
DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonModel	864
DungeonArchitect.Builders.Snap.SnapModel	911
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowModel	905
DungeonArchitect.DungeonPaintMode	274
DungeonArchitect.Builders.Grid.DungeonPaintModeGrid	276
DungeonArchitect.DungeonRuntimeNavigation	288
DungeonArchitect.DungeonSceneProvider	290
DungeonArchitect.PooledDungeonSceneProvider	799
DungeonArchitect.NonPooledDungeonSceneProvider	737
DungeonArchitect.DungeonSceneProviderData	294
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutCamAlignerBase	363
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutLinkCamAligner	371
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutNodeCamAligner	372
DungeonArchitect.Flow.Impl.SnapGridFlow.Components.SnapGridFlowModule	906
DungeonArchitect.Flow.Items.FlowDoorKeyComponent	337
DungeonArchitect.Flow.Items.FlowDoorLockComponent	337
DungeonArchitect.Flow.Items.FlowItemMetadataComponent	360
DungeonArchitect.Frameworks.Snap.SnapConnection	871
DungeonArchitect.InfinityDungeon	582
DungeonArchitect.InfinityDungeonEditorUpdate	584
DungeonArchitect.LevelStreaming.DungeonItemGroupInfo	261
DungeonArchitect.MiniMaps.DungeonMiniMap	265
DungeonArchitect.Builders.GridFlow.GridFlowMinimap	524
DungeonArchitect.Navigation.DungeonNavAgent	267
DungeonArchitect.Navigation.DungeonNavAgent2D	268
DungeonArchitect.Navigation.DungeonNavAgent3D	269

DungeonArchitect.Navigation.DungeonNavMesh	270
DungeonArchitect.Navigation.NavigationTriangleProvider	692
DungeonArchitect.Navigation.CityLayoutTriangleProvider	177
DungeonArchitect.Navigation.Collision2DTriangleProvider	177
DungeonArchitect.Navigation.CollisionTriangleProvider	178
DungeonArchitect.Navigation.LayoutFloorTriangleProvider	634
DungeonArchitect.Navigation.StaticMeshTriangleProvider	947
DungeonArchitect.Navigation.TerrainTriangleProvider	979
DungeonArchitect.PlaceableMarker	757
DungeonArchitect.RoomDesigner.DungeonRoomDesigner	280
DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor	923
DungeonArchitect.Builders.FloorPlan.FloorPlanSpatialConstraintProcessor	333
DungeonArchitect.Builders.Grid.SpatialConstraints.MarioDungeonSpatialConstraints	650
DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid2D	924
DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid3D	925
DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow2D	925
DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow3D	926
DungeonArchitect.Builders.SimpleCity.SpatialConstraints.SpatialConstraintProcessorSimpleCity3D	927
DungeonArchitect.SpatialConstraints.Isaac.SpatialConstraintProcessorIsaac	926
DungeonArchitect.Splatmap.DungeonSplatmap	297
DungeonArchitect.Themeing.DungeonMarkerVisualizerComponent	265
DungeonArchitect.Volume	1116
DungeonArchitect.Builders.Grid.PlatformVolume	761
DungeonArchitect.MarkerReplaceVolume	662
DungeonArchitect.MirrorVolume	686
DungeonArchitect.NegationVolume	722
DungeonArchitect.ThemeOverrideVolume	985
DungeonArchitect.Navigation.NavigationEvent	691
SharpNav.NavMeshBuilder	694
SharpNav.NavMeshGenerationSettings	697
SharpNav.Pathfinding.PathfindingCommon.NavMeshInfo	702
SharpNav.NavMeshQuery	703
SharpNav.Pathfinding.NavPoint	720
SharpNav.Collections.BVTree.Node	723
DungeonArchitect.Builders.BSP.NodeConnection	725
DungeonArchitect.Editors.SnapFlow.NodeListViewConstants	727
SharpNav.NodePool	729
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase.NodeRenderSettings	731
DungeonArchitect.Flow.Impl.GridFlow.Tasks.NodeTilemapBounds	733
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils.NodeWeightAssignInfo	733
DungeonArchitect.Utils.Noise.NoiseTable< Vector2 >	734
DungeonArchitect.Utils.Noise.GradientNoiseTable	408
DungeonArchitect.Utils.Noise.NoiseTableCell< T >	735
DungeonArchitect.Utils.ObjectUtils	742
SharpNav.Crowds.ObstacleAvoidanceQuery.ObstacleAvoidanceParams	742
SharpNav.Crowds.ObstacleAvoidanceQuery	743
SharpNav.Pathfinding.OffMeshConnection	746
DungeonArchitect.UI.Widgets.OverlayPanelNode	748
SharpNav.Crowds.PathCorridor	750
SharpNav.Pathfinding.PathfindingCommon	755
SharpNav.Crowds.PathQueue	756
DungeonArchitect.Utils.PMRandom	762
Point	
DungeonArchitect.Triangulator.Geometry.Point< T >	765
SharpNav.Pathfinding.Poly	769
SharpNav.PolyMesh.Polygon	775
SharpNav.PolyMesh	778
SharpNav.PolyMeshDetail	785

SharpNav.Collections.Generic.PriorityQueue< SharpNav.Node >	802
DungeonArchitect.Editors.SnapFlow.ProductionRuleWidgetRHSSState	808
DungeonArchitect.Themeing.PropChildSocketData	809
DungeonArchitect.PropSocket	809
SharpNav.Collections.Generic.ProximityGrid< T >	810
SharpNav.Collections.Generic.ProximityGrid< SharpNav.Crowds.Agent >	810
DungeonArchitect.Rectangle	813
DungeonArchitect.Editors.ReflectionUtils	814
SharpNav.Region	815
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodeActor.RenderSettings	830
DungeonArchitect.Builders.SimpleCity.RoadBeautifier	830
DungeonArchitect.RoadNetworks.RoadGraph	830
DungeonArchitect.RoadNetworks.RoadGraphBuilder	831
DungeonArchitect.RoadNetworks.RoadGraphBuilderSettings	831
DungeonArchitect.RoadNetworks.RoadGraphBuilderUtils	832
DungeonArchitect.RoadNetworks.RoadGraphBuildNode	832
DungeonArchitect.RoadNetworks.RoadGraphEdge	833
DungeonArchitect.RoadNetworks.RoadGraphNode	833
DungeonArchitect.RoadNetworks.RoadLayoutBuilder	833
DungeonArchitect.Editors.SnapFlow.RuleListViewConstants	835
DungeonArchitect.Grammar.RuntimeGrammar	838
DungeonArchitect.Grammar.RuntimeGrammarProduction	838
DungeonArchitect.RuntimeGraphs.RuntimeGraph< T >	838
DungeonArchitect.RuntimeGraphs.RuntimeGraph< ExecutionRuntimeGraphNodeData >	838
DungeonArchitect.Grammar.ExecutionRuntimeGraph	321
DungeonArchitect.RuntimeGraphs.RuntimeGraph< GrammarRuntimeGraphNodeData >	838
DungeonArchitect.Grammar.GrammarRuntimeGraph	420
DungeonArchitect.Grammar.WeightedGrammarRuntimeGraph	1120
DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilder	839
DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilderHandlers< T >	839
DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilderHandlers< ExecutionRuntimeGraphNodeData >	839
DungeonArchitect.Grammar.ExecutionRuntimeGraphHandlers	322
DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilderHandlers< GrammarRuntimeGraphNodeData >	839
DungeonArchitect.Grammar.GrammarRuntimeGraphHandlers	421
DungeonArchitect.RuntimeGraphs.RuntimeGraphNode< T >	840
ScriptableObject	
DungeonArchitect.DungeonToolData	309
DungeonArchitect.Editors.Flow.DomainEditors.FlowDomainEditor	335
DungeonArchitect.Editors.Flow.DomainEditors.Layout2D.Layout2DGraphDomainEditor	627
DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.Layout3DGraphDomainEditor	628
DungeonArchitect.Editors.Flow.DomainEditors.Tilemap.TilemapFlowDomainEditor	1008
DungeonArchitect.Editors.Flow.FlowEditorConfig	338
DungeonArchitect.Editors.Flow.Impl.GridFlowEditorConfig	507
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorConfig	898
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditorConfig	889
DungeonArchitect.Flow.Exec.FlowExecTask	354
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateKeyLock	629
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateKeyLock	520
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateKeyLock	852
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskFinalizeGraph	632
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskFinalizeGraph	522
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskFinalizeGraph	855
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskPathBuilderBase	632
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateMainPath	630
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateMainPath	521
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateMainPath	853

DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreatePath	631
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreatePath	522
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreatePath	854
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskSpawnItems	633
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskSpawnItems	523
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskSpawnItems	855
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateElevations	1004
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateElevations	529
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateOverlay	1005
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateOverlay	530
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskFinalize	1006
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskFinalize	530
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskInitialize	1006
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskInitialize	531
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskMerge	1007
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskMerge	532
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskOptimize	1008
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskOptimize	533
DungeonArchitect.Flow.Exec.FlowExecTaskResult	355
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateGrid	519
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateGrid	851
DungeonArchitect.Flow.FlowAssetBase	334
DungeonArchitect.Flow.Impl.GridFlow.GridFlowAsset	502
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowAsset	894
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleBounds	906
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleDatabase	907
DungeonArchitect.Grammar.GrammarNodeType	418
DungeonArchitect.Grammar.GrammarProductionRule	419
DungeonArchitect.Grammar.SnapFlowAsset	891
DungeonArchitect.Grammar.WeightedGrammarGraph	1119
DungeonArchitect.Graphs.Graph	425
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2D	375
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraph	400
DungeonArchitect.Flow.Exec.FlowExecGraph	340
DungeonArchitect.Grammar.GrammarExecGraph	410
DungeonArchitect.Grammar.GrammarGraph	413
DungeonArchitect.SpatialConstraints.SpatialConstraintGraph	922
DungeonArchitect.Graphs.GraphLink	453
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DLink	376
DungeonArchitect.Graphs.GraphNode	455
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNode	377
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphNode	401
DungeonArchitect.Flow.Exec.FlowExecGraphNodeBase	345
DungeonArchitect.Flow.Exec.FlowExecRuleGraphNode	353
DungeonArchitect.Flow.Exec.FlowExecResultGraphNode	351
DungeonArchitect.Grammar.GrammarExecNodeBase	411
DungeonArchitect.Grammar.GrammarExecEntryNode	409
DungeonArchitect.Grammar.GrammarExecRuleNode	411
DungeonArchitect.Grammar.GrammarNodeBase	415
DungeonArchitect.Grammar.GrammarRuleNode	420
DungeonArchitect.Grammar.GrammarTaskNode	423
DungeonArchitect.Graphs.CommentNode	179
DungeonArchitect.Graphs.MarkerNode	660
DungeonArchitect.Graphs.PlaceableNode	759
DungeonArchitect.Graphs.MarkerEmitterNode	658
DungeonArchitect.Graphs.VisualNode	1111

DungeonArchitect.Graphs.GameObjectArrayNode	404
DungeonArchitect.Graphs.GameObjectNode	406
DungeonArchitect.Graphs.SpriteNode	940
DungeonArchitect.Graphs.SpatialConstraints.SCBaseDomainNode	841
DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode	845
DungeonArchitect.Graphs.SpatialConstraints.SCReferenceNode	843
DungeonArchitect.Graphs.GraphPin	469
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNodePin	378
DungeonArchitect.Flow.Exec.FlowExecGraphNodePin	345
DungeonArchitect.Grammar.GrammarNodePin	416
DungeonArchitect.Landscape.DungeonLandscapeRestorationCache	263
DungeonArchitect.SelectorRule	848
DungeonArchitect.SpatialConstraints.ConstraintRule	206
DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleHeightDifference	208
DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleMarkerExists	209
DungeonArchitect.SpatialConstraints.SpatialConstraintAsset	921
DungeonArchitect.Splatmap.DungeonSplatAsset	296
DungeonArchitect.TransformationRule	1016
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor	436
SharpNav.NavMeshQuery.SegInterval	847
SharpNav.Crowds.LocalBoundary.Segment	847
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolver	849
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolverSettings	850
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly	856
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySide	856
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySideCell	857
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseConnectionInfo	858
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabasePlaceableMarkerInfo	859
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDoor	860
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleItemFitnessCalculator	860
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleNode	860
DungeonArchitect.Builders.SimpleCity.SimpleCityCell	861
DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageEntry	864
DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageTheme	865
DungeonArchitect.Builders.SimpleCity.SimpleCityLandscapeTexture	865
DungeonArchitect.Utills.SmoothValue	866
DungeonArchitect.Builders.Snap.Impl.SnapAttachmentConfiguration	867
DungeonArchitect.Frameworks.Snap.SnapConnectionLockedDoorInfo	872
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditorMenuData	877
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditorContextMenuData	883
DungeonArchitect.Editors.SnapFlow.SnapEditorUtils	885
DungeonArchitect.Editors.SnapFlow.SnapEdValidator	890
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowEditorUtils	899
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDBCompiler	908
DungeonArchitect.Builders.Snap.Impl.SnapLayoutBuildState	910
DungeonArchitect.Builders.Snap.SnapModuleConnection	912
DungeonArchitect.Builders.Snap.SnapModuleEntry	913
DungeonArchitect.Builders.Snap.SnapModuleInstance	913
DungeonArchitect.Builders.Snap.SnapQueryConnectionInfo	915
DungeonArchitect.Builders.Snap.SnapQueryModuleInfo	915
DungeonArchitect.Frameworks.Snap.SnapUtils	916
SharpNav.Span	917
SharpNav.SpanReference	920
DungeonArchitect.SpatialConstraints.SpatialConstraintProcessorContext	924
DungeonArchitect.SpatialConstraints.SpatialConstraintProcessorUtils	927
DungeonArchitect.SpatialConstraints.SpatialConstraintRuleDomain	928
DungeonArchitect.Graphs.Layouts.Spring.SpatialGrid< T >	932
DungeonArchitect.DungeonSceneObjectSpawner.SpawnInfo	933

DungeonArchitect.Splatmap.SplatData	934
DungeonArchitect.Splatmap.SplatRasterizer	935
DungeonArchitect.UI.Widgets.SplitterNode	939
DungeonArchitect.UI.Widgets.StackPanelNode	943
DungeonArchitect.Utills.StackSystem< TState, TStaticState, TResult >	944
DungeonArchitect.Utills.StackSystem< FlowLayoutPathStackFrame, FlowLayoutStaticGrowthState, FFlowLayoutPathingSystemResult >	944
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowPathGrowthSystem	380
DungeonArchitect.Builders.Grid.StairAdjacencyQueueNode	945
DungeonArchitect.Builders.Grid.StairEdgeInfo	945
DungeonArchitect.Builders.Grid.StairInfo	946
DungeonArchitect.SxEngine.SxActorComponent	951
DungeonArchitect.SxEngine.SxMeshComponent	965
DungeonArchitect.SxEngine.SxTextComponent	973
DungeonArchitect.SxEngine.SxCamera	952
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayout3DWorldBuilder	958
DungeonArchitect.SxEngine.SxMaterial	963
DungeonArchitect.SxEngine.SxDefaultMaterial	952
DungeonArchitect.SxEngine.SxUnityMaterial	975
DungeonArchitect.SxEngine.SxUnityResourceMaterial	976
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterial	953
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterialZWrite	953
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkHeadMaterial	954
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkMaterial	954
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkOneWayHeadMaterial	955
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterial	955
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterialZWrite	956
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowNodeMaterial	956
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowSubNodeMaterial	957
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxGridMaterial	957
DungeonArchitect.SxEngine.SxMaterialRegistry	964
DungeonArchitect.SxEngine.SxMesh	964
DungeonArchitect.SxEngine.SxQuadMesh	968
DungeonArchitect.SxEngine.SxMeshRegistry	966
DungeonArchitect.SxEngine.SxMeshSection	966
DungeonArchitect.SxEngine.Utills.SxMeshUtils	967
DungeonArchitect.SxEngine.SxMeshVertex	967
DungeonArchitect.SxEngine.SxRenderCommandList	969
DungeonArchitect.SxEngine.SxRenderContext	969
DungeonArchitect.SxEngine.SxRenderer	970
DungeonArchitect.SxEngine.SxSceneGraph	971
DungeonArchitect.SxEngine.SxSceneGraphUtils	971
DungeonArchitect.SxEngine.SxTextComponentSettings	974
DungeonArchitect.SxEngine.Utills.SxTransform	974
DungeonArchitect.SxEngine.SxWorld	978
DungeonArchitect.Utills.TexturedMaterialInstances	980
DungeonArchitect.Editors.Visualization.ThemeEditorSceneVisualizer	980
DungeonArchitect.Editors.ThemeEditorToolFunctionInfo	981
DungeonArchitect.Editors.ThemeEditorTools.ThemeEditorToolPrefabReplacement	982
DungeonArchitect.Themeing.ThemeEditorVisMarkerGeometry	982
DungeonArchitect.Themeing.ThemeEditorVisualizationState	983
DungeonArchitect.Editors.Visualization.ThemeMarkerVisualizationBuilderBase	984
DungeonArchitect.Editors.Visualization.Implementation.BSPThemeMarkerVisualizationBuilder	150
DungeonArchitect.Editors.Visualization.Implementation.FloorPlanThemeMarkerVisualizationBuilder	334
DungeonArchitect.Editors.Visualization.Implementation.GridFlowThemeMarkerVisualizationBuilder	526
DungeonArchitect.Editors.Visualization.Implementation.GridThemeMarkerVisualizationBuilder	536
DungeonArchitect.Editors.Visualization.Implementation.IsaacThemeMarkerVisualizationBuilder	602

DungeonArchitect.Editors.Visualization.Implementation.MarioThemeMarkerVisualizationBuilder	651
DungeonArchitect.Editors.Visualization.Implementation.MazeThemeMarkerVisualizationBuilder	674
DungeonArchitect.Editors.Visualization.Implementation.SimpleCityThemeMarkerVisualizationBuilder	866
SharpNav.TiledNavMesh	987
SharpNav.NavMesh	692
SharpNav.TiledNavMesh.TiledNavMeshParams	1003
DungeonArchitect.Flow.Impl.GridFlow.Tasks.TilemapFlowNodeInfo	1009
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapFlowNodeOverlayNoiseSettings	1010
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyContext	1011
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyFactory	1011
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyUtils	1013
DungeonArchitect.Editors.Timer	1014
DungeonArchitect.Triangulator.Geometry.Triangle	1017
SharpNav.PolyMeshDetail.TriangleData	1028
SharpNav.Tuple< T1, T2 >	1032
DungeonArchitect.UI.UIDragDrop	1034
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIDragDrop	1041
DungeonArchitect.UI.UIPlatform	1035
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIPlatform	1041
DungeonArchitect.UI.NullPlatform	741
DungeonArchitect.UI.UIRenderer	1036
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIRenderer	1042
DungeonArchitect.UI.UIResourceLookup	1037
DungeonArchitect.UI.UISyleManager	1038
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUISyleManager	1043
DungeonArchitect.UI.UISystem	1038
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUISystem	1044
DungeonArchitect.UI.UIUndoSystem	1039
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIUndoSystem	1045
DungeonArchitect.Visibility.VisibilityGraph	1110
DungeonArchitect.Visibility.VisibilityGraphNode	1110
DungeonArchitect.Visibility.Impl.GameObjectVisibilityGraphNode	407
DungeonArchitect.UI.Widgets.WidgetClickEvent	1122
DungeonArchitect.UI.Widgets.WidgetUtils	1122

Chapter 3

Class Index

3.1 Class List

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

SharpNav.Crowds.Agent	
A crowd agent is a unit that moves across the navigation mesh	95
SharpNav.Crowds.AgentAnimation	98
SharpNav.Crowds.AgentParams	
Settings for a particular crowd agent	99
SharpNav.Area	
An area groups together pieces of data through the navmesh generation process	100
SharpNav.AreaGenerator	
A class that filters geometry and applies an Area to it	105
DungeonArchitect.Eeditors.AssetBuilder	118
DungeonArchitect.Eeditors.AssetThumbnailCache	
Manages the asset thumbnails to display in the visual nodes	118
DungeonArchitect.AsyncDungeonSceneObjectSpawner	
Async spawning of dungeon items spread across multiple frames	120
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_CreateKeyLockInspector	120
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_CreateMainPathInspector	121
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_CreatePathInspector	122
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_CreateTilemapElevationsInspector	122
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_FinalizeGraphInspector	123
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_FinalizeTilemapInspector	124
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_MergeTilemapsInspector	124
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_ResultInspector	125
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_SpawnItemsInspector	125
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandlerInspector_CreateTilemapOverlay	126
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandlerInspector_InitializeTilemap	127
DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandlerInspector_OptimizeTilemap	127
SharpNav.Geometry.BBox2i	
A 2d bounding box represeted by integers	128
SharpNav.Geometry.BBox3	
A 3d axis-aligned bounding box	132
DungeonArchitect.Utills.Blackboard	
A blackboard holds global data that can be shared across multiple scripts	138
DungeonArchitect.Utills.BlackboardDatabase< T >	139
DungeonArchitect.BlurFilter	
A fast Gaussian blurring filter applied over a 2D data array	139

DungeonArchitect.UI.Widgets.BorderWidget	140
DungeonArchitect.UI.Widgets.BreadCrumbWidget	141
DungeonArchitect.UI.Widgets.BreadCrumbWidgetNode	142
DungeonArchitect.Builders.BSP.BSPDungeonBuilder	142
DungeonArchitect.Builders.BSP.BSPDungeonConfig	144
DungeonArchitect.Builders.BSP.BSPDungeonGraphQuery	145
DungeonArchitect.Builders.BSP.BSPDungeonModel	146
DungeonArchitect.Builders.BSP.BSPNode	147
DungeonArchitect.Builders.BSP.BSPNodeConnection	147
DungeonArchitect.Builders.BSP.BSPNodeObject	148
DungeonArchitect.Builders.BSP.BSPRoomCategory	149
DungeonArchitect.Editors.Visualization.Implementation.BSPThemeMarkerVisualizationBuilder	150
SharpNav.Collections.Generic.BufferedQueue< T >	
Typical LIFO generic queue container that stores data inside of a fixed-size internal buffer (array)	150
SharpNav.Collections.Generic.BufferedStack< T >	
Typical FIFO generic stack container that stores data inside of a fixed-size internal buffer (array)	155
DungeonArchitect.Editors.ThemeEditorTools.BuilderThemeEditorTools	160
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayout3DWorldBuilder.BuildSettings	160
DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplacementWindow	161
DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplaceRuleFactory	161
DungeonArchitect.Editors.ThemeEditorTools.BulkReplacementEntry	161
DungeonArchitect.UI.Widgets.ToolbarWidget.ButtonInfo	162
DungeonArchitect.UI.Widgets.ButtonWidget	162
SharpNav.Collections.BVTree	
A tree of bounding volumes	163
DungeonArchitect.RoomDesigner.CarvingCommand	165
DungeonArchitect.Flow.Impl.GridFlow.Tasks.CaveCellBuildTile	165
DungeonArchitect.Builders.Grid.Cell	
Data-structure to hold the Cell information. A cell is a piece of the dungeon layout and can be either a room or a corridor	166
SharpNav.Cell	
A cell is a column of voxels represented in Spans	167
DungeonArchitect.Builders.Grid.CellDoor	
Data-structure to hold the door information	169
DungeonArchitect.Builders.Grid.CellHeightFrameInfo	
Temporary data-structure used while assigning heights on the dungeon	170
DungeonArchitect.Builders.Grid.CellHeightNode	
Temporary data-structure to hold the height data of the cell node A graph is build of the dungeon layout while the heights are assigned and this node contains the cell's height information	171
DungeonArchitect.Builders.CircularCity.CircularCityCell	171
DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder	172
DungeonArchitect.Builders.CircularCity.CircularCityDungeonConfig	173
DungeonArchitect.Builders.CircularCity.CircularCityDungeonModel	174
DungeonArchitect.Builders.CircularCity.CircularCityFoliageEntry	175
DungeonArchitect.Builders.CircularCity.CircularCityFoliageTheme	175
DungeonArchitect.Builders.CircularCity.CircularCityLandscapeTexture	
Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain	176
DungeonArchitect.Builders.SimpleCity.CityBlockDimension	176
DungeonArchitect.Navigation.CityLayoutTriangleProvider	177
DungeonArchitect.Navigation.Collision2DTriangleProvider	177
DungeonArchitect.Navigation.CollisionTriangleProvider	178
DungeonArchitect.Utills.ColorUtils	178
DungeonArchitect.Graphs.CommentNode	179
DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeEditor	
Custom property editors for MarkerNode	180
DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeRenderer	
Renders a comment node	181

DungeonArchitect.Editors.ThemeEditorTools.CommonThemeEditorTools	181
SharpNav.CompactCell	
Represents a cell in a CompactHeightfield	182
SharpNav.CompactHeightfield	
A more memory-compact heightfield that stores open spans of voxels instead of closed ones	183
SharpNav.CompactSpan	
Represents a voxel span in a CompactHeightfield	191
SharpNav.CompactSpanReference	
A reference to a CompactSpan in a CompactHeightfield	198
SharpNav.Collections.BVTree.Node.CompareX	
An IComparer<T> implementation that only compares two Nodes on the X axis	203
SharpNav.Collections.BVTree.Node.CompareY	
An IComparer<T> implementation that only compares two Nodes on the Y axis	204
SharpNav.Collections.BVTree.Node.CompareZ	
An IComparer<T> implementation that only compares two Nodes on the Z axis	205
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDBCompiler.CompileResultEntry	206
DungeonArchitect.SpatialConstraints.ConstraintRule	206
DungeonArchitect.SpatialConstraints.ConstraintRuleContext	207
DungeonArchitect.Editors.SpatialConstraints.ConstraintRuleEditor	208
DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleHeightDifference	208
DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleMarkerExists	209
DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor.RuleNodeEditorUIState.ConstraintUIState	210
SharpNav.Contour	
A contour is formed from a region	210
SharpNav.ContourSet	
A set of contours around the regions of a CompactHeightfield, used as the edges of a PolyMesh	214
SharpNav.ContourVertex	
A ContourVertex is a vertex that stores 3 integer coordinates and a region ID, and is used to build Contours	217
SharpNav.Crowds.Crowd	
The Crowd class manages pathfinding for multiple agents simulatenously	221
SharpNav.Crowds.CrowdNeighbor	
A neighboring crowd agent	229
DungeonArchitect.UI.Widgets.GraphEditors.CursorDragLink	
Manages a link dragged out of a node with the other end following the mouse cursor	229
DungeonArchitect.Utills.DebugDrawUtils	
Helper functions to draw debug information of the dungeon layout in the scene view	230
DungeonArchitect.DebugText3D	231
DungeonArchitect.Editors.DebugText3DEditor	231
DungeonArchitect.DebugTextItem	232
DungeonArchitect.UI.Widgets.DebugWidget	232
DungeonArchitect.Graphs.Layouts.DefaultGraphLayoutNodeActions	233
DungeonArchitect.UI.DeferredUICommandBase	233
DungeonArchitect.Triangulator.Delauney	
Performs the Delauney triangulation on a set of vertices	234
DungeonArchitect.Triangulator.DelauneyTriangle	235
DungeonArchitect.Triangulator.DelauneyV2	235
DungeonArchitect.Editors.ThemeEditorTools.DirectoryBulkPrefabReplaceRuleProcessor	236
DungeonArchitect.Landscape.DLCacheBounds	236
DungeonArchitect.Builders.Grid.DoorManager	
Manages the doors in the grid based builder	236
DungeonArchitect.Dungeon	
The main dungeon behavior that manages the creation and destruction of dungeons	238
DungeonArchitect.Editors.DungeonArchitectMenu	243
DungeonArchitect.DungeonBuilder	
Builds the layout of the dungeon and emits markers around the layout Implement this class to create your own builder	244

DungeonArchitect.Editors.DungeonBuilderEditor	247
DungeonArchitect.DungeonConfig	
Base dungeon configuration. Create your own implementation of this configuration based on your dungeon builder's needs	248
DungeonArchitect.Editors.DungeonEditorHelper	
Utility functions for various editor based features of Dungeon Architect	249
DungeonArchitect.Editors.DungeonEditorStyles	253
DungeonArchitect.DungeonEventListener	
Listen to various dungeon events during the build and destroy phase	253
DungeonArchitect.Editors.SnapFlow.DungeonFlowEditorHighlighter	256
DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorEntry	257
DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorList	257
DungeonArchitect.Editors.Flow.Layout.DungeonGridFlowAbstractGraphContextMenu	258
DungeonArchitect.Editors.DungeonInfinityEditor	259
DungeonArchitect.Editors.DungeonInfinityEditorUpdater	260
DungeonArchitect.LevelStreaming.DungeonItemGroup	260
DungeonArchitect.LevelStreaming.DungeonItemGroupInfo	
Meta-data added to group game objects. A group contains all the meshes that belong to a room / corridor	261
DungeonArchitect.DungeonItemSpawnListener	
Subclass this on your script and drop it on your dungeon game object to start inserting your own custom data into the spawned dungeon items	262
DungeonArchitect.Landscape.DungeonLandscapeRestorationCache	
Before building a dungeon, we find the bounds of the dungeon and save the heightmap data within that bounds before we modify the landscape This way, the next rebuild of dungeon with another layout would first restore this data (thereby removing the older layout that was baked in the landscape) and apply the new layout on the landscape	263
DungeonArchitect.DungeonMarkerEmitter	
Marker Emitters let you emit your own markers anywhere in the map. Implement this class and add it to the Dungeon object to add your own markers right after the dungeon layout is created	264
DungeonArchitect.Themeing.DungeonMarkerVisualizerComponent	265
DungeonArchitect.MiniMaps.DungeonMiniMap	265
DungeonArchitect.DungeonModel	
Abstract dungeon model. Create your own implementation of the model depending on your builder's needs	266
DungeonArchitect.Navigation.DungeonNavAgent	267
DungeonArchitect.Navigation.DungeonNavAgent2D	268
DungeonArchitect.Navigation.DungeonNavAgent3D	269
DungeonArchitect.Navigation.DungeonNavMesh	270
DungeonArchitect.Editors.DungeonNavMeshEditor	271
DungeonArchitect.DungeonNavMeshSourceCollector	272
DungeonArchitect.DungeonNodeSpawnData	272
DungeonArchitect.Editors.DungeonObjectTracker	
Tracks active dungeon objects in the scene and finds ones that have the active graph being edited This is used for real-time updates on the dungeon object as the graph is modified from the editor	272
DungeonArchitect.DungeonPaintMode	
Manage the editor paint mode so you can paint the layout of you dungeon. You should implement your own paint mode depending on your dungeon builder's data structures and requirements	274
DungeonArchitect.Editors.DungeonPaintModeEditor	
Custom property editor for the paint mode object	276
DungeonArchitect.Builders.Grid.DungeonPaintModeGrid	
Editor tooling for the grid based dungeon builder. Lets you paint with a grid based brush	276
DungeonArchitect.Editors.DungeonPaintModeGridEditor	
Custom property editor for the Paint model game object	278
DungeonArchitect.Editors.DungeonPropertyEditor	
Custom property editor for the dungeon game object	279
DungeonArchitect.Editors.DungeonPropertyEditorHook	280

DungeonArchitect.RoomDesigner.DungeonRoomDesigner	280
DungeonArchitect.RoomDesigner.DungeonRoomDesignerConstants	281
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerEditor	281
DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook	282
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorBounds	283
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorMove	284
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomBounds	284
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomMove	285
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerToolbar	285
DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTools	286
DungeonArchitect.RoomDesigner.DungeonRoomDoorDesigner	287
DungeonArchitect.RoomDesigner.DungeonRoomMarkerEmitter	287
DungeonArchitect.RoomDesigner.DungeonRoomVoxel	287
DungeonArchitect.RoomDesigner.DungeonRoomVoxelCell	288
DungeonArchitect.DungeonRuntimeNavigation	288
DungeonArchitect.DungeonSceneObjectSpawner	
Takes care of spawning the dungeon objects from the input list This allows us to use different strategies to spawn the objects (e.g. synchronous or async spawning over multiple frames)	289
DungeonArchitect.DungeonSceneProvider	
A scene provider instantiates game objects into the scene.	
Implementations can customize the instantiation process if needed (e.g. object pooling etc)	290
DungeonArchitect.DungeonSceneProviderData	
Meta-data added to each spawned game object in the scene. This is used to identify objects that belong to the dungeons, for later destruction and rebuilding	294
DungeonArchitect.Splatmap.DungeonSplatAsset	296
DungeonArchitect.Splatmap.DungeonSplatmap	297
DungeonArchitect.Splatmap.DungeonSplatmapTextureInfo	297
DungeonArchitect.Splatmap.DungeonSplatmapVisualizer	298
DungeonArchitect.Themeing.DungeonThemeData	
The data-structure for serializing the theme graph to disk	299
DungeonArchitect.Editors.DungeonThemeEditorContextMenu	299
DungeonArchitect.Editors.DungeonThemeEditorWindow	
The main editor window for the Theme graph editor. This hosts the graph editor for managing the theme graph	300
DungeonArchitect.Themeing.DungeonThemeEngine	301
DungeonArchitect.Themeing.DungeonThemeExecutionContext	302
DungeonArchitect.Editors.DungeonThemeGraphEditor	302
DungeonArchitect.Themeing.DungeonThemeItem	
The data structure to hold information about a single node in the asset file	304
DungeonArchitect.DungeonToolData	
Tool Data represented by the grid based builder	309
DungeonArchitect.Utills.DungeonUID	309
DungeonArchitect.DungeonUtills	310
DungeonArchitect.Triangulator.Geometry.Edge	
Edge made from two point indexes	311
DungeonArchitect.Editors.SnapFlow.EditorCommand_ExecuteSnapFlowGraph	313
DungeonArchitect.UI.EditorCommand_FocusOnGraphNode	313
DungeonArchitect.UI.EditorCommand_InitializeGraphCameras	314
DungeonArchitect.UI.EditorCommand_SetBorderContent	315
DungeonArchitect.UI.EditorCommand_UpdateWidget	315
DungeonArchitect.Editors.EditorDeltaTime	316
DungeonArchitect.Editors.EditorDungeonSceneObjectInstantiator	316
DungeonArchitect.Editors.Graphs.EditorGraphBuilder	317
DungeonArchitect.Editors.SnapFlow.EmptyNodeListSnapEdValidatorAction	317
DungeonArchitect.Editors.SnapFlow.EmptyRuleListSnapEdValidatorAction	318
DungeonArchitect.Editors.SnapFlow.ErrorListPanel	319
DungeonArchitect.Editors.SnapFlow.ErrorListViewItem	320
DungeonArchitect.Editors.SnapFlow.ErrorListViewSource	320

DungeonArchitect.Editors.Flow.FlowExecNodeRendererBase.ExecRuleNodeLayoutInfo	321
DungeonArchitect.Grammar.ExecutionRuntimeGraph	321
DungeonArchitect.Grammar.ExecutionRuntimeGraphHandlers	322
DungeonArchitect.Grammar.ExecutionRuntimeGraphNodeData	323
DungeonArchitect.Editors.ExternalLinks	323
DungeonArchitect.Flow.Domains.Layout.FFAGConstraintsLink	323
DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowAgPathingSystem	324
DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowLayoutPathingSystemResult	324
DungeonArchitect.Filter	
A data filter applied over a 2D data array	325
DungeonArchitect.Builders.FloorPlan.FloorChunk	326
DungeonArchitect.Builders.FloorPlan.FloorChunkDB	327
DungeonArchitect.Builders.FloorPlan.FloorDoorManager	328
DungeonArchitect.RoomDesigner.FloorIsland	328
DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder.FloorIslandNode	329
DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder	329
DungeonArchitect.Builders.FloorPlan.FloorPlanConfig	331
DungeonArchitect.Builders.FloorPlan.Tooling.FloorPlanCorridorTool	332
DungeonArchitect.Editors.FloorPlanCorridorToolEditor	332
DungeonArchitect.Builders.FloorPlan.FloorPlanModel	333
DungeonArchitect.Builders.FloorPlan.FloorPlanSpatialConstraintProcessor	333
DungeonArchitect.Editors.Visualization.Implementation.FloorPlanThemeMarkerVisualizationBuilder	334
DungeonArchitect.Flow.FlowAssetBase	334
DungeonArchitect.Flow.Domains.FlowDomainDataRegistry	335
DungeonArchitect.Editors.Flow.DomainEditors.FlowDomainEditor	335
DungeonArchitect.Flow.Domains.FlowDomainExtensions	336
DungeonArchitect.Flow.Items.FlowDoorKeyComponent	337
DungeonArchitect.Flow.Items.FlowDoorLockComponent	337
DungeonArchitect.Editors.Flow.FlowEditorConfig	338
DungeonArchitect.Editors.Flow.FlowEditorUtils	338
DungeonArchitect.Editors.Flow.FlowEditorWindow	339
DungeonArchitect.Flow.Exec.FlowExecGraph	340
DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu	341
DungeonArchitect.Editors.Flow.FlowExecGraphContextMenuUserData	342
DungeonArchitect.Editors.Flow.FlowExecGraphEditor	342
DungeonArchitect.Editors.Flow.FlowExecGraphEditorConfigInspector	344
DungeonArchitect.Flow.Exec.FlowExecGraphNodeBase	345
DungeonArchitect.Flow.Exec.FlowExecGraphNodePin	345
DungeonArchitect.Editors.Flow.FlowExecGraphSchema	347
DungeonArchitect.Flow.Exec.FlowExecGraphUtils	348
DungeonArchitect.Editors.Flow.FlowExecNodeHandlerInspectorBase	348
DungeonArchitect.Flow.Exec.FlowExecNodeInfoAttribute	349
DungeonArchitect.Flow.Exec.FlowExecNodeOutputRegistry	350
DungeonArchitect.Editors.Flow.FlowExecNodeRendererBase	350
DungeonArchitect.Flow.Exec.FlowExecResultGraphNode	351
DungeonArchitect.Editors.Flow.FlowExecResultNodeRenderer	352
DungeonArchitect.Flow.Exec.FlowExecRuleGraphNode	353
DungeonArchitect.Editors.Flow.FlowExecRuleNodeRenderer	353
DungeonArchitect.Flow.Exec.FlowExecTask	354
DungeonArchitect.Flow.Exec.FlowExecTaskResult	355
DungeonArchitect.Flow.Exec.FlowExecTaskState	355
DungeonArchitect.Flow.Exec.FlowExecTaskUtils	356
DungeonArchitect.Flow.Exec.FlowExecutionContext	356
DungeonArchitect.Flow.Exec.FlowExecutor	357
DungeonArchitect.Flow.Items.FlowGraphItemCustomInfo	357
DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty< T >	358
DungeonArchitect.Flow.Items.FlowItem	358
DungeonArchitect.Flow.Items.FlowItemMetadata	359

DungeonArchitect.Flow.Items.FlowItemMetadataComponent	360
DungeonArchitect.Flow.Items.FlowItemMetadataHandler	360
DungeonArchitect.Flow.Items.FlowItemMetadataResolver	361
DungeonArchitect.Flow.Items.FlowItemUtils	362
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayout3DConstants	362
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayout3DRenderSettings	363
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutCamAlignerBase	363
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph	364
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLink	365
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLinkState	365
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNode	366
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNodeGroup	367
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGraphPathUtils	367
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphQuery	367
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal	368
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutGraphUnityVisualizer	368
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutGraphUnityVisualizerObject	369
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils	369
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthState	370
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthStatePathItem	370
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutLinkCamAligner	371
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutNodeCamAligner	372
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutNodeGroupGenerator	372
DungeonArchitect.Flow.Impl.SnapGridFlow.FlowLayoutNodeSnapDomainData	373
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathNodeGroup	373
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackFrame	374
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackGrowthTask	374
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutStaticGrowthState	375
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2D	375
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DBuilder	376
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DLink	376
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNode	377
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNodePin	378
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DUtils	379
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutToolGraph3D	379
DungeonArchitect.Flow.Domains.Layout.Pathing.FlowPathGrowthSystem	380
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor	380
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutItemRenderer	383
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutLinkRenderer	383
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRenderer	384
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRendererBase	385
DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor	386
DungeonArchitect.Editors.Flow.Common.FlowPreviewTilemapGraphNodeInspector	387
DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer	388
DungeonArchitect.Flow.Exec.FlowTaskExecContext	389
DungeonArchitect.Flow.Exec.FlowTaskExecInput	389
DungeonArchitect.Flow.Exec.FlowTaskExecOutput	390
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemap	390
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCell	391
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabase	
This class gives a 2D grid view for an underlying 1D array Unity serialization requires a 1-dimensional array, hence the need for this class	392
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabaseEnumerator	392
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo	393
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlay	394
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlayMergeConfig	395
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellWallInfo	395
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCustomCellInfo	396

DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceField	396
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceFieldCell	397
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdge	397
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabase	398
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabaseEnumerator	398
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderer	
Renders the tilemap on to a render texture	399
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderResources	399
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolBuildContext	400
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraph	400
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphBuilder	401
DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphNode	401
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal.FNodeInfo	402
DungeonArchitect.UI.Widgets.SxViewportWidget.FrameTime	402
DungeonArchitect.Flow.Impl.SnapGridFlow.FsgfModuleAssemblyBuilder	403
DungeonArchitect.Themeing.GameObjectArrayDungeonThemeItem	
Game Object node data asset attributes	403
DungeonArchitect.Graphs.GameObjectArrayNode	404
DungeonArchitect.Themeing.GameObjectDungeonThemeItem	
Game Object node data asset attributes	405
DungeonArchitect.Graphs.GameObjectNode	406
DungeonArchitect.Visibility.Impl.GameObjectVisibilityGraphNode	407
DungeonArchitect.Utills.Noise.GradientNoisePolicy	408
DungeonArchitect.Utills.Noise.GradientNoiseTable	408
DungeonArchitect.Grammar.GrammarExecEntryNode	409
DungeonArchitect.Editors.SnapFlow.GrammarExecEntryNodeRenderer	409
DungeonArchitect.Grammar.GrammarExecGraph	410
DungeonArchitect.Grammar.GrammarExecNodeBase	411
DungeonArchitect.Grammar.GrammarExecRuleNode	411
DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeEditor	412
DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeRenderer	413
DungeonArchitect.Grammar.GrammarGraph	413
DungeonArchitect.Grammar.GrammarGraphBuilder	414
DungeonArchitect.Editors.SnapFlow.GrammarGraphInspector	415
DungeonArchitect.Grammar.GrammarNodeBase	415
DungeonArchitect.Grammar.GrammarNodePin	416
DungeonArchitect.Editors.SnapFlow.GrammarNodeRendererBase	417
DungeonArchitect.Grammar.GrammarNodeType	418
DungeonArchitect.Editors.SnapFlow.GrammarNodeTypeEditor	418
DungeonArchitect.Grammar.GrammarProductionRule	419
DungeonArchitect.Editors.SnapFlow.GrammarProductionRuleEditor	419
DungeonArchitect.Grammar.GrammarRuleNode	420
DungeonArchitect.Grammar.GrammarRuntimeGraph	420
DungeonArchitect.Grammar.GrammarRuntimeGraphHandlers	421
DungeonArchitect.Grammar.GrammarRuntimeGraphNodeData	422
DungeonArchitect.Grammar.GrammarRuntimeGraphUtils	422
DungeonArchitect.Grammar.GrammarTaskNode	423
DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeEditor	424
DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeRenderer	424
DungeonArchitect.Graphs.Graph	
Theme Graph data structure holds all the theme nodes and their connections	425
DungeonArchitect.Graphs.GraphBuilder	427
DungeonArchitect.Graphs.GraphCamera	
A camera that manages the graph editor's viewport	428
DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu	
The context menu shown when the user right clicks on the theme graph editor	433
DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenuEvent	
The graph context menu event data	435

DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor	
The graph editor script for managing a graph. This contains the bulk of the logic for graph editing	436
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorConstants	
Graph editor constants	443
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorEvents	443
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorStyle	444
DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils	444
DungeonArchitect.UI.Widgets.GraphEditors.GraphEvent< T >	445
DungeonArchitect.UI.Widgets.GraphEditors.GraphEventArgs	446
DungeonArchitect.Grammar.GraphGrammarProcessor	447
DungeonArchitect.Grammar.GraphGrammarProcessorSettings	447
DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler	448
DungeonArchitect.Editors.GraphInspector	
Custom property editor for graph objects Shows the graph editor when a theme graph asset is selected	449
DungeonArchitect.Graphs.Layouts.GraphLayoutBase< T >	450
DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayered< T >	450
DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayeredConfig	451
DungeonArchitect.Graphs.Layouts.GraphLayoutNode< T >	451
DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpring< T >	452
DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpringConfig	452
DungeonArchitect.Graphs.GraphLink	
A graph link is a directional connection between two graph nodes	453
DungeonArchitect.Graphs.GraphNode	
Represents a graph node in the theme graph. This is the base class for all graph nodes	455
DungeonArchitect.Editors.GraphNodeEditor	461
DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeEventArgs	462
DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderer	
Renders the graph node in the graph editor	463
DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRendererFactory	464
DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations	464
DungeonArchitect.UI.Widgets.GraphPanel< TGraphEditor >	468
DungeonArchitect.Grammar.GraphPatternMatch	469
DungeonArchitect.Grammar.GraphPatternMatcher	469
DungeonArchitect.Graphs.GraphPin	
A pin is used to connect a link to a node	469
DungeonArchitect.Editors.GraphPinHierarchyComparer	
Sorts the pins based on their owning node's type	474
DungeonArchitect.UI.Widgets.GraphEditors.GraphPinRenderer	
Renders a graph pin hosted inside a node	474
DungeonArchitect.UI.Widgets.GraphEditors.GraphRendererContext	
The rendering context for drawing the theme editor	475
DungeonArchitect.Graphs.GraphSchema	
The graph schema defines the rules of the theme graph	475
DungeonArchitect.UI.Widgets.GraphEditors.GraphSelectionBox	
Manages the selection box for selecting multiple objects in the graph editor	476
DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltip	
Graph tooltip singleton	478
DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltipRenderer	
Renders a tooltip in the graph editor. The tooltip message is defined in GraphTooltip.message	478
DungeonArchitect.Graphs.GraphUtils	
Theme graph utility functions	479
DungeonArchitect.Builders.Grid.GridBuilderDoorMetadata	480
DungeonArchitect.Builders.Grid.GridBuilderUtils	480
DungeonArchitect.Builders.Grid.GridCellInfo	
Contains meta data about the cells. This structure is used for caching cell information for faster lookup during and after generation of the dungeon	481

DungeonArchitect.Builders.Grid.GridDebugDrawUtils	
Helper functions to draw debug information of the dungeon layout in the scene view	482
DungeonArchitect.Builders.Grid.GridDungeonBuilder	
A Dungeon Builder implementation that builds a grid based dungeon.	
482	
DungeonArchitect.Builders.Grid.GridDungeonConfig	
The dungeon configuration for the Grid builder	485
DungeonArchitect.Editors.GridDungeonConfigEditor	
Custom property editor for the grid based dungeon configuration	491
DungeonArchitect.Builders.Grid.GridDungeonItemGroup	492
DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirror	493
DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisX	494
DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisZ	494
DungeonArchitect.Builders.Grid.GridDungeonModel	
Data model for the grid based dungeon builder	495
DungeonArchitect.Builders.Grid.GridDungeonModelUtils	500
DungeonArchitect.Builders.Grid.GridDungeonQuery	500
DungeonArchitect.Flow.Impl.GridFlow.GridFlowAsset	502
DungeonArchitect.Editors.Flow.GridFlowDoorKeyComponentEditor	502
DungeonArchitect.Editors.Flow.GridFlowDoorLockComponentEditor	503
DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder	503
DungeonArchitect.Builders.GridFlow.GridFlowDungeonConfig	505
DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel	505
DungeonArchitect.Editors.Flow.Impl.GridFlowEditorConfig	507
DungeonArchitect.Editors.Flow.Impl.GridFlowEditorWindow	507
DungeonArchitect.Editors.Flow.Impl.GridFlowExecGraphEditorConfigInspector	508
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateGridInspector	509
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateKeyLockInspector	510
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateMainPathInspector	510
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreatePathInspector	511
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateTilemapElevationsInspector	512
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeGraphInspector	512
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeTilemapInspector	513
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_MergeTilemapsInspector	514
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_ResultInspector	514
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_SpawnItemsInspector	515
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_CreateTilemapOverlay	516
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_InitializeTilemap	516
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_OptimizeTilemap	517
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodePlacementSettingInspector	517
DungeonArchitect.Flow.Exec.GridFlowGraphNodeExecutionStatus	518
DungeonArchitect.Flow.Impl.GridFlow.GridFlowLayoutGraphDomain	518
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateGrid	519
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateKeyLock	520
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateMainPath	521
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreatePath	522
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskFinalizeGraph	522
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskSpawnItems	523
DungeonArchitect.Builders.GridFlow.GridFlowMinimap	524
DungeonArchitect.Builders.GridFlow.GridFlowMinimapIcons	525
DungeonArchitect.Builders.GridFlow.GridFlowMinimapTrackedObject	525
DungeonArchitect.Editors.GridFlowMinimapTrackedObjectInspector	526
DungeonArchitect.Editors.Visualization.Implementation.GridFlowThemeMarkerVisualizationBuilder	526
DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomain	527
DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomainData	528
DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapState	528
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateElevations	529
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateOverlay	530

DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskFinalize	530
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskInitialize	531
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskMerge	532
DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskOptimize	533
DungeonArchitect.Builders.Grid.GridItemDoorMetadata	533
DungeonArchitect.Builders.Grid.GridItemMetadataHandler	534
DungeonArchitect.UI.Widgets.GridPanelNode	534
DungeonArchitect.UI.Widgets.GridPanelWidget	535
DungeonArchitect.Editors.Visualization.Implementation.GridThemeMarkerVisualizationBuilder	536
DungeonArchitect.UI.GUIState	536
SharpNav.Heightfield	
A Heightfield represents a "voxel" grid represented as a 2-dimensional grid of Cells	537
SharpNav.HeightPatch	
Stores height data in a grid	563
DungeonArchitect.UI.Widgets.HighlightWidget	568
DungeonArchitect.Editors.ThemeEditorTools.IBulkPrefabReplaceRuleProcessor	569
DungeonArchitect.UI.IContextMenu	570
DungeonArchitect.UI.IDeferredUICommand	570
DungeonArchitect.IDungeonSceneObjectInstantiator	571
DungeonArchitect.Triangulator.IEDGE	571
DungeonArchitect.Flow.Domains.IFlowDomain	572
DungeonArchitect.Flow.Domains.IFlowDomainData	572
DungeonArchitect.Flow.Domains.IFlowDomainExtension	573
DungeonArchitect.Editors.Flow.IFlowEditorWindow	573
DungeonArchitect.Flow.Domains.Layout.IFlowLayoutGraphConstraints	574
DungeonArchitect.Flow.Domains.Layout.Pathing.IFlowLayoutNodeCreationConstraint	574
DungeonArchitect.Grammar.IGrammarGraphBuilder	575
DungeonArchitect.Grammar.IGrammarGraphBuildScript	575
DungeonArchitect.Graphs.Layouts.IGraphLayout< T >	576
DungeonArchitect.Graphs.Layouts.IGraphLayoutNodeActions< T >	576
DungeonArchitect.UI.Widgets.GraphEditors.IGraphLinkRenderer	577
DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.ILayout3DGraphDomainSettings	577
DungeonArchitect.UI.Widgets.IListViewItemWidget	578
DungeonArchitect.UI.Widgets.ImageWidget	578
DungeonArchitect.Graphs.IndexCounter	
An ID provider for graph objects	579
DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder	580
DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkConfig	581
DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkModel	582
DungeonArchitect.InfinityDungeon	582
DungeonArchitect.InfinityDungeonConfig	583
DungeonArchitect.InfinityDungeonEditorUpdate	584
DungeonArchitect.Utills.Noise.INoisePolicy< T >	585
DungeonArchitect.Utills.Noise.INoiseTable< T >	585
DungeonArchitect.Editors.InspectorNotify	586
DungeonArchitect.Editors.InspectorStyles	586
DungeonArchitect.Editors.InspectorUtils	
Utility functions for drawing UI in the Inspector window	586
DungeonArchitect.Utills.InstanceCache	
Caches instances by their name so they can be reused when needed again instead of recreating it	589
DungeonArchitect.IntVector	
Represent an integer vector	589
DungeonArchitect.IntVector2	
Represent an integer vector	591
DungeonArchitect.Builders.Grid.IntVector2Key	
Data-structure for IntVector pair. Used for caching	592
DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphNodeAction	592

DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphSnapEdValidatorAction	593
DungeonArchitect.Editors.SnapFlow.InvalidNodeTypeAction	593
DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction	594
DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphNodeAction	595
DungeonArchitect.Editors.SnapFlow.InvalidProductionRuleAction	595
DungeonArchitect.Builders.Isaac.IsaacBuilderUtils	596
DungeonArchitect.Builders.Isaac.IsaacDoor	596
DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder	597
DungeonArchitect.Builders.Isaac.IsaacDungeonConfig	598
DungeonArchitect.Builders.Isaac.IsaacDungeonModel	599
DungeonArchitect.Builders.Isaac.IsaacRoom	599
DungeonArchitect.Builders.Isaac.IsaacRoomFactory	600
DungeonArchitect.Builders.Isaac.IsaacRoomLayout	600
DungeonArchitect.Builders.Isaac.IsaacRoomLayoutBuilder	601
DungeonArchitect.Builders.Isaac.IsaacRoomTile	601
DungeonArchitect.Editors.Visualization.Implementation.IsaacThemeMarkerVisualizationBuilder	602
DungeonArchitect.ISGFLayoutNodeCategoryConstraint	602
DungeonArchitect.ISGFLayoutNodePositionConstraint	603
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.ISGFLayoutTaskPathBuilder	603
DungeonArchitect.Editors.SnapFlow.ISnapEdValidatorAction	604
DungeonArchitect.SxEngine.ISxSceneNode	604
DungeonArchitect.Editors.Visualization.IThemeMarkerVisualizationBuilder	605
DungeonArchitect.Flow.Domains.Tilemap.Tasks.ITilemapFlowOverlayGenerator	606
DungeonArchitect.Flow.Impl.GridFlow.ITilemapItemPlacementStrategy	606
SharpNav.Collections.Generic.IValueWithCost	
An interface that defines a class containing a cost associated with the instance. Used in PriorityQueue	
Queue<T>	607
DungeonArchitect.UI.Widgets.IWidget	608
DungeonArchitect.UI.Widgets.GraphEditors.KeyboardState	
Caches the keyboard state	
DungeonArchitect.Editors.Flow.KeyLockLinkVisualizerBase	609
DungeonArchitect.Utills.KeyValueData	610
DungeonArchitect.Utills.KeyValueDataEntryBase	610
DungeonArchitect.Utills.KeyValueDataEntryFloat	611
DungeonArchitect.Utills.KeyValueDataEntryInt	611
DungeonArchitect.Utills.KeyValueDataEntryString	612
DungeonArchitect.Utills.KeyValueDataEntryTyped< T >	612
DungeonArchitect.Utills.KeyValueDataEntryVector2	613
DungeonArchitect.Utills.KeyValueDataEntryVector3	614
DungeonArchitect.UI.Widgets.LabelWidget	614
DungeonArchitect.Landscape.LandscapeDataRasterizer	
Manages the landscape data and performs various rasterization algorithms (draw cells, lines etc)	
DungeonArchitect.Landscape.LandscapeTexture	615
Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain	
DungeonArchitect.Editors.LandscapeTextureEditor	620
Custom property editor for the Landscape texture data-structure	
DungeonArchitect.Landscape.LandscapeTransformerBase	621
DungeonArchitect.Builders.CircularCity.LandscapeTransformerCity	621
The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings	
DungeonArchitect.Builders.SimpleCity.LandscapeTransformerCity	624
The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings	
	625

DungeonArchitect.Builders.Grid.LandscapeTransformerGrid	
The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings	626
DungeonArchitect.Editors.Flow.DomainEditors.Layout2D.Layout2DGraphDomainEditor	627
DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.Layout3DGraphDomainEditor	628
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Layout3DGraphRenderingResource	629
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateKeyLock	629
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateMainPath	630
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreatePath	631
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskFinalizeGraph	632
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskPathBuilderBase	632
DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskSpawnItems	633
DungeonArchitect.Navigation.LayoutFloorTriangleProvider	634
DungeonArchitect.Graphs.Layouts.Layered.LayoutTree< T >	635
DungeonArchitect.Graphs.Layouts.Layered.LayoutTreeNode< T >	635
DungeonArchitect.Themeing.LeftToRightNodeComparer	
Sorts the nodes from left to right based on the X-axis. This is used for sorting the visual nodes for execution, since they are executed from left to right	635
DungeonArchitect.LevelMarkerList	636
SharpNav.Pathfinding.Link	
A link is formed between two polygons in a TiledNavMesh	637
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor.LinkRenderSettings	639
DungeonArchitect.UI.Widgets.LinkWidget	640
DungeonArchitect.UI.Widgets.ListViewSource< T >	641
DungeonArchitect.UI.Widgets.ListViewTextItemWidget	641
DungeonArchitect.UI.Widgets.ListViewWidget< T >	642
SharpNav.Crowds.LocalBoundary	
The LocalBoundary class stores segments and polygon indices for temporary use	643
DungeonArchitect.Builders.Mario.MarioDungeonBuilder	647
DungeonArchitect.Builders.Mario.MarioDungeonConfig	648
DungeonArchitect.Builders.Mario.MarioDungeonLevelChunkRule	649
DungeonArchitect.Builders.Mario.MarioDungeonModel	650
DungeonArchitect.Builders.Grid.SpatialConstraints.MarioDungeonSpatialConstraints	650
DungeonArchitect.Editors.Visualization.Implementation.MarioThemeMarkerVisualizationBuilder	651
DungeonArchitect.Builders.Mario.MarioTile	651
DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier	
Emits markers to beautify the level around corners based on the surrounding tiles	652
DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace	
Emits markers in the nearby empty space of the dungeon layout	653
DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint	
Finds the lowest dungeon point and emits a marker at that position. Also sets the scale of the marker to match the width / height	654
DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator	
A more specialized version of the EmptySpace emitter. Emits decorative markers in empty space near the layout	655
DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D	656
DungeonArchitect.Graphs.MarkerEmitterNode	658
DungeonArchitect.Editors.MarkerEmitterNodeEditor	
Custom property editors for MarkerEmitterNode	658
DungeonArchitect.Editors.MarkerEmitterNodeRenderer	
Renders a MarkerEmitterNode	659
DungeonArchitect.Graphs.MarkerNode	660
DungeonArchitect.Editors.MarkerNodeEditor	
Custom property editors for MarkerNode	661
DungeonArchitect.Editors.MarkerNodeRenderer	
Renders a marker node	661
DungeonArchitect.MarkerReplacementEntry	662

DungeonArchitect.MarkerReplaceVolume	
This volume replaces any specified markers found in the scene before theming is applied to it.	
This helps in having more control over the generated dungeon, e.g. remove / add doors, walls etc	662
DungeonArchitect.Editors.MarkerReplaceVolumeEditor	
Custom property editor for Negation volumes	663
DungeonArchitect.Utills.MathUtils	
Various math utility functions	664
DungeonArchitect.Utills.Matrix	671
DungeonArchitect.Builders.Maze.MazeDungeonBuilder	671
DungeonArchitect.Builders.Maze.MazeDungeonConfig	673
DungeonArchitect.Builders.Maze.MazeDungeonModel	674
DungeonArchitect.Editors.Visualization.Implementation.MazeThemeMarkerVisualizationBuilder	674
DungeonArchitect.Editors.MeshArrayNodeEditor	
Custom property editors for GameObjectNode	675
DungeonArchitect.Editors.MeshArrayNodeRenderer	
Renders a mesh node	676
SharpNav.PolyMeshDetail.MeshData	
The MeshData struct contains information about vertex and triangle base and offset values for array indices	676
DungeonArchitect.MeshMerger	677
DungeonArchitect.Editors.MeshNodeEditor	
Custom property editors for GameObjectNode	678
DungeonArchitect.Editors.MeshNodeRenderer	
Renders a mesh node	679
SharpNav.Pathfinding.MeshTile	
The MeshTile contains the map data for pathfinding	679
DungeonArchitect.MetaAttribute	685
DungeonArchitect.MirrorVolume	686
DungeonArchitect.Editors.MirrorVolumeEditor	
Custom property editor for Platform volumes	687
DungeonArchitect.Editors.SnapFlow.MissingProductionRuleRHSAction	687
DungeonArchitect.Builders.Snap.Impl.ModuleBuildNode	688
DungeonArchitect.Builders.Snap.Impl.ModuleGrowthNode	689
DungeonArchitect.Builders.Snap.Impl.ModuleInfo	689
DungeonArchitect.Navigation.NavigationBuildInvoker	
Drop this script into your dungeon object and assign the nav mesh prefab to automatically rebuild the nav mesh whenever the dungeon is rebuild (works both with runtime and design time)	690
DungeonArchitect.Navigation.NavigationEvent	691
DungeonArchitect.Navigation.NavigationTriangleProvider	692
SharpNav.NavMesh	
A TiledNavMesh generated from a collection of triangles and some settings	692
SharpNav.NavMeshBuilder	
The NavMeshBuilder class convert PolyMesh and PolyMeshDetail into a different data structure suited for pathfinding. This class will create tiled data	694
SharpNav.NavMeshGenerationSettings	
Contains all the settings necessary to convert a mesh to a navmesh	697
SharpNav.Pathfinding.PathfindingCommon.NavMeshInfo	
Contains information about a navigation mesh	702
SharpNav.NavMeshQuery	
Do pathfinding calculations on the TiledNavMesh	703
SharpNav.Pathfinding.NavPoint	
A point in a navigation mesh	720
DungeonArchitect.NegationVolume	
Negation volumes remove procedural geometries from the scene that lie with it's bounds	722
DungeonArchitect.Editors.NegationVolumeEditor	
Custom property editor for Negation volumes	722
SharpNav.Collections.BVTree.Node	
The data stored in a bounding volume node	723

SharpNav.Node	
Every polygon becomes a Node , which contains a position and cost	724
DungeonArchitect.Builders.BSP.NodeConnection	725
DungeonArchitect.Editors.NodeDeletionOrderComparer	
Sorts based on the node's Z-index in descending order	725
DungeonArchitect.Editors.SnapFlow.NodeListPanel	726
DungeonArchitect.Editors.SnapFlow.NodeListViewConstants	727
DungeonArchitect.Editors.SnapFlow.NodeListViewItem	727
DungeonArchitect.Editors.SnapFlow.NodeListViewSource	728
SharpNav.NodePool	
Link all nodes together. Store indices in hash map	729
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase.NodeRenderSettings	731
DungeonArchitect.UI.Widgets.GraphEditors.NodeReversedZIndexComparer	
Sorts based on the node's Z-index in descending order	732
DungeonArchitect.Flow.Impl.GridFlow.Tasks.NodeTilemapBounds	733
DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils.NodeWeightAssignInfo	733
DungeonArchitect.UI.Widgets.GraphEditors.NodeZIndexComparer	
Sorts based on the node's Z-index	734
DungeonArchitect.Utills.Noise.NoiseTable< T >	734
DungeonArchitect.Utills.Noise.NoiseTableCell< T >	735
DungeonArchitect.Flow.Domains.Tilemap.Tasks.NoiseTilemapFlowOverlayGenerator	735
DungeonArchitect.Graphs.NonEditorGraphBuilder	736
DungeonArchitect.NonPooledDungeonSceneProvider	737
DungeonArchitect.Flow.Domains.Layout.NullFlowLayoutGraphConstraints	738
DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeCreationConstraint	739
DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeGroupGenerator	739
DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu	740
DungeonArchitect.UI.NullPlatform	741
DungeonArchitect.UI.Widgets.NullWidget	741
DungeonArchitect.Utills.ObjectUtils	742
SharpNav.Crowds.ObstacleAvoidanceQuery.ObstacleAvoidanceParams	742
SharpNav.Crowds.ObstacleAvoidanceQuery	743
SharpNav.Pathfinding.OffMeshConnection	
An offmesh connection links two polygons, which are not directly adjacent, but are accessibly through other means (jumping, climbing, etc...)	746
DungeonArchitect.UI.Widgets.OverlayPanelNode	748
DungeonArchitect.UI.Widgets.OverlayPanelWidget	748
DungeonArchitect.UI.Widgets.PanelWidget	749
SharpNav.Crowds.PathCorridor	750
SharpNav.Pathfinding.PathfindingCommon	
Store constants, structs, methods in this single class so that other classes can access this information	755
SharpNav.Crowds.PathQueue	756
DungeonArchitect.PlaceableMarker	757
DungeonArchitect.Editors.PlaceableMarkerEditor	758
DungeonArchitect.Graphs.PlaceableNode	759
DungeonArchitect.Editors.PlaceableNodeEditor	
Custom property editor for placeable node	760
DungeonArchitect.Builders.Grid.PlatformVolume	
Platform volumes add a platform in the scene encompassing the volume	761
DungeonArchitect.Editors.PlatformVolumeEditor	
Custom property editor for Platform volumes	762
DungeonArchitect.Utills.PMRandom	
A random stream based on normal distribution. Also support uniform distribution	762
DungeonArchitect.Triangulator.Geometry.Point< T >	
2D Point with double precision	765
SharpNav.Pathfinding.Poly	
Uses the PolyMesh polygon data for pathfinding	769

SharpNav.PolyBounds	
A bounding box for vertices in a PolyMesh	771
SharpNav.PolyMesh.Polygon	
Each polygon is a collection of vertices. It is the basic unit of the PolyMesh	775
SharpNav.PolyMesh	
The class of Poly mesh	778
SharpNav.PolyMeshDetail	
The PolyMeshDetail class is a combination of a PolyMesh and a CompactHeightfield merged together	785
SharpNav.PolyVertex	
A vertex inside a PolyMesh	788
DungeonArchitect.PooledDungeonSceneProvider	
Implementation of the Scene provider that adds object pooling over the existing functionality. This is useful for quick rebuilding and better performance, as object in the scene are reused while rebuilding, instead of destroying everything and rebuilding	799
SharpNav.Collections.Generic.PriorityQueue< T >	
Use a priority queue (heap) to determine which node is more important	802
DungeonArchitect.Editors.SnapFlow.ProductionRuleLHSTitleWidget	806
DungeonArchitect.Editors.SnapFlow.ProductionRuleRHSTitleWidget	807
DungeonArchitect.Editors.SnapFlow.ProductionRuleWidget	808
DungeonArchitect.Editors.SnapFlow.ProductionRuleWidgetRHSSState	808
DungeonArchitect.Themeing.PropChildSocketData	
Props can emit new sockets when they are inserted, to add more child props relative to them	809
DungeonArchitect.PropSocket	
The data structure for a marker	809
SharpNav.Collections.Generic.ProximityGrid< T >	
A ProximityGrid<T> is a uniform 2d grid that can efficiently retrieve items near a specified grid cell	810
DungeonArchitect.Rectangle	
Represents an integer rectangle	813
DungeonArchitect.Editors.ReflectionUtils	814
SharpNav.Region	
A Region contains a group of adjacent spans	815
SharpNav.RegionId	
A RegionId is an identifier with flags marking borders	820
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodeActor.RenderSettings	830
DungeonArchitect.Builders.SimpleCity.RoadBeautifier	830
DungeonArchitect.RoadNetworks.RoadGraph	830
DungeonArchitect.RoadNetworks.RoadGraphBuilder	831
DungeonArchitect.RoadNetworks.RoadGraphBuilderSettings	831
DungeonArchitect.RoadNetworks.RoadGraphBuilderUtils	832
DungeonArchitect.RoadNetworks.RoadGraphBuildNode	832
DungeonArchitect.RoadNetworks.RoadGraphEdge	833
DungeonArchitect.RoadNetworks.RoadGraphNode	833
DungeonArchitect.RoadNetworks.RoadLayoutBuilder	833
DungeonArchitect.Editors.SnapFlow.RuleListPanel	834
DungeonArchitect.Editors.SnapFlow.RuleListViewConstants	835
DungeonArchitect.Editors.SnapFlow.RuleListViewItem	835
DungeonArchitect.Editors.SnapFlow.RuleListViewSource	836
DungeonArchitect.SpatialConstraints.RuleMetaAttribute	837
DungeonArchitect.RuntimeDungeonSceneObjectInstantiator	837
DungeonArchitect.Grammar.RuntimeGrammar	838
DungeonArchitect.Grammar.RuntimeGrammarProduction	838
DungeonArchitect.RuntimeGraphs.RuntimeGraph< T >	838
DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilder	839
DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilderHandlers< T >	839
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.RuntimeGraphLayoutNodeActions	840
DungeonArchitect.RuntimeGraphs.RuntimeGraphNode< T >	840

DungeonArchitect.Graphs.SpatialConstraints.SCBaseDomainNode	841
DungeonArchitect.Editors.SpatialConstraints.SCDomainNodeRenderer	
Renders a marker node	842
DungeonArchitect.Graphs.SpatialConstraints.SCReferenceNode	843
DungeonArchitect.Editors.SpatialConstraints.SCReferenceNodeEditor	844
DungeonArchitect.UI.Widgets.ScrollPanelWidget	844
DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode	845
DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor	846
SharpNav.NavMeshQuery.SegInterval	847
SharpNav.Crowds.LocalBoundary.Segment	
A line segment contains two points	847
DungeonArchitect.SelectorRule	
Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene	848
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolver	849
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolverSettings	850
DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessorScript	850
DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessorStartEnd	851
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateGrid	851
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateKeyLock	852
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateMainPath	853
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreatePath	854
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskFinalizeGraph	855
DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskSpawnItems	855
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly	856
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySide	856
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySideCell	857
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseConnectionInfo	858
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseItem	858
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabasePlaceableMarkerInfo	859
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDoor	860
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleItemFitnessCalculator	860
DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleNode	860
DungeonArchitect.Builders.SimpleCity.SimpleCityCell	861
DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder	861
DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonConfig	863
DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonModel	864
DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageEntry	864
DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageTheme	865
DungeonArchitect.Builders.SimpleCity.SimpleCityLandscapeTexture	
Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain	865
DungeonArchitect.Editors.Visualization.Implementation.SimpleCityThemeMarkerVisualizationBuilder	866
DungeonArchitect.Utills.SmoothValue	866
DungeonArchitect.Builders.Snap.Impl.SnapAttachmentConfiguration	867
DungeonArchitect.Builders.Snap.SnapBuilder	867
DungeonArchitect.Builders.Snap.SnapConfig	869
DungeonArchitect.Frameworks.Snap.SnapConnection	871
DungeonArchitect.Editors.SnapConnectionEditor	872
DungeonArchitect.Frameworks.Snap.SnapConnectionLockedDoorInfo	872
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu	873
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor	874
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditorMenuData	877
DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema	878
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu	879
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor	880
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditorContextMenuData	883
DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema	884

DungeonArchitect.Editors.SnapFlow.SnapEditorUtils	885
DungeonArchitect.Editors.SnapFlow.SnapEditorWindow	885
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu	886
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor	887
DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditorConfig	889
DungeonArchitect.Editors.SnapFlow.SnapEdValidator	890
DungeonArchitect.Editors.SnapFlow.SnapEdValidatorActionBase	890
DungeonArchitect.Grammar.SnapFlowAsset	891
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutGraphConstraints	891
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeCreationConstraint	892
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeGroupGenerator	892
DungeonArchitect.Editors.SnapFlow.SnapFlowResultGraphEditorConfigInspector	893
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowAsset	894
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowBuilder	894
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowConfig	895
DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugComponent	896
DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer	896
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowDomainExtension	898
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorConfig	898
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowEditorUtils	899
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorWindow	899
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateGridInspector	900
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateKeyLockInspector	901
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateMainPathInspector	902
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreatePathInspector	902
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_FinalizeGraphInspector	903
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_SpawnItemsInspector	904
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowLayoutGraph3DDomain	904
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowModel	905
DungeonArchitect.Flow.Impl.SnapGridFlow.Components.SnapGridFlowModule	906
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleBounds	906
DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleDatabase	907
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowModuleDatabaseEditor	907
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDBCompiler	908
DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph	909
DungeonArchitect.Builders.Snap.Impl.SnapLayoutBuildState	910
DungeonArchitect.Builders.Snap.SnapModel	911
DungeonArchitect.Builders.Snap.SnapModuleConnection	912
DungeonArchitect.Builders.Snap.SnapModuleEntry	913
DungeonArchitect.Builders.Snap.SnapModuleInstance	913
DungeonArchitect.Builders.Snap.SnapQuery	914
DungeonArchitect.Builders.Snap.SnapQueryConnectionInfo	915
DungeonArchitect.Builders.Snap.SnapQueryModuleInfo	915
DungeonArchitect.Builders.Snap.SideScroller.SnapSideScrollerBuilder	916
DungeonArchitect.Frameworks.Snap.SnapUtils	916
DungeonArchitect.UI.Widgets.SpacerWidget	917
SharpNav.Span	
A span is a range of integers which represents a range of voxels in a Cell	917
SharpNav.SpanReference	
References a Span within a Heightfield	920
DungeonArchitect.SpatialConstraints.SpatialConstraintAsset	921
DungeonArchitect.SpatialConstraints.SpatialConstraintGraph	922
DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor	923
DungeonArchitect.SpatialConstraints.SpatialConstraintProcessorContext	924
DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid2D	924
DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid3D	925
DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow2D	925

DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow3D	926
DungeonArchitect.SpatialConstraints.Isaac.SpatialConstraintProcessorIsaac	926
DungeonArchitect.Builders.SimpleCity.SpatialConstraints.SpatialConstraintProcessorSimpleCity3D	927
DungeonArchitect.SpatialConstraints.SpatialConstraintProcessorUtils	927
DungeonArchitect.SpatialConstraints.SpatialConstraintRuleDomain	928
DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContextMenu	928
DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorWindow	929
DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsGraphEditor	930
DungeonArchitect.Graphs.Layouts.Spring.SpatialGrid< T >	932
DungeonArchitect.SpatialPartitionedLevelMarkerList	932
DungeonArchitect.DungeonSceneObjectSpawner.SpawnInfo	933
DungeonArchitect.AsyncDungeonSceneObjectSpawner.SpawnListSorter	933
DungeonArchitect.Splatmap.SplatData	934
DungeonArchitect.Editors.SplatmapPropertyEditor	934
DungeonArchitect.Splatmap.SplatRasterizer	935
DungeonArchitect.UI.Widgets.GraphEditors.SplineGraphLinkRenderer	
Spline based Graph Link renderer	936
DungeonArchitect.UI.Widgets.Splitter	937
DungeonArchitect.UI.Widgets.SplitterDragBarWidget	938
DungeonArchitect.UI.Widgets.SplitterNode	939
DungeonArchitect.Themeing.SpriteDungeonThemeItem	
Sprite node data asset attributes	939
DungeonArchitect.Graphs.SpriteNode	940
DungeonArchitect.Editors.SpriteNodeEditor	
Custom property editor for a sprite node	941
DungeonArchitect.Editors.SpriteNodeRenderer	
Renders a sprite node	942
DungeonArchitect.UI.Widgets.StackPanelNode	943
DungeonArchitect.UI.Widgets.StackPanelWidget	943
DungeonArchitect.Utills.StackSystem< TState, TStaticState, TResult >	944
DungeonArchitect.Builders.Grid.StairAdjacencyQueueNode	
Temporary data-structure used while assigning stairs on the dungeon	945
DungeonArchitect.Builders.Grid.StairEdgeInfo	
Data structure to hold the adjacent cells connected to the stairs (entry / exit)	945
DungeonArchitect.Builders.Grid.StairInfo	
Data-structure to hold the stair information in the grid based builder	946
DungeonArchitect.Navigation.StaticMeshTriangleProvider	947
DungeonArchitect.UI.Widgets.GraphEditors.StraightLineGraphLinkRenderer	947
DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter	
Adds a wall around the edge of the city . This makes it look like a stronghold defending the city	948
DungeonArchitect.Builders.Isaac.StylizedIsaacRoomLayoutBuilder	950
DungeonArchitect.SxEngine.SxActor	950
DungeonArchitect.SxEngine.SxActorComponent	951
DungeonArchitect.SxEngine.SxCamera	952
DungeonArchitect.SxEngine.SxDefaultMaterial	952
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterial	953
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterialZWrite	953
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkHeadMaterial	954
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkMaterial	954
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkOneWayHeadMaterial	955
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterial	955
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterialZWrite	956
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowNodeMaterial	956
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowSubNodeMaterial	957
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxGridMaterial	957
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayout3DWorldBuilder	958
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutItemActor	958
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor	959

DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodeActor	960
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodePlaneActor	961
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActor	961
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase	962
DungeonArchitect.SxEngine.SxMaterial	963
DungeonArchitect.SxEngine.SxMaterialRegistry	964
DungeonArchitect.SxEngine.SxMesh	964
DungeonArchitect.SxEngine.SxMeshActor	965
DungeonArchitect.SxEngine.SxMeshComponent	965
DungeonArchitect.SxEngine.SxMeshRegistry	966
DungeonArchitect.SxEngine.SxMeshSection	966
DungeonArchitect.SxEngine.Utils.SxMeshUtils	967
DungeonArchitect.SxEngine.SxMeshVertex	967
DungeonArchitect.SxEngine.SxQuadMesh	968
DungeonArchitect.SxEngine.SxRenderCommand	968
DungeonArchitect.SxEngine.SxRenderCommandList	969
DungeonArchitect.SxEngine.SxRenderContext	969
DungeonArchitect.SxEngine.SxRenderer	970
DungeonArchitect.SxEngine.SxRootSceneNode	970
DungeonArchitect.SxEngine.SxSceneGraph	971
DungeonArchitect.SxEngine.SxSceneGraphUtils	971
DungeonArchitect.SxEngine.SxSceneNodeBase	972
DungeonArchitect.SxEngine.SxTextActor	973
DungeonArchitect.SxEngine.SxTextComponent	973
DungeonArchitect.SxEngine.SxTextComponentSettings	974
DungeonArchitect.SxEngine.Utils.SxTransform	974
DungeonArchitect.SxEngine.SxUnityMaterial	975
DungeonArchitect.SxEngine.SxUnityResourceMaterial	976
DungeonArchitect.UI.Widgets.SxViewportWidget	977
DungeonArchitect.SxEngine.SxWorld	978
DungeonArchitect.SyncDungeonSceneObjectSpawner	
Spawn all the objects from the list in the same frame	979
DungeonArchitect.Navigation.TerrainTriangleProvider	979
DungeonArchitect.Utils.TexturedMaterialInstances	980
DungeonArchitect.Editors.Visualization.ThemeEditorSceneVisualizer	980
DungeonArchitect.Editors.ThemeEditorToolAttribute	981
DungeonArchitect.Editors.ThemeEditorToolFunctionInfo	981
DungeonArchitect.Editors.ThemeEditorTools.ThemeEditorToolPrefabReplacement	982
DungeonArchitect.Themeing.ThemeEditorVisMarkerGeometry	982
DungeonArchitect.Themeing.ThemeEditorVisualizationState	983
DungeonArchitect.Graphs.ThemeGraphSchema	983
DungeonArchitect.Editors.Visualization.ThemeMarkerVisualizationBuilderBase	984
DungeonArchitect.ThemeOverrideVolume	
Dungeon layout that lies within this volumes bounds picks up the theme set in this volume	985
DungeonArchitect.Editors.ThemeOverrideVolumeEditor	
Custom property editor for Theme override volumes	986
SharpNav.TiledNavMesh	
A TiledNavMesh is a continuous region, which is used for pathfinding	987
SharpNav.TiledNavMesh.TiledNavMeshParams	
The settings for the TiledNavMesh	1003
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateElevations	1004
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateOverlay	1005
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskFinalize	1006
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskInitialize	1006
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskMerge	1007
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskOptimize	1008
DungeonArchitect.Editors.Flow.DomainEditors.Tilemap.TilemapFlowDomainEditor	1008
DungeonArchitect.Flow.Impl.GridFlow.Tasks.TilemapFlowNodeInfo	1009

DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapFlowNodeOverlayNoiseSettings	1010
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementSettings	1010
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyContext	1011
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyFactory	1011
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyNearEdge	1012
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyRandom	1012
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyScript	1013
DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyUtils	1013
DungeonArchitect.Editors.Timer	
Ticks every few milli-seconds	1014
DungeonArchitect.UI.Widgets.ToolbarWidget	1015
DungeonArchitect.TransformationRule	
Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene	1016
DungeonArchitect.Triangulator.Geometry.Triangle	
Triangle made from three point indexes	1017
SharpNav.Geometry.Triangle3	
A 3d triangle	1019
SharpNav.PolyMeshDetail.TriangleData	
The triangle info contains three vertex hashes and a flag	1028
SharpNav.Tuple< T1, T2 >	
Represents a functional tuple that can be used to store two values of different types inside one object	1032
DungeonArchitect.UI.UIDragDrop	1034
DungeonArchitect.UI.UIPlatform	1035
DungeonArchitect.UI.UIRenderer	1036
DungeonArchitect.UI.UIResourceLookup	
The resource filename constants used by dungeon architect editor	1037
DungeonArchitect.UI.UIStyleManager	1038
DungeonArchitect.UI.UISystem	1038
DungeonArchitect.UI.UIUndoSystem	1039
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorContextMenu	1040
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIDragDrop	1041
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIPlatform	1041
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIRenderer	1042
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIStyleManager	1043
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUISystem	1044
DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIUndoSystem	1045
SharpNav.Geometry.Vector2	
Represents a 2D vector using two single-precision floating-point numbers	1045
SharpNav.Geometry.Vector2i	
A 2d vector represented by integers	1071
SharpNav.Geometry.Vector3	
Represents a 3D vector using three single-precision floating-point numbers	1076
DungeonArchitect.Visibility.VisibilityGraph	1110
DungeonArchitect.Visibility.VisibilityGraphNode	1110
DungeonArchitect.Graphs.VisualNode	1111
DungeonArchitect.Editors.VisualNodeEditor	
Custom property editor for visual nodes	1115
DungeonArchitect.Editors.VisualNodeRenderer	
Renders a visual node	1115
DungeonArchitect.Volume	
A volume is an abstract representation of space in the world.	
A volume can be scaled and moved around like any other game object and custom functionality can be added to volumes to influence the dungeon with it's spatial volume	1116
DungeonArchitect.Editors.VolumeEditor	
Custom property editor for volumes game objects	1118
DungeonArchitect.Grammar.WeightedGrammarGraph	1119

DungeonArchitect.Editors.SnapFlow.WeightedGrammarGraphEditor	1119
DungeonArchitect.Grammar.WeightedGrammarRuntimeGraph	1120
DungeonArchitect.UI.Widgets.WidgetBase	1120
DungeonArchitect.UI.Widgets.WidgetClickEvent	1122
DungeonArchitect.UI.Widgets.WidgetUtils	1122

Chapter 4

Namespace Documentation

4.1 DungeonArchitect Namespace Reference

Classes

- class [Dungeon](#)
The main dungeon behavior that manages the creation and destruction of dungeons
- class [DungeonBuilder](#)
Builds the layout of the dungeon and emits markers around the layout Implement this class to create your own builder
- class [DungeonConfig](#)
Base dungeon configuration. Create your own implementation of this configuration based on your dungeon builder's needs
- class [DungeonEventListener](#)
Listen to various dungeon events during the build and destroy phase
- class [DungeonMarkerEmitter](#)
Marker Emitters let you emit your own markers anywhere in the map. Implement this class and add it to the [Dungeon](#) object to add your own markers right after the dungeon layout is created
- class [DungeonModel](#)
Abstract dungeon model. Create your own implementation of the model depending on your builder's needs
- class [DungeonPaintMode](#)
Manage the editor paint mode so you can paint the layout of you dungeon. You should implement your own paint mode depending on your dungeon builder's data structures and requirements
- class [DungeonToolData](#)
Tool Data represented by the grid based builder
- class [PlaceableMarker](#)
- class [SelectorRule](#)
Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene
- class [TransformationRule](#)
Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene
- class [BlurFilter](#)
A fast Gaussian blurring filter applied over a 2D data array
- interface [Filter](#)
A data filter applied over a 2D data array
- class [MarkerReplacementEntry](#)
- class [MarkerReplaceVolume](#)

This volume replaces any specified markers found in the scene before theming is applied to it. This helps in having more control over the generated dungeon, e.g. remove / add doors, walls etc

- class [MirrorVolume](#)
- class [NegationVolume](#)

Negation volumes remove procedural geometries from the scene that lie within its bounds

- class [ThemeOverrideVolume](#)

Dungeon layout that lies within this volume's bounds picks up the theme set in this volume

- class [Volume](#)

A volume is an abstract representation of space in the world.

A volume can be scaled and moved around like any other game object and custom functionality can be added to volumes to influence the dungeon with its spatial volume

- class [InfinityDungeon](#)
- class [InfinityDungeonConfig](#)
- class [InfinityDungeonEditorUpdate](#)
- class [MeshMerger](#)
- class [DungeonNavMeshSourceCollector](#)
- class [DungeonRuntimeNavigation](#)
- class [PropSocket](#)

The data structure for a marker

- interface [IDungeonSceneObjectInstantiator](#)
- class [RuntimeDungeonSceneObjectInstantiator](#)
- struct [DungeonNodeSpawnData](#)
- class [DungeonSceneObjectSpawner](#)

Takes care of spawning the dungeon objects from the input list. This allows us to use different strategies to spawn the objects (e.g. synchronous or async spawning over multiple frames)

- class [SyncDungeonSceneObjectSpawner](#)

Spawn all the objects from the list in the same frame

- class [AsyncDungeonSceneObjectSpawner](#)

Async spawning of dungeon items spread across multiple frames

- class [DungeonSceneProvider](#)

A scene provider instantiates game objects into the scene.

Implementations can customize the instantiation process if needed (e.g. object pooling etc)

- class [DungeonSceneProviderData](#)

Meta-data added to each spawned game object in the scene. This is used to identify objects that belong to the dungeons, for later destruction and rebuilding

- class [DungeonItemSpawnListener](#)

Subclass this on your script and drop it on your dungeon game object to start inserting your own custom data into the spawned dungeon items

- class [NonPooledDungeonSceneProvider](#)
- class [PooledDungeonSceneProvider](#)

Implementation of the Scene provider that adds object pooling over the existing functionality. This is useful for quick rebuilding and better performance, as objects in the scene are reused while rebuilding, instead of destroying everything and rebuilding

- class [DungeonUtils](#)
- class [LevelMarkerList](#)
- class [SpatialPartitionedLevelMarkerList](#)
- struct [DebugTextItem](#)
- class [DebugText3D](#)
- struct [IntVector](#)

Represent an integer vector

- struct [IntVector2](#)

Represent an integer vector

- struct [Rectangle](#)

Represents an integer rectangle

- class [MetaAttribute](#)
- interface [ISGFLayoutNodeCategoryConstraint](#)
- interface [ISGFLayoutNodePositionConstraint](#)

Enumerations

- enum class **MirrorVolumeDirection** { **AxisX** , **AxisZ** , **AxisXZ** }
- enum class **DungeonNavMeshSourceType** { **MeshData** , **Collision** }

4.2 DungeonArchitect.Builders Namespace Reference

Classes

- class **DungeonBuilderDefaultMarkers**

4.3 DungeonArchitect.Builders.BSP Namespace Reference

Classes

- class **BSPDungeonMarkerNames**
- class [BSPNodeObject](#)
- class [BSPDungeonBuilder](#)
- class [NodeConnection](#)
- struct [BSPRoomCategory](#)
- class [BSPDungeonConfig](#)
- struct [BSPNode](#)
- struct [BSPNodeConnection](#)
- class [BSPDungeonGraphQuery](#)
- class [BSPDungeonModel](#)

Enumerations

- enum class **BSPNodeDirection** { **Left** , **Right** , **Top** , **Bottom** }

4.4 DungeonArchitect.Builders.CircularCity Namespace Reference

Classes

- class **CircularCityDungeonMarkerNames**
- class [CircularCityDungeonBuilder](#)
- class [CircularCityDungeonConfig](#)
- class [CircularCityCell](#)
- class [CircularCityDungeonModel](#)
- class [CircularCityLandscapeTexture](#)

Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain

- class [CircularCityFoliageEntry](#)
- class [CircularCityFoliageTheme](#)
- class [LandscapeTransformerCity](#)

The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings

Enumerations

- enum class **CircularCityCellType** { **Road** , **House** , **Park** , **CityWallPadding** , **UserDefined** , **Empty** }
- enum class [CircularCityLandscapeTextureType](#) { **Fill** , **Road** , **Park** , **CityWallPadding** }

The type of the texture defined in the landscape paint settings.

This determines how the specified texture would be painted in the modified terrain

4.4.1 Enumeration Type Documentation

4.4.1.1 CircularCityLandscapeTextureType

```
enum DungeonArchitect.Builders.CircularCity.CircularCityLandscapeTextureType [strong]
```

The type of the texture defined in the landscape paint settings.

This determines how the specified texture would be painted in the modified terrain

Definition at line 13 of file LandscapeTransformerCircularCity.cs.

4.5 DungeonArchitect.Builders.FloorPlan Namespace Reference

Classes

- class **FloorPlanMarkerNames**
- class [FloorPlanBuilder](#)
- class [FloorPlanConfig](#)
- class [FloorPlanModel](#)
- class [FloorChunk](#)
- class [FloorChunkDB](#)
- class [FloorDoorManager](#)
- class [FloorPlanSpatialConstraintProcessor](#)

Enumerations

- enum class **FloorChunkType** { **Room** , **Hall** , **Outside** }

4.6 DungeonArchitect.Builders.FloorPlan.Tooling Namespace Reference

Classes

- class [FloorPlanCorridorTool](#)

4.7 DungeonArchitect.Builders.Grid Namespace Reference

Classes

- class [GridCellInfo](#)
Contains meta data about the cells. This structure is used for caching cell information for faster lookup during and after generation of the dungeon
- class [GridBuilderDoorMetadata](#)
- class [CellHeightNode](#)
Temporary data-structure to hold the height data of the cell node A graph is build of the dungeon layout while the heights are assigned and this node contains the cell's height information
- class [StairAdjacencyQueueNode](#)
Temporary data-structure used while assigning stairs on the dungeon.
- class [CellHeightFrameInfo](#)
Temporary data-structure used while assigning heights on the dungeon.
- struct [StairEdgeInfo](#)
Data structure to hold the adjacent cells connected to the stairs (entry / exit)
- class [GridDungeonBuilder](#)
A [Dungeon](#) Builder implementation that builds a grid based dungeon.
- class **GridDungeonMarkerNames**
- class [GridDungeonConfig](#)
The dungeon configuration for the [Grid](#) builder
- class [StairInfo](#)
Data-structure to hold the stair information in the grid based builder
- class [Cell](#)
Data-structure to hold the [Cell](#) information. A cell is a piece of the dungeon layout and can be either a room or a corridor
- class [CellDoor](#)
Data-structure to hold the door information
- struct [IntVector2Key](#)
Data-structure for [IntVector](#) pair. Used for caching
- class [DoorManager](#)
Manages the doors in the grid based builder
- class [GridDungeonModel](#)
Data model for the grid based dungeon builder
- class [GridDungeonModelUtils](#)
- class [LandscapeTransformerGrid](#)
The terrain modifier that works with the grid based dungeon builder ([DungeonBuilderGrid](#)) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings
- class [GridDungeonItemGroup](#)
- class [MarkerEmitterCornerBeautifier](#)
Emits markers to beautify the level around corners based on the surrounding tiles
- class [MarkerEmitterEmptySpace](#)
Emits markers in the nearby empty space of the dungeon layout
- class [MarkerEmitterFindLowestPoint](#)
Finds the lowest dungeon point and emits a marker at that position. Also sets the scale of the marker to match the width / height
- class [MarkerEmitterFreeSpaceDecorator](#)
A more specialized version of the [EmptySpace](#) emitter. Emits decorative markers in empty space near the layout
- class [MarkerEmitterGridWall2D](#)
- class [GridItemDoorMetadata](#)

- class [GridItemMetadataHandler](#)
- class [DungeonPaintModeGrid](#)

Editor tooling for the grid based dungeon builder. Lets you paint with a grid based brush

- class [GridDungeonQuery](#)
- class [GridBuilderUtils](#)
- class [GridDebugDrawUtils](#)

Helper functions to draw debug information of the dungeon layout in the scene view

- class [PlatformVolume](#)

Platform volumes add a platform in the scene encompassing the volume

Typedefs

- using **PropBySocketType_t** = Dictionary< string, List< [DungeonThemeItem](#) > >
- using **PropBySocketTypeByTheme_t** = Dictionary< [DungeonThemeData](#), Dictionary< string, List< [DungeonThemeItem](#) > >>

Enumerations

- enum class **GridDungeonWallType** { **WallsAsEdges** , **WallsAsTileBlocks** }
- enum class **CellType** { **Room** , **Corridor** , **CorridorPadding** , **Unknown** }

The type of cell used in the grid builder

4.7.1 Enumeration Type Documentation

4.7.1.1 CellType

```
enum DungeonArchitect.Builders.Grid.CellType [strong]
```

The type of cell used in the grid builder

Definition at line 13 of file [GridDungeonModel.cs](#).

4.8 DungeonArchitect.Builders.Grid.Mirroring Namespace Reference

Classes

- class [GridDungeonMirrorAxisX](#)
- class [GridDungeonMirrorAxisZ](#)
- class [GridDungeonMirror](#)

4.9 DungeonArchitect.Builders.Grid.SpatialConstraints Namespace Reference

Classes

- class [SpatialConstraintProcessorGrid2D](#)
- class [SpatialConstraintProcessorGrid3D](#)
- class [SpatialConstraintProcessorGridFlow2D](#)
- class [SpatialConstraintProcessorGridFlow3D](#)
- class [MarioDungeonSpatialConstraints](#)
- class [ConstraintRuleHeightDifference](#)
- class [ConstraintRuleMarkerExists](#)

Enumerations

- enum class [ConstraintRuleHeightDifferenceType](#) { [IsSameHeight](#) , [IsAboveReferenceNode](#) , [IsBelowReferenceNode](#)↔ }

4.10 DungeonArchitect.Builders.GridFlow Namespace Reference

Classes

- class [GridFlowDungeonBuilder](#)
- class [GridFlowDungeonMarkerNames](#)
- class [GridFlowDungeonConfig](#)
- class [GridFlowDungeonModel](#)
- struct [GridFlowMinimapIcons](#)
- class [GridFlowMinimap](#)
- class [GridFlowMinimapTrackedObject](#)

Enumerations

- enum class [GridFlowMinimapInitMode](#) { [OnDungeonRebuild](#) , [OnPlay](#) , [Manual](#) }

4.11 DungeonArchitect.Builders.Infinity Namespace Reference

4.12 DungeonArchitect.Builders.Infinity.Caves Namespace Reference

Classes

- class [InfinityCaveChunkMarkerNames](#)
- class [InfinityCaveChunkBuilder](#)
- class [InfinityCaveChunkConfig](#)
- class [InfinityCaveChunkModel](#)

Enumerations

- enum class **MazeTileState** { **Empty** , **Rock** , **Wall** }

4.13 DungeonArchitect.Builders.Isaac Namespace Reference

Classes

- class [IsaacDungeonBuilder](#)
- class [IsaacRoomFactory](#)
- class **IsaacDungeonMarkerNames**
- class [IsaacDungeonConfig](#)
- class [IsaacRoom](#)
- class [IsaacDoor](#)
- class [IsaacRoomLayout](#)
- class [IsaacRoomTile](#)
- class [IsaacDungeonModel](#)
- class [IsaacRoomLayoutBuilder](#)
- class [StylizedIsaacRoomLayoutBuilder](#)
- class [IsaacBuilderUtils](#)

Enumerations

- enum class **IsaacRoomTileType** { **Floor** , **Door** , **Empty** }

4.14 DungeonArchitect.Builders.Mario Namespace Reference

Classes

- class **MarioDungeonMarkerNames**
- class [MarioDungeonBuilder](#)
- class [MarioDungeonLevelChunkRule](#)
- class [MarioDungeonConfig](#)
- class [MarioTile](#)
- class [MarioDungeonModel](#)

Enumerations

- enum class **MarioTileType** { **Ground** , **Corridor** , **Gap** }

4.15 DungeonArchitect.Builders.Maze Namespace Reference

Classes

- class **MazeDungeonMarkerNames**
- class [MazeDungeonBuilder](#)
- class [MazeDungeonConfig](#)
- class [MazeDungeonModel](#)

Enumerations

- enum class **MazeTileState** { **Empty** , **Blocked** }

4.16 DungeonArchitect.Builders.SimpleCity Namespace Reference

Classes

- class [SimpleCityLandscapeTexture](#)
Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain
- class [SimpleCityFoliageEntry](#)
- class [SimpleCityFoliageTheme](#)
- class [LandscapeTransformerCity](#)
The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings
- class **SimpleCityDungeonMarkerNames**
- class [SimpleCityDungeonBuilder](#)
- struct [CityBlockDimension](#)
- class [SimpleCityDungeonConfig](#)
- class [SimpleCityCell](#)
- class [SimpleCityDungeonModel](#)
- class [RoadBeautifier](#)
- class [StrongholdWallEmitter](#)
Adds a wall around the edge of the city . This makes it look like a stronghold defending the city

Enumerations

- enum class [SimpleCityLandscapeTextureType](#) { **Road** , **Park** , **CityWallPadding** }
*The type of the texture defined in the landscape paint settings.
This determines how the specified texture would be painted in the modified terrain*
- enum class **SimpleCityCellType** { **Road** , **House** , **Park** , **CityWallPadding** , **UserDefined** , **Empty** }

4.16.1 Enumeration Type Documentation

4.16.1.1 SimpleCityLandscapeTextureType

```
enum DungeonArchitect.Builders.SimpleCity.SimpleCityLandscapeTextureType [strong]
```

The type of the texture defined in the landscape paint settings.
This determines how the specified texture would be painted in the modified terrain

Definition at line 14 of file LandscapeTransformerCity.cs.

4.17 DungeonArchitect.Builders.SimpleCity.SpatialConstraints Namespace Reference

Classes

- class [SpatialConstraintProcessorSimpleCity3D](#)

4.18 DungeonArchitect.Builders.Snap Namespace Reference

Classes

- class [SnapBuilder](#)
- class [SnapModuleEntry](#)
- class [SnapConfig](#)
- class [SnapModuleInstance](#)
- class [SnapModuleConnection](#)
- class [SnapModel](#)
- struct [SnapQueryModuleInfo](#)
- struct [SnapQueryConnectionInfo](#)
- class [SnapQuery](#)

4.19 DungeonArchitect.Builders.Snap.Impl Namespace Reference

Classes

- class [ModuleInfo](#)
- class [SnapAttachmentConfiguration](#)
- class [ModuleGrowthNode](#)
- class [ModuleBuildNode](#)
- class [SnapLayoutBuildState](#)

4.20 DungeonArchitect.Builders.Snap.SideScroller Namespace Reference

Classes

- class [SnapSideScrollerBuilder](#)

4.21 DungeonArchitect.Builders.SnapGridFlow Namespace Reference

Classes

- class [SnapGridFlowBuilder](#)
- class [SnapGridFlowConfig](#)
- class [SnapGridFlowModel](#)
- class [SnapGridFlowVisibilityGraph](#)

4.22 DungeonArchitect.Builders.SnapGridFlow.DebugVisuals Namespace Reference

Classes

- class [SnapGridFlowDebugComponent](#)
- class [SnapGridFlowDebugVisualizer](#)

4.23 DungeonArchitect.Editors Namespace Reference

Classes

- class [FloorPlanCorridorToolEditor](#)
- class [DungeonPaintModeGridEditor](#)
Custom property editor for the Paint model game object
- class [GridDungeonConfigEditor](#)
Custom property editor for the grid based dungeon configuration
- class [SnapConnectionEditor](#)
- class [DungeonArchitectMenu](#)
- class [DungeonBuilderEditor](#)
- class [DungeonInfinityEditor](#)
- class [DungeonInfinityEditorUpdater](#)
- class [DungeonPaintModeEditor](#)
Custom property editor for the paint mode object
- class [DungeonPropertyEditorHook](#)
- class [DungeonPropertyEditor](#)
Custom property editor for the dungeon game object
- class [EditorDungeonSceneObjectInstantiator](#)
- class [LandscapeTextureEditor](#)
Custom property editor for the [Landscape](#) texture data-structure
- class [PlaceableMarkerEditor](#)
- class [MarkerReplaceVolumeEditor](#)
Custom property editor for Negation volumes
- class [MirrorVolumeEditor](#)
Custom property editor for Platform volumes
- class [NegationVolumeEditor](#)
Custom property editor for Negation volumes
- class [PlatformVolumeEditor](#)
Custom property editor for Platform volumes
- class [ThemeOverrideVolumeEditor](#)
Custom property editor for Theme override volumes
- class [VolumeEditor](#)
Custom property editor for volumes game objects
- class [DungeonThemeEditorContextMenu](#)
- class [DungeonThemeEditorWindow](#)
The main editor window for the Theme graph editor. This hosts the graph editor for managing the theme graph
- class [DungeonThemeGraphEditor](#)
- class [DungeonObjectTracker](#)

Tracks active dungeon objects in the scene and finds ones that have the active graph being edited This is used for real-time updates on the dungeon object as the graph is modified from the editor

- class [NodeDeletionOrderComparer](#)
Sorts based on the node's Z-index in descending order
- class [GraphPinHierarchyComparer](#)
Sorts the pins based on their owning node's type
- class [MarkerEmitterNodeEditor](#)
Custom property editors for MarkerEmitterNode
- class [MarkerEmitterNodeRenderer](#)
Renders a MarkerEmitterNode
- class [MarkerNodeEditor](#)
Custom property editors for MarkerNode
- class [MarkerNodeRenderer](#)
Renders a marker node
- class [MeshArrayNodeEditor](#)
Custom property editors for GameObjectNode
- class [MeshArrayNodeRenderer](#)
Renders a mesh node
- class [MeshNodeEditor](#)
Custom property editors for GameObjectNode
- class [MeshNodeRenderer](#)
Renders a mesh node
- class [PlaceableNodeEditor](#)
Custom property editor for placeable node
- class [SpriteNodeEditor](#)
Custom property editor for a sprite node
- class [SpriteNodeRenderer](#)
Renders a sprite node
- class [VisualNodeEditor](#)
Custom property editor for visual nodes
- class [VisualNodeRenderer](#)
Renders a visual node
- class [ThemeEditorToolAttribute](#)
- class [ThemeEditorToolFunctionInfo](#)
- class [DungeonNavMeshEditor](#)
- class [GraphNodeEditor](#)
- class [InspectorNotify](#)
- class [InspectorStyles](#)
- class [GridFlowMinimapTrackedObjectInspector](#)
- class [SplatmapPropertyEditor](#)
- class [AssetBuilder](#)
- class [AssetThumbnailCache](#)
Manages the asset thumbnails to display in the visual nodes
- class [DebugText3DEditor](#)
- class [DungeonEditorHelper](#)
Utility functions for various editor based features of [Dungeon](#) Architect
- class [DungeonEditorStyles](#)
- class [EditorDeltaTime](#)
- class [ExternalLinks](#)
- class [GraphInspector](#)
Custom property editor for graph objects Shows the graph editor when a theme graph asset is selected
- class [InspectorUtils](#)

Utility functions for drawing [UI](#) in the Inspector window

- class [ReflectionUtils](#)
- class [Timer](#)

Ticks every few milli-seconds

Enumerations

- enum class [ThemeEditorMenuAction](#) {
AddGameObjectNode , **AddGameObjectArrayNode** , **AddSpriteNode** , **AddMarkerNode** ,
AddMarkerEmitterNode , **AddCommentNode** }

The type of menu action to perform

Functions

- delegate void **ThemeEditorToolFunctionDelegate** ([DungeonThemeEditorWindow](#) editor)

4.23.1 Enumeration Type Documentation

4.23.1.1 ThemeEditorMenuAction

```
enum DungeonArchitect.Editors.ThemeEditorMenuAction [strong]
```

The type of menu action to perform

Definition at line 13 of file `DungeonThemeEditorContextMenu.cs`.

4.24 DungeonArchitect.Editors.Flow Namespace Reference

Classes

- class [FlowEditorConfig](#)
- interface [IFlowEditorWindow](#)
- class [FlowEditorWindow](#)
- class [FlowEditorUtils](#)
- class [KeyLockLinkVisualizerBase](#)
- class [GridFlowDoorKeyComponentEditor](#)
- class [GridFlowDoorLockComponentEditor](#)
- class [FlowExecGraphEditor](#)
- class [FlowExecGraphSchema](#)
- class [FlowExecGraphContextMenuUserData](#)
- class [FlowExecGraphContextMenu](#)
- class [FlowExecNodeRendererBase](#)
- class [FlowExecResultNodeRenderer](#)
- class [FlowExecRuleNodeRenderer](#)
- class [FlowExecGraphEditorConfigInspector](#)
- class [FlowExecNodeHandlerInspectorBase](#)
- class [FlowInspectorMonoScriptProperty](#)

Enumerations

- enum class **FlowExecGraphEditorAction** { **CreateCommentNode** , **CreateRuleNode** }

4.25 DungeonArchitect.Editors.Flow.Common Namespace Reference

Classes

- class [BaseFlowExecNodeHandler_ResultInspector](#)
- class [BaseFlowExecNodeHandler_CreateKeyLockInspector](#)
- class [BaseFlowExecNodeHandler_CreateMainPathInspector](#)
- class [BaseFlowExecNodeHandler_CreatePathInspector](#)
- class [BaseFlowExecNodeHandler_FinalizeGraphInspector](#)
- class [BaseFlowExecNodeHandler_SpawnItemsInspector](#)
- class [BaseFlowExecNodeHandler_CreateTilemapElevationsInspector](#)
- class [BaseFlowExecNodeHandler_FinalizeTilemapInspector](#)
- class [BaseFlowExecNodeHandler_MergeTilemapsInspector](#)
- class [BaseFlowExecNodeHandlerInspector_CreateTilemapOverlay](#)
- class [BaseFlowExecNodeHandlerInspector_InitializeTilemap](#)
- class [BaseFlowExecNodeHandlerInspector_OptimizeTilemap](#)
- class [FlowPreviewTilemapGraphNodeInspector](#)

4.26 DungeonArchitect.Editors.Flow.DomainEditors Namespace Reference

Classes

- class [FlowDomainEditor](#)

4.27 DungeonArchitect.Editors.Flow.DomainEditors.Layout2D Namespace Reference

Classes

- class [Layout2DGraphDomainEditor](#)

4.28 DungeonArchitect.Editors.Flow.DomainEditors.Layout3D Namespace Reference

Classes

- interface [ILayout3DGraphDomainSettings](#)
- class [Layout3DGraphDomainEditor](#)

4.29 DungeonArchitect.Editors.Flow.DomainEditors.Tilemap Namespace Reference

Classes

- class [TilemapFlowDomainEditor](#)

4.30 DungeonArchitect.Editors.Flow.GridFlow Namespace Reference

Classes

- class [GridFlowExecNodePlacementSettingInspector](#)
- class [GridFlowExecNodeHandler_ResultInspector](#)
- class [GridFlowExecNodeHandler_CreateGridInspector](#)
- class [GridFlowExecNodeHandler_CreateKeyLockInspector](#)
- class [GridFlowExecNodeHandler_CreateMainPathInspector](#)
- class [GridFlowExecNodeHandler_CreatePathInspector](#)
- class [GridFlowExecNodeHandler_FinalizeGraphInspector](#)
- class [GridFlowExecNodeHandler_SpawnItemsInspector](#)
- class [GridFlowExecNodeHandler_CreateTilemapElevationsInspector](#)
- class [GridFlowExecNodeHandler_FinalizeTilemapInspector](#)
- class [GridFlowExecNodeHandler_MergeTilemapsInspector](#)
- class [GridFlowExecNodeHandlerInspector_CreateTilemapOverlay](#)
- class [GridFlowExecNodeHandlerInspector_InitializeTilemap](#)
- class [GridFlowExecNodeHandlerInspector_OptimizeTilemap](#)

4.31 DungeonArchitect.Editors.Flow.Impl Namespace Reference

Classes

- class [GridFlowEditorWindow](#)
- class [GridFlowEditorConfig](#)
- class [GridFlowExecGraphEditorConfigInspector](#)
- class [SnapGridFlowEditorConfig](#)
- class [SnapGridFlowEditorWindow](#)
- class [SnapGridFlowModuleDBCompiler](#)

4.32 DungeonArchitect.Editors.Flow.Layout Namespace Reference

Classes

- class [FlowPreviewLayoutGraphEditor](#)
- class [DungeonGridFlowAbstractGraphContextMenu](#)
- class [FlowPreviewLayoutItemRenderer](#)
- class [FlowPreviewLayoutLinkRenderer](#)
- class [FlowPreviewLayoutNodeRenderer](#)
- class [FlowPreviewLayoutNodeRendererBase](#)

Enumerations

- enum class **DungeonGridFlowAbstractGraphEditorAction** { **CreateCommentNode** }

Functions

- delegate void **OnGridFlowAbstractItemSelectionChanged** ([FlowItem](#) item)
- delegate void **OnFlowLayoutGraphItemRendered** ([FlowItem](#) item, Rect screenBounds)

4.33 DungeonArchitect.Editors.Flow.SnapGridFlow Namespace Reference

Classes

- class [SnapGridFlowExecNodeHandler_CreateGridInspector](#)
- class [SnapGridFlowExecNodeHandler_CreateKeyLockInspector](#)
- class [SnapGridFlowExecNodeHandler_CreateMainPathInspector](#)
- class [SnapGridFlowExecNodeHandler_CreatePathInspector](#)
- class [SnapGridFlowExecNodeHandler_FinalizeGraphInspector](#)
- class [SnapGridFlowExecNodeHandler_SpawnItemsInspector](#)
- class [SnapGridFlowModuleDatabaseEditor](#)

4.34 DungeonArchitect.Editors.Flow.Tilemap Namespace Reference

Classes

- class [FlowPreviewTilemapGraphEditor](#)
- class [FlowPreviewTilemapNodeRenderer](#)

Functions

- delegate void **OnFlowPreviewTileClicked** ([FlowTilemap](#) tilemap, int tileX, int tileY)

4.35 DungeonArchitect.Editors.Graphs Namespace Reference

Classes

- class [EditorGraphBuilder](#)

4.36 DungeonArchitect.Editors.SnapFlow Namespace Reference

Classes

- class [SnapEditorUtils](#)
- class [SnapEditorWindow](#)
- class [DungeonFlowEditorHighlighter](#)
- class [EditorCommand_ExecuteSnapFlowGraph](#)
- interface [ISnapEdValidatorAction](#)
- class [SnapEdValidatorActionBase](#)
- class [EmptyNodeListSnapEdValidatorAction](#)
- class [EmptyRuleListSnapEdValidatorAction](#)
- class [InvalidExecutionGraphSnapEdValidatorAction](#)
- class [InvalidProductionRuleAction](#)
- class [MissingProductionRuleRHSAction](#)
- class [InvalidNodeTypeAction](#)
- class [InvalidProductionGraphAction](#)
- class [InvalidProductionGraphNodeAction](#)
- class [InvalidExecutionGraphNodeAction](#)
- class [SnapEdValidator](#)
- class [GrammarExecEntryNodeRenderer](#)
- class [GrammarExecRuleNodeRenderer](#)
- class [GrammarNodeRendererBase](#)
- class [GrammarTaskNodeRenderer](#)
- class [SnapEdExecutionGraphContextMenu](#)
- class [SnapEdExecutionGraphEditorMenuData](#)
- class [SnapEdExecutionGraphSchema](#)
- class [SnapEdExecutionGraphEditor](#)
- class [SnapEdGrammarGraphContextMenu](#)
- class [SnapEdGrammarGraphEditorContextMenuData](#)
- class [SnapEdGrammarGraphSchema](#)
- class [SnapEdGrammarGraphEditor](#)
- class [SnapEdResultGraphContextMenu](#)
- class [SnapEdResultGraphEditor](#)
- class [SnapEdResultGraphEditorConfig](#)
- class [DungeonFlowErrorEntry](#)
- class [DungeonFlowErrorList](#)
- class [ErrorListViewSource](#)
- class [ErrorListViewItem](#)
- class [ErrorListPanel](#)
- class [NodeListViewConstants](#)
- class [NodeListViewItem](#)
- class [NodeListViewSource](#)
- class [NodeListPanel](#)
- class [RuleListViewConstants](#)
- class [RuleListViewItem](#)
- class [RuleListViewSource](#)
- class [RuleListPanel](#)
- class [ProductionRuleRHSTitleWidget](#)
- class [ProductionRuleLHSTitleWidget](#)
- class [ProductionRuleWidgetRHSSState](#)
- class [ProductionRuleWidget](#)
- class [GrammarExecRuleNodeEditor](#)
- class [GrammarGraphInspector](#)

- class [GrammarNodeTypeEditor](#)
- class [GrammarProductionRuleEditor](#)
- class [GrammarTaskNodeEditor](#)
- class [SnapFlowResultGraphEditorConfigInspector](#)
- class [WeightedGrammarGraphEditor](#)

Enumerations

- enum class **DungeonFlowEditorHighlightID** { RulePanel , NodePanel , ProductionAddRHSButton }
- enum class **SnapEdExecutionGraphEditorAction** { CreateRuleNode , CreateCommentNode }
- enum class **SnapEdGrammarGraphEditorAction** { CreateTaskNode , CreateWildcard , CreateCommentNode }
- enum class **SnapEdResultGraphEditorAction** { CreateTaskNode , CreateCommentNode }
- enum class **DungeonFlowErrorType** { Error , Warning , Info , Success }

4.37 DungeonArchitect.Editors.SpatialConstraints Namespace Reference

Classes

- class [SCDomainNodeRenderer](#)
Renders a marker node
- class [SCReferenceNodeEditor](#)
- class [SCRuleNodeEditor](#)
- class [ConstraintRuleEditor](#)
- class [SpatialConstraintsEditorContextMenu](#)
- class [SpatialConstraintsEditorWindow](#)
- class [SpatialConstraintsGraphEditor](#)

Enumerations

- enum class **SpatialConstraintEditorMenuAction** { CreateRuleNode , CreateCommentNode , MakeOwnerNode }
- enum class **SpatialConstraintsEditorAssignmentState** { Assigned , NotAssigned , ConstraintsDisabled }

4.38 DungeonArchitect.Editors.ThemeEditorTools Namespace Reference

Classes

- class [CommonThemeEditorTools](#)
- class [BuilderThemeEditorTools](#)
- class [ThemeEditorToolPrefabReplacement](#)
- interface [IBulkPrefabReplaceRuleProcessor](#)
- class [BulkReplacementEntry](#)
- class [DirectoryBulkPrefabReplaceRuleProcessor](#)
- class [BulkPrefabReplaceRuleFactory](#)
- class [BulkPrefabReplacementWindow](#)

Enumerations

- enum class **BulkPrefabReplacementRuleType** { **Directory** }

4.39 DungeonArchitect.Editors.Utils Namespace Reference

Classes

- class **ThemeEditorUtils**

4.40 DungeonArchitect.Editors.Visualization Namespace Reference

Classes

- interface [IThemeMarkerVisualizationBuilder](#)
- class [ThemeMarkerVisualizationBuilderBase](#)
- class **ThemeMarkerVisualizationBuilderFactory**
- class **ThemeMarkerVisualizationBuilderUtils**
- class [ThemeEditorSceneVisualizer](#)

4.41 DungeonArchitect.Editors.Visualization.Implementation Namespace Reference

Classes

- class [BSPThemeMarkerVisualizationBuilder](#)
- class [FloorPlanThemeMarkerVisualizationBuilder](#)
- class [GridFlowThemeMarkerVisualizationBuilder](#)
- class [GridThemeMarkerVisualizationBuilder](#)
- class [IsaacThemeMarkerVisualizationBuilder](#)
- class [MarioThemeMarkerVisualizationBuilder](#)
- class [MazeThemeMarkerVisualizationBuilder](#)
- class [SimpleCityThemeMarkerVisualizationBuilder](#)

4.42 DungeonArchitect.Extensions Namespace Reference

Classes

- class **DungeonExtensions**

4.43 DungeonArchitect.Flow Namespace Reference

Classes

- class [FlowAssetBase](#)

4.44 DungeonArchitect.Flow.Domains Namespace Reference

Classes

- interface [IFlowDomainData](#)
- class [FlowDomainDataRegistry](#)
- interface [IFlowDomainExtension](#)
- class [FlowDomainExtensions](#)
- interface [IFlowDomain](#)

4.45 DungeonArchitect.Flow.Domains.Layout Namespace Reference

Classes

- class [FlowLayoutGraph](#)
- class [FFAGConstraintsLink](#)
- interface [IFlowLayoutGraphConstraints](#)
- class [NullFlowLayoutGraphConstraints](#)
- class [FlowLayoutGraphLinkState](#)
- class [FlowLayoutGraphLink](#)
- class [FlowLayoutGraphNode](#)
- class [FlowLayoutGraphNodeGroup](#)
- class [FlowLayoutGraphTraversal](#)
- class [FlowLayoutGraphQuery](#)
- class [FlowLayoutGraphUtils](#)

Enumerations

- enum class [FlowLayoutGraphLinkType](#) { [Unconnected](#) , [Connected](#) , [OneWay](#) }

4.46 DungeonArchitect.Flow.Domains.Layout.Pathing Namespace Reference

Classes

- interface [IFlowLayoutNodeCreationConstraint](#)
- class [NullFlowLayoutNodeCreationConstraint](#)
- class [FlowLayoutStaticGrowthState](#)
- class [FlowLayoutGrowthStatePathItem](#)
- class [FlowLayoutGrowthState](#)
- class [FlowLayoutGraphPathUtils](#)
- class [FlowLayoutPathNodeGroup](#)
- class [FlowLayoutNodeGroupGenerator](#)
- class [NullFlowLayoutNodeGroupGenerator](#)
- class [FlowLayoutPathStackFrame](#)
- class [FFlowLayoutPathingSystemResult](#)
- class [FlowPathGrowthSystem](#)
- class [FFlowAgPathingSystem](#)
- class [FlowLayoutPathStackGrowthTask](#)

4.47 DungeonArchitect.Flow.Domains.Layout.Tasks Namespace Reference

Classes

- class [LayoutBaseFlowTaskCreateKeyLock](#)
- class [LayoutBaseFlowTaskCreateMainPath](#)
- class [LayoutBaseFlowTaskCreatePath](#)
- class [LayoutBaseFlowTaskFinalizeGraph](#)
- class [LayoutBaseFlowTaskPathBuilderBase](#)
- class [LayoutBaseFlowTaskSpawnItems](#)

Enumerations

- enum class [LayoutFlowNodeHandler_SpawnItemMethod](#) { RandomRange , LinearDifficulty , Curve↔ Difficulty }

4.48 DungeonArchitect.Flow.Domains.Layout.Tooling Namespace Reference

4.49 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D Namespace Reference

Classes

- class [FlowLayoutToolGraph2D](#)
- class [FlowLayoutToolGraph2DBuilder](#)
- class [FlowLayoutToolGraph2DUtils](#)
- class [FlowLayoutToolGraph2DLink](#)
- class [FlowLayoutToolGraph2DNode](#)
- class [FlowLayoutToolGraph2DNodePin](#)

4.50 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D Namespace Reference

Classes

- class [FlowLayout3DRenderSettings](#)
- class [FlowLayout3DConstants](#)
- class [FlowLayoutToolGraph3D](#)
- class [SxLayout3DWorldBuilder](#)
- class [SxLayoutLinkActor](#)
- class [SxLayoutNodeActor](#)
- class [SxLayoutItemActor](#)
- class [SxLayoutMergedNodePlaneActor](#)
- class [SxLayoutMergedNodeActor](#)

- class [SxLayoutNodeActorBase](#)
- class [Layout3DGraphRenderingResource](#)
- class [SxFlowNodeMaterial](#)
- class [SxFlowSubNodeMaterial](#)
- class [SxFlowMergedNodeMaterial](#)
- class [SxFlowMergedNodeMaterialZWrite](#)
- class [SxFlowItemMaterial](#)
- class [SxFlowItemMaterialZWrite](#)
- class [SxFlowLinkMaterial](#)
- class [SxFlowLinkHeadMaterial](#)
- class [SxFlowLinkOneWayHeadMaterial](#)
- class [SxGridMaterial](#)
- class [FlowLayoutCamAlignerBase](#)
- class [FlowLayoutLinkCamAligner](#)
- class [FlowLayoutNodeCamAligner](#)
- class [FlowLayoutGraphUnityVisualizerObject](#)
- class [FlowLayoutGraphUnityVisualizer](#)

4.51 DungeonArchitect.Flow.Domains.Tilemap Namespace Reference

Classes

- class [FlowTilemapCustomCellInfo](#)
- class [FlowTilemapCellOverlay](#)
- class [FlowTilemapCellOverlayMergeConfig](#)
- class [FlowTilemapEdge](#)
- class [FlowTilemapCell](#)
- class [FlowTilemapCellDoorInfo](#)
- class [FlowTilemapCellWallInfo](#)
- class [FlowTilemap](#)
- class [FlowTilemapEdgeDatabase](#)
- class [FlowTilemapCellDatabase](#)

This class gives a 2D grid view for an underlying 1D array Unity serialization requires a 1-dimensional array, hence the need for this class

- class [FlowTilemapCellDatabaseEnumerator](#)
- class [FlowTilemapEdgeDatabaseEnumerator](#)
- class [FlowTilemapDistanceFieldCell](#)
- class [FlowTilemapDistanceField](#)
- class [FlowTilemapRenderResources](#)
- class [FlowTilemapRenderer](#)

Renders the tilemap on to a render texture

Enumerations

- enum class **FlowTilemapCellType** { **Empty** , **Floor** , **Wall** , **Door** , **Custom** }
- enum class **FlowTilemapEdgeType** { **Empty** , **Wall** , **Fence** , **Door** }
- enum class **FlowTilemapCellCategory** { **Layout** , **Biome** , **Elevation** }
- enum class **FlowTilemapCellOverlayMergeWallOverlayRule** { **KeepWallAndOverlay** , **KeepWall**↵
RemoveOverlay , **KeepOverlayRemoveWall** }

4.52 DungeonArchitect.Flow.Domains.Tilemap.Tasks Namespace Reference

Classes

- class [TilemapBaseFlowTaskCreateElevations](#)
- class [TilemapFlowNodeOverlayNoiseSettings](#)
- interface [ITilemapFlowOverlayGenerator](#)
- class [NoiseTilemapFlowOverlayGenerator](#)
- class [TilemapBaseFlowTaskCreateOverlay](#)
- class [TilemapBaseFlowTaskFinalize](#)
- class [TilemapBaseFlowTaskInitialize](#)
- class [TilemapBaseFlowTaskMerge](#)
- class [TilemapBaseFlowTaskOptimize](#)

Enumerations

- enum class [TilemapFlowNodeHandler_CreateTilemapOverlayGenMethod](#) { [Noise](#) , [Script](#) }
- enum class [TilemapFlowNodeWallGenerationMethod](#) { [WallAsTiles](#) , [WallAsEdges](#) }

4.53 DungeonArchitect.Flow.Domains.Tilemap.Tooling Namespace Reference

Classes

- class [FlowTilemapToolGraph](#)
- class [FlowTilemapToolBuildContext](#)
- class [FlowTilemapToolGraphBuilder](#)
- class [FlowTilemapToolGraphNode](#)

4.54 DungeonArchitect.Flow.Exec Namespace Reference

Classes

- class [FlowExecGraph](#)
- class [FlowExecGraphUtils](#)
- class [FlowExecGraphNodeBase](#)
- class [FlowExecGraphNodePin](#)
- class [FlowExecResultGraphNode](#)
- class [GridFlowGraphNodeExecutionStatus](#)
- class [FlowExecRuleGraphNode](#)
- class [FlowTaskExecContext](#)
- class [FlowTaskExecInput](#)
- class [FlowTaskExecOutput](#)
- class [FlowExecTask](#)
- class [FlowExecNodeInfoAttribute](#)
- class [FlowExecNodeOutputRegistry](#)
- class [FlowExecTaskState](#)
- class [FlowExecTaskResult](#)
- class [FlowExecTaskUtils](#)
- class [FlowExecutionContext](#)
- class [FlowExecutor](#)

Enumerations

- enum class **GridFlowGraphNodeExecutionStage** { **NotExecuted** , **WaitingToExecute** , **Executed** }
- enum class **FlowTaskExecutionResult** { **Success** , **FailRetry** , **FailHalt** }
- enum class **FlowTaskExecutionFailureReason** { **Unknown** , **Timeout** }

4.55 DungeonArchitect.Flow.Impl Namespace Reference

4.56 DungeonArchitect.Flow.Impl.GridFlow Namespace Reference

Classes

- class [GridFlowAsset](#)
- class [GridFlowTilemapDomain](#)
- class [GridFlowLayoutGraphDomain](#)
- class [GridFlowTilemapDomainData](#)
- class [GridFlowTilemapState](#)
- class [TilemapItemPlacementStrategyNearEdge](#)
- class [TilemapItemPlacementStrategyRandom](#)
- class [TilemapItemPlacementStrategyScript](#)
- class [TilemapItemPlacementStrategyContext](#)
- interface [ITilemapItemPlacementStrategy](#)
- class [TilemapItemPlacementSettings](#)
- class [TilemapItemPlacementStrategyFactory](#)
- class [TilemapItemPlacementStrategyUtils](#)

Enumerations

- enum class **GridFlowLayoutNodeRoomType** { **Unknown** , **Room** , **Corridor** , **Cave** }
- enum class **TilemapItemPlacementMethod** { **RandomTile** , **NearEdges** , **Script** }

4.57 DungeonArchitect.Flow.Impl.GridFlow.Tasks Namespace Reference

Classes

- class [GridFlowLayoutTaskCreateGrid](#)
- class [GridFlowLayoutTaskCreateKeyLock](#)
- class [GridFlowLayoutTaskCreateMainPath](#)
- class [GridFlowLayoutTaskCreatePath](#)
- class [GridFlowLayoutTaskFinalizeGraph](#)
- class [GridFlowLayoutTaskSpawnItems](#)
- class [GridFlowTilemapTaskCreateElevations](#)
- class [GridFlowTilemapTaskCreateOverlay](#)
- class [GridFlowTilemapTaskFinalize](#)
- class [GridFlowTilemapTaskInitialize](#)
- struct [NodeTilemapBounds](#)
- class [CaveCellBuildTile](#)
- class [TilemapFlowNodeInfo](#)
- class [GridFlowTilemapTaskMerge](#)
- class [GridFlowTilemapTaskOptimize](#)

4.58 DungeonArchitect.Flow.Impl.SnapGridFlow Namespace Reference

Classes

- class [SnapGridFlowEditorUtils](#)
- class [SnapGridFlowAsset](#)
- class [SnapGridFlowModuleBounds](#)
- class [SgfModuleDatabaseConnectionInfo](#)
- class [SgfModuleDatabasePlaceableMarkerInfo](#)
- class [SgfModuleDatabaseItem](#)
- class [SnapGridFlowModuleDatabase](#)
- class [SgfModuleDoor](#)
- class [SgfModuleNode](#)
- struct [SgfModuleAssemblySideCell](#)
- class [SgfModuleAssemblySide](#)
- class [SgfModuleAssembly](#)
- class [FsgfModuleAssemblyBuilder](#)
- class [SnapGridFlowLayoutGraph3DDomain](#)
- class [SnapFlowLayoutNodeGroupGenerator](#)
- class [SnapFlowLayoutGraphConstraints](#)
- class [SnapFlowLayoutNodeCreationConstraint](#)
- class [FlowLayoutNodeSnapDomainData](#)
- class [SnapGridFlowDomainExtension](#)
- class [SgfModuleItemFitnessCalculator](#)
- struct [SgfLayoutModuleResolverSettings](#)
- class [SgfLayoutModuleResolver](#)

4.59 DungeonArchitect.Flow.Impl.SnapGridFlow.Components Namespace Reference

Classes

- class [SnapGridFlowModule](#)

4.60 DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints Namespace Reference

Classes

- class [SGFLayoutNodeConstraintProcessorScript](#)
- class [SGFLayoutNodeConstraintProcessorStartEnd](#)

4.61 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks Namespace Reference

Classes

- interface [ISGFLayoutTaskPathBuilder](#)
- class [SGFLayoutTaskCreateGrid](#)
- class [SGFLayoutTaskCreateKeyLock](#)
- class [SGFLayoutTaskCreateMainPath](#)
- class [SGFLayoutTaskCreatePath](#)
- class [SGFLayoutTaskFinalizeGraph](#)
- class [SGFLayoutTaskSpawnItems](#)

4.62 DungeonArchitect.Flow.Items Namespace Reference

Classes

- class [FlowDoorKeyComponent](#)
- class [FlowDoorLockComponent](#)
- class [FlowItem](#)
- struct [FlowGraphItemCustomInfo](#)
- class [FlowItemUtils](#)
- class [FlowItemMetadataComponent](#)
- class [FlowItemMetadata](#)
- class [FlowItemMetadataHandler](#)
- class [FlowItemMetadataResolver](#)

Enumerations

- enum class **FlowGraphItemType** {
Key = 0 , **Lock** = 1 , **Enemy** = 2 , **Bonus** = 3 ,
Entrance = 4 , **Exit** = 5 , **Custom** = 6 , **Teleporter** = 7 }

4.63 DungeonArchitect.Frameworks Namespace Reference

4.64 DungeonArchitect.Frameworks.Snap Namespace Reference

Classes

- struct [SnapConnectionLockedDoorInfo](#)
- class [SnapConnection](#)
- class [SnapUtils](#)

Enumerations

- enum class **SnapConnectionState** {
Wall , **Door** , **DoorOneWay** , **DoorLocked** ,
None }

4.65 DungeonArchitect.Grammar Namespace Reference

Classes

- class [GrammarNodeType](#)
- class [GrammarProductionRule](#)
- class [GrammarExecGraph](#)
- class [GrammarExecEntryNode](#)
- class [GrammarExecNodeBase](#)
- class [GrammarExecRuleNode](#)
- class [GrammarGraph](#)
- interface [IGrammarGraphBuilder](#)
- class [GrammarGraphBuilder](#)
- interface [IGrammarGraphBuildScript](#)
- class [GrammarNodeBase](#)
- class [GrammarNodePin](#)
- class [GrammarRuleNode](#)
- class [GrammarTaskNode](#)
- class [GrammarRuntimeGraphNodeData](#)
- class [GrammarRuntimeGraph](#)
- class [GrammarRuntimeGraphUtils](#)
- class [GrammarRuntimeGraphHandlers](#)
- class [ExecutionRuntimeGraphNodeData](#)
- class [ExecutionRuntimeGraph](#)
- class [ExecutionRuntimeGraphHandlers](#)
- class [WeightedGrammarRuntimeGraph](#)
- class [RuntimeGrammarProduction](#)
- class [RuntimeGrammar](#)
- class [GraphGrammarProcessorSettings](#)
- class [GraphGrammarProcessor](#)
- class [GraphPatternMatch](#)
- class [GraphPatternMatcher](#)
- class [SnapFlowAsset](#)
- class [WeightedGrammarGraph](#)

Enumerations

- enum class **GrammarExecRuleRunMode** { **RunOnce** , **RunWithProbability** , **Iterate** , **IterateRange** }

4.66 DungeonArchitect.Graphs Namespace Reference

Classes

- class [GameObjectArrayNode](#)
- class [GameObjectNode](#)
- class [MarkerEmitterNode](#)
- class [MarkerNode](#)
- class [PlaceableNode](#)
- class [SpriteNode](#)
- class [ThemeGraphSchema](#)
- class [VisualNode](#)

- class [CommentNode](#)
- class [IndexCounter](#)
 - An ID provider for graph objects*
- class [Graph](#)
 - Theme [Graph](#) data structure holds all the theme nodes and their connections*
- class [GraphBuilder](#)
- class [NonEditorGraphBuilder](#)
- class [GraphCamera](#)
 - A camera that manages the graph editor's viewport*
- class [GraphLink](#)
 - A graph link is a directional connection between two graph nodes*
- class [GraphNode](#)
 - Represents a graph node in the theme graph. This is the base class for all graph nodes*
- class [GraphPin](#)
 - A pin is used to connect a link to a node*
- class [GraphSchema](#)
 - The graph schema defines the rules of the theme graph*
- class [GraphUtils](#)
 - Theme graph utility functions*

Enumerations

- enum class **DungeonSpriteCollisionType** { **None** , **Box** , **Circle** , **Polygon** }
- enum class [GraphPinType](#) { **Input** , **Output** , **Unknown** }
 - The graph pin type*
- enum class [GraphPinMouseState](#) { **Hover** , **Clicked** , **None** }
 - The state of the mouse input on a pin*

4.66.1 Enumeration Type Documentation

4.66.1.1 GraphPinMouseState

```
enum DungeonArchitect.Graphs.GraphPinMouseState [strong]
```

The state of the mouse input on a pin

Definition at line 21 of file GraphPin.cs.

4.66.1.2 GraphPinType

```
enum DungeonArchitect.Graphs.GraphPinType [strong]
```

The graph pin type

Definition at line 11 of file GraphPin.cs.

4.67 DungeonArchitect.Graphs.Layouts Namespace Reference

Classes

- interface [IGraphLayout](#)
- interface [IGraphLayoutNodeActions](#)
- class [GraphLayoutNode](#)
- class [GraphLayoutBase](#)
- class [DefaultGraphLayoutNodeActions](#)

Enumerations

- enum class **GraphLayoutType** { **Layered** , **Spring** }

4.68 DungeonArchitect.Graphs.Layouts.Layered Namespace Reference

Classes

- class [LayoutTreeNode](#)
- class [LayoutTree](#)
- class [GraphLayoutLayeredConfig](#)
- class [GraphLayoutLayered](#)

4.69 DungeonArchitect.Graphs.Layouts.Spring Namespace Reference

Classes

- class [GraphLayoutSpringConfig](#)
- class [SpatialGrid](#)
- class [GraphLayoutSpring](#)

4.70 DungeonArchitect.Graphs.SpatialConstraints Namespace Reference

Classes

- class [SCBaseDomainNode](#)
- class [SCReferenceNode](#)
- class [SCRRuleNode](#)

Enumerations

- enum class **SCRRuleNodeDomain** { **Tile** , **Edge** , **Corner** , **Invalid** }
- enum class **SCRRuleNodeEvaluationMode** { **AllRulesMustPass** , **AtleastOneRuleShouldPass** }

4.71 DungeonArchitect.Landscape Namespace Reference

Classes

- class [LandscapeDataRasterizer](#)
Manages the landscape data and performs various rasterization algorithms (draw cells, lines etc)
- class [LandscapeTexture](#)
Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain
- class [DLCacheBounds](#)
- class [DungeonLandscapeRestorationCache](#)
Before building a dungeon, we find the bounds of the dungeon and save the heightmap data within that bounds before we modify the landscape This way, the next rebuild of dungeon with another layout would first restore this data (thereby removing the older layout that was baked in the landscape) and apply the new layout on the landscape
- class [LandscapeTransformerBase](#)

Enumerations

- enum class **RasterizerTextureSpace** { **HeightMap** , **AlphaMap** , **DetailMap** }
- enum class [LandscapeTextureType](#) { **Room** , **Corridor** , **Cliff** }
*The type of the texture defined in the landscape paint settings.
This determines how the specified texture would be painted in the modified terrain*

4.71.1 Enumeration Type Documentation

4.71.1.1 LandscapeTextureType

```
enum DungeonArchitect.Landscape.LandscapeTextureType [strong]
```

The type of the texture defined in the landscape paint settings.
This determines how the specified texture would be painted in the modified terrain

Definition at line 10 of file TerrainTexture.cs.

4.72 DungeonArchitect.LevelStreaming Namespace Reference

Classes

- class [DungeonItemGroup](#)
- class [DungeonItemGroupInfo](#)
Meta-data added to group game objects. A group contains all the meshes that belong to a room / corridor

4.73 DungeonArchitect.MiniMaps Namespace Reference

Classes

- class [DungeonMiniMap](#)

4.74 DungeonArchitect.Navigation Namespace Reference

Classes

- class [LayoutFloorTriangleProvider](#)
- class [CityLayoutTriangleProvider](#)
- class [DungeonNavAgent](#)
- class [DungeonNavAgent2D](#)
- class [DungeonNavAgent3D](#)
- class [NavigationEvent](#)
- class [DungeonNavMesh](#)
- class [NavigationBuildInvoker](#)

Drop this script into your dungeon object and assign the nav mesh prefab to automatically rebuild the nav mesh whenever the dungeon is rebuild (works both with runtime and design time)

- class [NavigationTriangleProvider](#)
- class [Collision2DTriangleProvider](#)
- class [CollisionTriangleProvider](#)
- class [StaticMeshTriangleProvider](#)
- class [TerrainTriangleProvider](#)

Functions

- delegate void **OnNavmeshBuiltDelegate** ([NavigationEvent](#) e)

4.75 DungeonArchitect.RoadNetworks Namespace Reference

Classes

- class [RoadGraphEdge](#)
- class [RoadGraphNode](#)
- class [RoadGraph](#)
- class [RoadGraphBuilderSettings](#)
- class [RoadGraphBuilder](#)
- class [RoadGraphBuildNode](#)
- class [RoadGraphBuilderUtils](#)
- class [RoadLayoutBuilder](#)

Functions

- delegate void **RoadBlockLayoutBuiltDelegate** (ref Vector3[] layout)

4.76 DungeonArchitect.RoomDesigner Namespace Reference

Classes

- struct [DungeonRoomDoorDesigner](#)
- class [DungeonRoomDesigner](#)
- struct [CarvingCommand](#)
- class [FloorIsland](#)
- class [DungeonRoomDesignerHook](#)
- class [DungeonRoomMarkerEmitter](#)
- class [DungeonRoomDesignerConstants](#)
- class [DungeonRoomVoxelCell](#)
- class [DungeonRoomVoxel](#)

Enumerations

- enum class **DungeonRoomVoxelCellData** { **None** = 0 , **Door** = 1 << 0 , **Stair** = 1 << 1 }
- enum class **DungeonRoomVoxelCellType** { **Empty** , **Occupied** }

4.77 DungeonArchitect.RoomDesigner.Editors Namespace Reference

Classes

- class [DungeonRoomDesignerEditor](#)
- class [DungeonRoomDesignerTools](#)
- class [DungeonRoomDesignerToolbar](#)
- class [DungeonRoomDesignerTool_DoorBounds](#)
- class [DungeonRoomDesignerTool_DoorMove](#)
- class [DungeonRoomDesignerTool_RoomBounds](#)
- class [DungeonRoomDesignerTool_RoomMove](#)

4.78 DungeonArchitect.RuntimeGraphs Namespace Reference

Classes

- class [RuntimeGraph](#)
- class [RuntimeGraphNode](#)
- class [RuntimeGraphBuilderHandlers](#)
- class [RuntimeGraphBuilder](#)

4.79 DungeonArchitect.SpatialConstraints Namespace Reference

Classes

- class [SpatialConstraintRuleDomain](#)
- class [RuleMetaAttribute](#)
- class [ConstraintRuleContext](#)
- class [ConstraintRule](#)
- class [SpatialConstraintGraph](#)
- class [SpatialConstraintAsset](#)
- class [SpatialConstraintProcessorUtils](#)
- class [SpatialConstraintProcessorContext](#)
- class [SpatialConstraintProcessor](#)

4.80 DungeonArchitect.SpatialConstraints.Isaac Namespace Reference

Classes

- class [SpatialConstraintProcessorIsaac](#)

4.81 DungeonArchitect.Splatmap Namespace Reference

Classes

- class [SplatData](#)
- class [SplatRasterizer](#)
- class [DungeonSplatmapVisualizer](#)
- class [DungeonSplatAsset](#)
- struct [DungeonSplatmapTextureInfo](#)
- class [DungeonSplatmap](#)

4.82 DungeonArchitect.SxEngine Namespace Reference

Classes

- class [SxMeshActor](#)
- class [SxTextActor](#)
- class [SxMeshComponent](#)
- struct [SxTextComponentSettings](#)
- class [SxTextComponent](#)
- class [SxMeshVertex](#)
- class [SxMeshSection](#)
- class [SxMesh](#)
- class [SxMeshRegistry](#)
- class [SxQuadMesh](#)
- class [SxCamera](#)
- class [SxMaterial](#)
- class [SxUnityMaterial](#)
- class [SxUnityResourceMaterial](#)
- class [SxMaterialRegistry](#)
- class [SxDefaultMaterial](#)
- struct [SxRenderContext](#)
- class [SxRenderCommand](#)
- class [SxRenderCommandList](#)
- class [SxRenderer](#)
- class [SxSceneGraph](#)
- interface [ISxSceneNode](#)
- class [SxSceneNodeBase](#)
- class [SxSceneGraphUtils](#)
- class [SxRootSceneNode](#)
- class [SxActor](#)
- class [SxActorComponent](#)
- class [SxWorld](#)

Enumerations

- enum class **SxTextHAlign** { **Left** , **Center** , **Right** }
- enum class **SxTextVAlign** { **Top** , **Center** , **Bottom** }

4.83 DungeonArchitect.SxEngine.Utls Namespace Reference

Classes

- class [SxMeshUtils](#)
- struct [SxTransform](#)

4.84 DungeonArchitect.Themeing Namespace Reference

Classes

- class [DungeonThemeData](#)
The data-structure for serializing the theme graph to disk
- class [LeftToRightNodeComparer](#)
Sorts the nodes from left to right based on the X-axis. This is used for sorting the visual nodes for execution, since they are executed from left to right
- struct [DungeonThemeExecutionContext](#)
- class [DungeonThemeEngine](#)
- class [PropChildSocketData](#)
Props can emit new sockets when they are inserted, to add more child props relative to them
- class [DungeonThemeItem](#)
The data structure to hold information about a single node in the asset file
- class [GameObjectDungeonThemeItem](#)
Game Object node data asset attributes
- class [GameObjectArrayDungeonThemeItem](#)
Game Object node data asset attributes
- class [SpriteDungeonThemeItem](#)
Sprite node data asset attributes
- class [ThemeEditorVisMarkerGeometry](#)
- class [ThemeEditorVisualizationState](#)
- class [DungeonMarkerVisualizerComponent](#)

Typedefs

- using **PropBySocketType_t** = Dictionary< string, List< [DungeonThemeItem](#) > >
- using **PropBySocketTypeByTheme_t** = Dictionary< [DungeonThemeData](#), Dictionary< string, List< [DungeonThemeItem](#) > >>

Enumerations

- enum class **DungeonThemeItemStaticMode** { **Unchanged** , **ForceStatic** , **ForceNonStatic** }

4.85 DungeonArchitect.Triangulator Namespace Reference

Classes

- class [Delauney](#)
Performs the [Delauney](#) triangulation on a set of vertices.
- struct [DelauneyTriangle](#)
- struct [IEDGE](#)
- class [DelauneyV2](#)

4.86 DungeonArchitect.Triangulator.Geometry Namespace Reference

Classes

- class [Edge](#)
Edge made from two point indexes
- class [Point](#)
2D Point with double precision
- struct [Triangle](#)
Triangle made from three point indexes

4.87 DungeonArchitect.UI Namespace Reference

Classes

- interface [UIPlatform](#)
- interface [IContextMenu](#)
- interface [UIDragDrop](#)
- class [NullPlatform](#)
- interface [UIRenderer](#)
- interface [UIStyleManager](#)
- class [UISystem](#)
- interface [UIUndoSystem](#)
- interface [IDeferredUICommand](#)
- class [DeferredUICommandBase](#)
- class [EditorCommand_InitializeGraphCameras](#)
- class [EditorCommand_FocusOnGraphNode](#)
- class [EditorCommand_SetBorderContent](#)
- class [EditorCommand_UpdateWidget](#)
- class [GUIState](#)
- class [UIResourceLookup](#)
The resource filename constants used by dungeon architect editor

Enumerations

- enum class [UIDragDropVisualMode](#) { **None** , **Copy** , **Generic** , **Move** , **Reject** }
- enum class [UICursorType](#) { **Normal** , **ResizeHorizontal** , **ResizeVertical** , **Link** }

Functions

- delegate void [ContextMenuFunction](#) ()
- delegate void [ContextMenuFunctionUserData](#) (object userData)
- delegate void [OnWidgetFocus](#) ([IWidget](#) widget)
- delegate void [OnWidgetLostFocus](#) ([IWidget](#) widget)
- delegate void [OnDragEvent](#) ()
- delegate void [UIUndoRedoDelegate](#) ([UISystem](#) uiSystem)

4.88 DungeonArchitect.UI.Impl Namespace Reference

4.89 DungeonArchitect.UI.Impl.UnityEditor Namespace Reference

Classes

- class [UnityEditorUIPlatform](#)
- class [UnityEditorContextMenu](#)
- class [UnityEditorUIDragDrop](#)
- class [UnityEditorUIRenderer](#)
- class [UnityEditorUIStyleManager](#)
- class [UnityEditorUISystem](#)
- class [UnityEditorUIUndoSystem](#)

4.90 DungeonArchitect.UI.Widgets Namespace Reference

Classes

- class [WidgetClickEvent](#)
- class [BorderWidget](#)
- class [ButtonWidget](#)
- class [ImageWidget](#)
- class [LabelWidget](#)
- class [LinkWidget](#)
- class [ListViewSource](#)
- interface [IListViewItemWidget](#)
- class [ListViewWidget](#)
- class [ListViewTextItemWidget](#)
- class [SplitterNode](#)
- class [Splitter](#)
- class [SplitterDragBarWidget](#)
- class [DebugWidget](#)
- class [BreadCrumbWidgetNode](#)
- class [BreadCrumbWidget](#)
- class [GraphPanel](#)
- class [GridPanelNode](#)
- class [GridPanelWidget](#)
- class [OverlayPanelNode](#)
- class [OverlayPanelWidget](#)
- class [PanelWidget](#)
- class [ScrollPanelWidget](#)
- class [StackPanelNode](#)
- class [StackPanelWidget](#)
- class [SxViewportWidget](#)
- interface [IWidget](#)
- class [WidgetBase](#)
- class [NullWidget](#)
- class [SpacerWidget](#)
- class [WidgetUtils](#)
- class [HighlightWidget](#)
- class [ToolbarWidget](#)

Enumerations

- enum class **ImageWidgetDrawMode** { **Streach** , **Fit** , **Fill** , **Fixed** }
- enum class **SplitterDirection** { **Horizontal** , **Vertical** }
- enum class **GridPanelArrangementType** { **VerticalScroll** }
- enum class **OverlayPanelVAlign** { **Fill** , **Top** , **Center** , **Bottom** }
- enum class **OverlayPanelHAlign** { **Fill** , **Left** , **Center** , **Right** }
- enum class **StackPanelOrientation** { **Horizontal** , **Vertical** }
- enum class **WidgetMessage** { **DrawHighlight** }

Functions

- delegate void **OnWidgetClicked** ([WidgetClickEvent](#) clickEvent)
- delegate void **OnListViewItemSelected** (object data)
- delegate void **OnSplitBarResized** ([SplitterNode](#) prev, [SplitterNode](#) next)
- delegate void **OnBreadCrumbLinkClicked** (object userdata)
- delegate void **WidgetDragEvent** (Event e, [UISystem](#) uiSystem)

4.91 DungeonArchitect.UI.Widgets.GraphEditors Namespace Reference

Classes

- class [CommentNodeEditor](#)
Custom property editors for MarkerNode
- class [CommentNodeRenderer](#)
Renders a comment node
- class [GraphContextMenuEvent](#)
The graph context menu event data
- class [GraphContextMenu](#)
The context menu shown when the user right clicks on the theme graph editor
- class [NullGraphContextMenu](#)
- class [GraphRendererContext](#)
The rendering context for drawing the theme editor
- class [GraphEditorStyle](#)
- class [GraphEditor](#)
The graph editor script for managing a graph. This contains the bulk of the logic for graph editing
- class [GraphSelectionBox](#)
Manages the selection box for selecting multiple objects in the graph editor
- class [KeyboardState](#)
Caches the keyboard state
- class [CursorDragLink](#)
Manages a link dragged out of a node with the other end following the mouse cursor
- class [NodeZIndexComparer](#)
Sorts based on the node's Z-index
- class [NodeReversedZIndexComparer](#)
Sorts based on the node's Z-index in descending order
- class [GraphEvent](#)
- class [GraphNodeEventArgs](#)
- class [GraphEventArgs](#)
- class [GraphEditorEvents](#)

- class [GraphEditorUtils](#)
- class [GraphEditorConstants](#)
Graph editor constants
- class [GraphOperations](#)
- class [GraphInputHandler](#)
- interface [IGraphLinkRenderer](#)
- class [SplineGraphLinkRenderer](#)
Spline based Graph Link renderer
- class [StraightLineGraphLinkRenderer](#)
- class [GraphNodeRenderer](#)
Renders the graph node in the graph editor
- class [GraphNodeRendererFactory](#)
- class [GraphPinRenderer](#)
Renders a graph pin hosted inside a node
- class [GraphTooltip](#)
Graph tooltip singleton
- class [GraphTooltipRenderer](#)
Renders a tooltip in the graph editor. The tooltip message is defined in [GraphTooltip.message](#)

4.92 DungeonArchitect.Utils Namespace Reference

Classes

- class [Blackboard](#)
A blackboard holds global data that can be shared across multiple scripts
- class [BlackboardDatabase](#)
- class [ColorUtils](#)
- struct [DungeonUID](#)
- class [DebugDrawUtils](#)
Helper functions to draw debug information of the dungeon layout in the scene view
- class [InstanceCache](#)
Caches instances by their name so they can be reused when needed again instead of recreating it
- class [KeyValueDataEntryBase](#)
- class [KeyValueDataEntryTyped](#)
- class [KeyValueDataEntryFloat](#)
- class [KeyValueDataEntryInt](#)
- class [KeyValueDataEntryString](#)
- class [KeyValueDataEntryVector3](#)
- class [KeyValueDataEntryVector2](#)
- class [KeyValueData](#)
- class [MathUtils](#)
Various math utility functions
- class [Matrix](#)
- class [ObjectUtils](#)
- class [PMRandom](#)
A random stream based on normal distribution. Also support uniform distrribution
- class [TexturedMaterialInstances](#)
- class [SmoothValue](#)
- class [StackSystem](#)

4.93 DungeonArchitect.Utills.Noise Namespace Reference

Classes

- interface [INoiseTable](#)
- interface [INoisePolicy](#)
- struct [NoiseTableCell](#)
- class [NoiseTable](#)
- class [GradientNoisePolicy](#)
- class [GradientNoiseTable](#)

4.94 DungeonArchitect.Visibility Namespace Reference

Classes

- class [VisibilityGraph](#)
- class [VisibilityGraphNode](#)

4.95 DungeonArchitect.Visibility.Impl Namespace Reference

Classes

- class [GameObjectVisibilityGraphNode](#)

4.96 SharpNav Namespace Reference

Classes

- struct [Area](#)
An area groups together pieces of data through the navmesh generation process.
- class [AreaGenerator](#)
A class that filters geometry and applies an [Area](#) to it.
- class [Cell](#)
A cell is a column of voxels represented in [Spans](#).
- struct [CompactCell](#)
Represents a cell in a [CompactHeightfield](#).
- class [CompactHeightfield](#)
A more memory-compact heightfield that stores open spans of voxels instead of closed ones.
- struct [CompactSpan](#)
Represents a voxel span in a [CompactHeightfield](#).
- struct [CompactSpanReference](#)
A reference to a [CompactSpan](#) in a [CompactHeightfield](#).
- class [Contour](#)
A contour is formed from a region.
- class [ContourSet](#)
A set of contours around the regions of a [CompactHeightfield](#), used as the edges of a [PolyMesh](#).

- struct [ContourVertex](#)
A [ContourVertex](#) is a vertex that stores 3 integer coordinates and a region ID, and is used to build [Contours](#).
- class **DirectionExtensions**
A set of extension methods to make using the [Direction](#) enum a lot simpler.
- class **EdgeFlagsHelper**
A static class with helper functions to modify instances of the [EdgeFlags](#) enum.
- class [Heightfield](#)
A [Heightfield](#) represents a "voxel" grid represented as a 2-dimensional grid of [Cells](#).
- class [HeightPatch](#)
Stores height data in a grid.
- class **MathHelper**
A class where all the small, miscellaneous math functions are stored.
- class [NavMesh](#)
A [TiledNavMesh](#) generated from a collection of triangles and some settings
- class [NavMeshBuilder](#)
The [NavMeshBuilder](#) class convert [PolyMesh](#) and [PolyMeshDetail](#) into a different data structure suited for pathfinding. This class will create tiled data.
- class [NavMeshGenerationSettings](#)
Contains all the settings necessary to convert a mesh to a navmesh.
- class [NavMeshQuery](#)
Do pathfinding calculations on the [TiledNavMesh](#)
- class [Node](#)
Every polygon becomes a [Node](#), which contains a position and cost.
- class [NodePool](#)
Link all nodes together. Store indices in hash map.
- struct [PolyBounds](#)
A bounding box for vertices in a [PolyMesh](#).
- class [PolyMesh](#)
The class of Poly mesh.
- class [PolyMeshDetail](#)
The [PolyMeshDetail](#) class is a combination of a [PolyMesh](#) and a [CompactHeightfield](#) merged together
- struct [PolyVertex](#)
A vertex inside a [PolyMesh](#).
- struct [RegionId](#)
A [RegionId](#) is an identifier with flags marking borders.
- class [Region](#)
A [Region](#) contains a group of adjacent spans.
- struct [Span](#)
A span is a range of integers which represents a range of voxels in a [Cell](#).
- struct [SpanReference](#)
References a [Span](#) within a [Heightfield](#).
- class [TiledNavMesh](#)
A [TiledNavMesh](#) is a continuous region, which is used for pathfinding.
- class [Tuple](#)
Represents a functional tuple that can be used to store two values of different types inside one object.

Enumerations

- enum class `ContourBuildFlags` { `None` = 0 , `TessellateWallEdges` = 0x01 , `TessellateAreaEdges` = 0x02 }
A set of flags that control the way contours are built.
- enum class `Direction` { `West` = 0 , `North` = 1 , `East` = 2 , `South` = 3 }
A set of cardinal directions.
- enum class `EdgeFlags` : byte {
`None` = 0x0 , `West` = 0x1 , `North` = 0x2 , `East` = 0x4 ,
`South` = 0x8 , `All` = `West` | `North` | `East` | `South` }
An enum similar to `Direction`, but with the ability to store multiple directions.
- enum class `NodeFlags` { `Open` = 0x01 , `Closed` = 0x02 }
Determine which list the node is in.
- enum class `RegionFlags` { `Border` = 0x20000000 , `VertexBorder` = 0x40000000 , `AreaBorder` = unchecked((int)0x80000000) }
Flags that can be applied to a region.

4.96.1 Enumeration Type Documentation

4.96.1.1 ContourBuildFlags

```
enum SharpNav.ContourBuildFlags [strong]
```

A set of flags that control the way contours are built.

Enumerator

None	Build normally.
TessellateWallEdges	Tessellate solid edges during contour simplification.
TessellateAreaEdges	Tessellate edges between areas during contour simplification.

Definition at line 12 of file ContourBuildFlags.cs.

4.96.1.2 Direction

```
enum SharpNav.Direction [strong]
```

A set of cardinal directions.

Enumerator

West	The west direction.
North	The north direction.
East	The east direction.
South	The south direction.

Definition at line 11 of file Direction.cs.

4.96.1.3 EdgeFlags

```
enum SharpNav.EdgeFlags : byte [strong]
```

An enum similar to [Direction](#), but with the ability to store multiple directions.

Enumerator

None	No edges are selected.
West	The west edge is selected.
North	The north edge is selected.
East	The east edge is selected.
South	The south edge is selected.
All	All of the edges are selected.

Definition at line 12 of file EdgeFlags.cs.

4.96.1.4 NodeFlags

```
enum SharpNav.NodeFlags [strong]
```

Determine which list the node is in.

Enumerator

Open	Open list contains nodes to examine.
Closed	Closed list stores path.

Definition at line 12 of file NodeFlags.cs.

4.96.1.5 RegionFlags

```
enum SharpNav.RegionFlags [strong]
```

Flags that can be applied to a region.

Enumerator

Border	The border flag
VertexBorder	The vertex border flag
AreaBorder	The area border flag

Definition at line 13 of file Region.cs.

4.97 SharpNav.Collections Namespace Reference

Classes

- class [BVTree](#)
A tree of bounding volumes.

4.98 SharpNav.Collections.Generic Namespace Reference

Classes

- class [BufferedQueue](#)
Typical LIFO generic queue container that stores data inside of a fixed-size internal buffer (array).
- class [BufferedStack](#)
Typical FIFO generic stack container that stores data inside of a fixed-size internal buffer (array).
- interface [IValueWithCost](#)
An interface that defines a class containing a cost associated with the instance. Used in [PriorityQueue<T>](#)
- class [PriorityQueue](#)
Use a priority queue (heap) to determine which node is more important.
- class [ProximityGrid](#)
A [ProximityGrid<T>](#) is a uniform 2d grid that can efficiently retrieve items near a specified grid cell.

4.99 SharpNav.Crowds Namespace Reference

Classes

- class [Agent](#)
A crowd agent is a unit that moves across the navigation mesh
- class [Crowd](#)
The [Crowd](#) class manages pathfinding for multiple agents simulatenously.
- struct [CrowdNeighbor](#)
A neighboring crowd agent
- struct [AgentParams](#)
Settings for a particular crowd agent
- struct [AgentAnimation](#)
- class [LocalBoundary](#)
The [LocalBoundary](#) class stores segments and polygon indices for temporary use.
- class [ObstacleAvoidanceQuery](#)
- class [PathCorridor](#)
- class [PathQueue](#)
- class **StatusExtensions**
A static class containing extension methods related to the [Status](#) enum.

Enumerations

- enum class [AgentState](#) { [Invalid](#) , [Walking](#) , [Offmesh](#) }
Describes the current state of a crowd agent
- enum class [Status](#) { [Failure](#) , [Success](#) , [InProgress](#) }
Similar to a boolean, except there is an intermediate variable between true and false.
- enum class [TargetState](#) {
[None](#) , [Failed](#) , [Valid](#) , [Requesting](#) ,
[WaitingForQueue](#) , [WaitingForPath](#) , [Velocity](#) }
This state changes depending on what the crowd agent has to do next
- enum class [UpdateFlags](#) {
[AnticipateTurns](#) = 1 , [ObstacleAvoidance](#) = 2 , [Separation](#) = 4 , [OptimizeVis](#) = 8 ,
[OptimizeTopo](#) = 16 }
The UpdateFlag affects the way the agent moves across its path.

4.99.1 Enumeration Type Documentation

4.99.1.1 AgentState

```
enum SharpNav.Crowds.AgentState [strong]
```

Describes the current state of a crowd agent

Enumerator

Invalid	Not in any state
Walking	Walking on the navigation mesh
Offmesh	Handling an offmesh connection

Definition at line 12 of file CrowdAgentState.cs.

4.99.1.2 Status

```
enum SharpNav.Crowds.Status [strong]
```

Similar to a boolean, except there is an intermediate variable between true and false.

Enumerator

Failure	Operation failed to complete
Success	Operation finished
InProgress	Operation in progress

Definition at line 9 of file Status.cs.

4.99.1.3 TargetState

```
enum SharpNav.Crowds.TargetState [strong]
```

This state changes depending on what the crowd agent has to do next

Enumerator

None	Not in any state
Failed	Failed to find a new path
Valid	Target destination reached.
Requesting	Requesting a new path
WaitingForQueue	Add this agent to the crowd manager's path queue
WaitingForPath	The agent is in the path queue
Velocity	Changing its velocity

Definition at line 9 of file TargetState.cs.

4.99.1.4 UpdateFlags

```
enum SharpNav.Crowds.UpdateFlags [strong]
```

The UpdateFlag affects the way the agent moves across its path.

Enumerator

AnticipateTurns	The agent will be making turns in its path
ObstacleAvoidance	Avoid obstacles on the path
Separation	Separate this agent from other agents
OptimizeVis	Optimize if the agent can see the next corner
OptimizeTopo	Optimize the agent's path corridor

Definition at line 12 of file UpdateFlags.cs.

4.100 SharpNav.Geometry Namespace Reference

Classes

- struct [BBox2i](#)
A 2d bounding box represented by integers.
- struct [BBox3](#)
A 3d axis-aligned bounding box.

- class **Containment**
Contains helper methods to check for containment of points or shapes.
- class **Distance**
Contains helper methods to calculate the distance between two objects.
- class **Intersection**
Contains helper methods to check for intersection between two objects.
- struct [Triangle3](#)
A 3d triangle.
- class **TriangleEnumerable**
A static class that generates an `IEnumerable<T>` of [Triangle3](#) using iterator blocks.
- struct [Vector2](#)
Represents a 2D vector using two single-precision floating-point numbers.
- struct [Vector2i](#)
A 2d vector represented by integers.
- struct [Vector3](#)
Represents a 3D vector using three single-precision floating-point numbers.
- class **Vector3Extensions**
A class that provides extension methods to fix discrepancies between [Vector3](#) implementations.

4.101 SharpNav.Pathfinding Namespace Reference

Classes

- class **BoundarySideExtensions**
Extension methods for the [BoundarySide](#) enumeration.
- class [Link](#)
A link is formed between two polygons in a [TiledNavMesh](#)
- class [MeshTile](#)
The [MeshTile](#) contains the map data for pathfinding
- struct [NavPoint](#)
A point in a navigation mesh.
- class [OffMeshConnection](#)
An offmesh connection links two polygons, which are not directly adjacent, but are accessibly through other means (jumping, climbing, etc...).
- class [PathfindingCommon](#)
Store constants, structs, methods in this single class so that other classes can access this information.
- class [Poly](#)
Uses the [PolyMesh](#) polygon data for pathfinding

Enumerations

- enum class [BoundarySide](#) : byte {
 [Internal](#) = 0xff , [PlusX](#) = 0 , [PlusXPlusZ](#) = 1 , [PlusZ](#) = 2 ,
 [MinusXPlusZ](#) = 3 , [MinusX](#) = 4 , [MinusXMinusZ](#) = 5 , [MinusZ](#) = 6 ,
 [PlusXMinusZ](#) = 7 }
- An enumeration of the different places a point can be relative to a rectangular boundary on the XZ plane.*
- enum class [OffMeshConnectionFlags](#) : byte { [None](#) = 0x0 , [Bidirectional](#) = 0x1 }
- A set of flags that define properties about an off-mesh connection.*
- enum class [PathBuildFlags](#) { [None](#) = 0x00 , [AreaCrossingVertices](#) = 0x01 , [AllCrossingVertices](#) = 0x02 }
- Flags for choosing how the path is built.*
- enum class [PolygonType](#) : byte { [Ground](#) = 0 , [OffMeshConnection](#) = 1 }
- Flags representing the type of a navmesh polygon.*

4.101.1 Enumeration Type Documentation

4.101.1.1 BoundarySide

```
enum SharpNav.Pathfinding.BoundarySide : byte [strong]
```

An enumeration of the different places a point can be relative to a rectangular boundary on the XZ plane.

Enumerator

Internal	Not outside of the defined boundary.
PlusX	Only outside of the defined boundary on the X axis, in the positive direction.
PlusXPlusZ	Outside of the defined boundary on both the X and Z axes, both in the positive direction.
PlusZ	Only outside of the defined boundary on the Z axis, in the positive direction.
MinusXPlusZ	Outside of the defined boundary on both the X and Z axes, in the negative and positive directions respectively.
MinusX	Only outside of the defined boundary on the X axis, in the negative direction.
MinusXMinusZ	Outside of the defined boundary on both the X and Z axes, both in the negative direction.
MinusZ	Only outside of the defined boundary on the Z axis, in the negative direction.
PlusXMinusZ	Outside of the defined boundary on both the X and Z axes, in the positive and negative directions respectively.

Definition at line 19 of file BoundarySide.cs.

4.101.1.2 OffMeshConnectionFlags

```
enum SharpNav.Pathfinding.OffMeshConnectionFlags : byte [strong]
```

A set of flags that define properties about an off-mesh connection.

Enumerator

None	No flags.
Bidirectional	The connection is bi-directional.

Definition at line 22 of file OffMeshConnection.cs.

4.101.1.3 PathBuildFlags

```
enum SharpNav.Pathfinding.PathBuildFlags [strong]
```

Flags for choosing how the path is built.

Enumerator

None	Build normally.
AreaCrossingVertices	Adds a vertex to the path at each polygon edge crossing, but only when the areas of the two polygons are different
AllCrossingVertices	Adds a vertex to the path at each polygon edge crossing.

Definition at line 12 of file PathBuildFlags.cs.

4.101.1.4 PolygonType

```
enum SharpNav.Pathfinding.PolygonType : byte [strong]
```

Flags representing the type of a navmesh polygon.

Enumerator

Ground	A polygon that is part of the navmesh.
OffMeshConnection	An off-mesh connection consisting of two vertices.

Definition at line 12 of file PolygonType.cs.

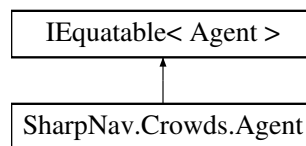
Chapter 5

Class Documentation

5.1 SharpNav.Crowds.Agent Class Reference

A crowd agent is a unit that moves across the navigation mesh

Inheritance diagram for SharpNav.Crowds.Agent:



Public Member Functions

- **Agent** (int maxPath, int agentIndex)
- void **Integrate** (float dt)
Update the position after a certain time 'dt'
- void **Reset** (int reference, **Vector3** nearest)
- void **RequestMoveTargetReplan** (int reference, **Vector3** pos)
Change the move target
- bool **RequestMoveTarget** (int reference, **Vector3** pos)
Request a new move target
- void **RequestMoveVelocity** (**Vector3** vel)
Request a new move velocity
- void **ResetMoveTarget** ()
Reset the move target of an agent
- void **UpdateAgentParameters** (**AgentParams** parameters)
Modify the agent parameters
- bool **Equals** (**Agent** other)
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Static Public Member Functions

- static bool **operator==** ([Agent](#) left, [Agent](#) right)
- static bool **operator!=** ([Agent](#) left, [Agent](#) right)

Public Attributes

- float **topologyOptTime**
- float **DesiredSpeed**
- [Vector3](#) **Disp**
- [Vector3](#) **DesiredVel**
- [Vector3](#) **NVel**
- [Vector3](#) **Vel**
- [AgentParams](#) **Parameters**
- [Vector3](#)[] **CornerVerts**
- int[] **CornerFlags**
- int[] **CornerPolys**
- int **TargetRef**
- int **TargetPathqRef**
- bool **TargetReplan**
- float **TargetReplanTime**

Static Public Attributes

- const int **AgentMaxNeighbors** = 6

Properties

- int **AgentIndex** [get]
- bool **IsActive** [get, set]
- bool **IsPartial** [get, set]
- [AgentState](#) **State** [get, set]
- [Vector3](#) **Position** [get, set]
- [LocalBoundary](#) **Boundary** [get]
- [PathCorridor](#) **Corridor** [get]
- [CrowdNeighbor](#)[] **Neighbors** [get]
- int **NeighborCount** [get, set]
- [TargetState](#) **TargetState** [get, set]
- [Vector3](#) **TargetPosition** [get, set]
- int **CornerCount** [get, set]

5.1.1 Detailed Description

A crowd agent is a unit that moves across the navigation mesh

Definition at line 21 of file Agent.cs.

5.1.2 Member Function Documentation

5.1.2.1 Integrate()

```
void SharpNav.Crowds.Agent.Integrate (
    float dt )
```

Update the position after a certain time 'dt'

Parameters

<i>dt</i>	Time that passed

Definition at line 226 of file Agent.cs.

5.1.2.2 RequestMoveTarget()

```
bool SharpNav.Crowds.Agent.RequestMoveTarget (
    int reference,
    Vector3 pos )
```

Request a new move target

Parameters

<i>reference</i>	The polygon reference
<i>pos</i>	The target's coordinates

Returns

True if request met, false if not

Definition at line 292 of file Agent.cs.

5.1.2.3 RequestMoveTargetReplan()

```
void SharpNav.Crowds.Agent.RequestMoveTargetReplan (
    int reference,
    Vector3 pos )
```

Change the move target

Parameters

<i>reference</i>	The polygon reference
<i>pos</i>	The target's coordinates

Definition at line 273 of file Agent.cs.

5.1.2.4 RequestMoveVelocity()

```
void SharpNav.Crowds.Agent.RequestMoveVelocity (
```

```
Vector3 vel )
```

Request a new move velocity

Parameters

<i>vel</i>	The agent's velocity

Definition at line 314 of file Agent.cs.

5.1.2.5 ResetMoveTarget()

```
void SharpNav.Crowds.Agent.ResetMoveTarget ( )
```

Reset the move target of an agent

Definition at line 327 of file Agent.cs.

5.1.2.6 UpdateAgentParameters()

```
void SharpNav.Crowds.Agent.UpdateAgentParameters (
    AgentParams parameters )
```

Modify the agent parameters

Parameters

<i>parameters</i>	The new parameters

Definition at line 341 of file Agent.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/Agent.cs

5.2 SharpNav.Crowds.AgentAnimation Struct Reference

Public Attributes

- Vector3 **InitPos**
- Vector3 **StartPos**
- Vector3 **EndPos**
- int **PolyRef**
- float **T**
- float **TMax**

Properties

- bool **Active** [get, set]

5.2.1 Detailed Description

Definition at line 1285 of file Crowd.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/Crowd.↔
cs

5.3 SharpNav.Crowds.AgentParams Struct Reference

Settings for a particular crowd agent

Public Attributes

- float **Radius**
- float **Height**
- float **MaxAcceleration**
- float **MaxSpeed**
- float **CollisionQueryRange**
- float **PathOptimizationRange**
- float **SeparationWeight**
- [UpdateFlags](#) **UpdateFlags**
- byte **ObstacleAvoidanceType**
- byte **QueryFilterType**

5.3.1 Detailed Description

Settings for a particular crowd agent

Definition at line 1265 of file Crowd.cs.

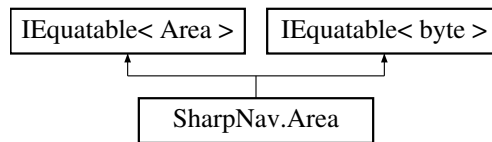
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/Crowd.↔
cs

5.4 SharpNav.Area Struct Reference

An area groups together pieces of data through the navmesh generation process.

Inheritance diagram for SharpNav.Area:



Public Member Functions

- [Area](#) (byte id)
Initializes a new instance of the [Area](#) struct.
- bool [Equals](#) ([Area](#) other)
Compares this instance with another instance of [Area](#) for equality.
- bool [Equals](#) (byte other)
Compares this instance with a byte representing another [Area](#) for equality.
- override bool [Equals](#) (object obj)
Compares this instance with another object for equality.
- override int [GetHashCode](#) ()
Generates a hashcode unique to the [Id](#) of this instance.
- override string [ToString](#) ()
Converts this instance to a human-readable string.

Static Public Member Functions

- static implicit [operator Area](#) (byte value)
Implicitly casts a byte to an [Area](#). This is included since an [Area](#) is a very thin wrapper around a byte.
- static bool [operator==](#) ([Area](#) left, [Area](#) right)
Compares two areas for equality.
- static bool [operator!=](#) ([Area](#) left, [Area](#) right)
Compares two areas for inequality.

Public Attributes

- readonly byte [Id](#)
The identifier for an area, represented as a byte.

Static Public Attributes

- static readonly [Area Null](#) = new [Area](#)(0)
The null area is one that is considered unwalkable.
- static readonly [Area Default](#) = new [Area](#)(0xff)
This is a default [Area](#) in the event that the user does not provide one.

Properties

- bool [IsWalkable](#) [get]

Gets a value indicating whether the area is considered walkable (not [Area.Null](#)).

5.4.1 Detailed Description

An area groups together pieces of data through the navmesh generation process.

Definition at line 14 of file Area.cs.

5.4.2 Constructor & Destructor Documentation

5.4.2.1 Area()

```
SharpNav.Area.Area (
    byte id )
```

Initializes a new instance of the [Area](#) struct.

Parameters

<i>id</i>	An identifier for the area.

Definition at line 40 of file Area.cs.

5.4.3 Member Function Documentation

5.4.3.1 Equals() [1/3]

```
bool SharpNav.Area.Equals (
    Area other )
```

Compares this instance with another instance of [Area](#) for equality.

Parameters

<i>other</i>	An Area .

Returns

A value indicating whether the two [Areas](#) are equal.

Definition at line 93 of file Area.cs.

5.4.3.2 Equals() [2/3]

```
bool SharpNav.Area.Equals (
    byte other )
```

Compares this instance with a byte representing another [Area](#) for equality.

Parameters

<i>other</i>	A byte.

Returns

A value indicating whether this instance and the specified byte are equal.

Definition at line 103 of file Area.cs.

5.4.3.3 Equals() [3/3]

```
override bool SharpNav.Area.Equals (
    object obj )
```

Compares this instance with another object for equality.

Parameters

<i>obj</i>	An object.

Returns

A value indicating whether this instance and the specified object are equal.

Definition at line 113 of file Area.cs.

5.4.3.4 GetHashCode()

```
override int SharpNav.Area.GetHashCode ( )
```

Generates a hashcode unique to the [Id](#) of this instance.

Returns

A hash code.

Definition at line 130 of file Area.cs.

5.4.3.5 operator Area()

```
static implicit SharpNav.Area.operator Area (  
    byte value ) [static]
```

Implicitly casts a byte to an [Area](#). This is included since an [Area](#) is a very thin wrapper around a byte.

Parameters

<i>value</i>	The identifier for an area.

Returns

An area with the specified identifier.

Definition at line 61 of file Area.cs.

5.4.3.6 operator"!=()

```
static bool SharpNav.Area.operator!= (  
    Area left,  
    Area right ) [static]
```

Compares two areas for inequality.

Parameters

<i>left</i>	An Area .
<i>right</i>	Another Area

Returns

A value indicating whether the two [Areas](#) are unequal.

Definition at line 83 of file Area.cs.

5.4.3.7 operator==()

```
static bool SharpNav.Area.operator== (
    Area left,
    Area right ) [static]
```

Compares two areas for equality.

Parameters

<i>left</i>	An Area .
<i>right</i>	Another Area

Returns

A value indicating whether the two [Areas](#) are equal.

Definition at line 72 of file Area.cs.

5.4.3.8 ToString()

```
override string SharpNav.Area.ToString ( )
```

Converts this instance to a human-readable string.

Returns

A string representing this instance.

Definition at line 139 of file Area.cs.

5.4.4 Member Data Documentation

5.4.4.1 Default

```
readonly Area SharpNav.Area.Default = new Area(0xff) [static]
```

This is a default [Area](#) in the event that the user does not provide one.

If a user only applies IDs to some parts of a [Heightfield](#), they will most likely choose low integer values. Choosing the maximum value makes it unlikely for the "default" area to collide with any user-defined areas.

Definition at line 29 of file Area.cs.

5.4.4.2 Id

```
readonly byte SharpNav.Area.Id
```

The identifier for an area, represented as a byte.

Definition at line 34 of file Area.cs.

5.4.4.3 Null

```
readonly Area SharpNav.Area.Null = new Area(0) [static]
```

The null area is one that is considered unwalkable.

Definition at line 19 of file Area.cs.

5.4.5 Property Documentation

5.4.5.1 IsWalkable

```
bool SharpNav.Area.IsWalkable [get]
```

Gets a value indicating whether the area is considered walkable (not [Area.Null](#)).

Definition at line 48 of file Area.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Area.cs

5.5 SharpNav.AreaGenerator Class Reference

A class that filters geometry and applies an [Area](#) to it.

Public Member Functions

- [Area\[\] ToArray \(\)](#)
Takes the mesh query, runs it, and outputs the result as an array of [Area](#).
- [AreaGenerator MarkAboveSlope](#) (float angle, [Area](#) area)
Marks all triangles above a specified angle with a sepcified area ID.
- [AreaGenerator MarkBelowSlope](#) (float angle, [Area](#) area)
Marks all triangles below a specified angle with a sepcified area ID.
- [AreaGenerator MarkAtSlope](#) (float angle, float range, [Area](#) area)
Marks all triangles around a specified angle with a sepcified area ID.
- [AreaGenerator MarkBelowHeight](#) (float y, [Area](#) area)
Marks all triangles below a specified height with a sepcified area ID.
- [AreaGenerator MarkAtHeight](#) (float y, float radius, [Area](#) area)
Marks all triangles around a specified height with a sepcified area ID.
- [AreaGenerator MarkAboveHeight](#) (float y, [Area](#) area)
Marks all triangles above a specified height with a sepcified area ID.
- [AreaGenerator MarkCustomFilter](#) (Func< [Triangle3](#), bool > func, [Area](#) area)
Marks all triangles that meet a specified condition with a specified area ID.

Static Public Member Functions

- static [AreaGenerator From](#) (IEnumerable< [Triangle3](#) > tris, [Area](#) area)
Create instance from the specified triangles with specified area.
- static [AreaGenerator From](#) (IEnumerable< [Triangle3](#) > tris, int triCount, [Area](#) area)
Create instance from triCount(a integer) specified triangles with specified area
- static [AreaGenerator From](#) ([Triangle3\[\]](#) tris, [Area](#) area)
Create instance from every specified triangles in array of tris with specified area.
- static [AreaGenerator From](#) ([Triangle3\[\]](#) tris, int triOffset, int triCount, [Area](#) area)
Create instance from specified triangles in array of tris from tris[triOffset] to tris[triOffset+triCount] with specified area.
- static [AreaGenerator From](#) ([Vector3\[\]](#) verts, [Area](#) area)
Create instance from the triangles created from points in verts with specified area
- static [AreaGenerator From](#) ([Vector3\[\]](#) verts, int vertOffset, int vertStride, int triCount, [Area](#) area)
*Create instance from the triangles created from points start from verts[0*vertStride+vertOffset] to verts[(triCount-1)*vertStride+vertOffset]with specified area*
- static [AreaGenerator From](#) (float[] verts, [Area](#) area)
Create instance from the triangles created from points in verts with specified area
- static [AreaGenerator From](#) (float[] verts, int floatOffset, int floatStride, int triCount, [Area](#) area)
*Create instance from the triangles created from points start from verts[0*vertStride+vertOffset] to verts[(triCount-1)*vertStride+vertOffset]with specified area.*
- static [AreaGenerator From](#) ([Vector3\[\]](#) verts, int[] inds, [Area](#) area)
Create instance from triangles created from points of verts which is created from array of index of vertices array with specified area
- static [AreaGenerator From](#) ([Vector3\[\]](#) verts, int[] inds, int vertOffset, int vertStride, int indexOffset, int triCount, [Area](#) area)
Create instance from triangles created from points of verts which is created from array of index of vertices array with specified area
- static [AreaGenerator From](#) (float[] verts, int[] inds, [Area](#) area)
Create instance from triangles created from points of verts which is created from array of index of vertices array with specified area
- static [AreaGenerator From](#) (float[] verts, int[] inds, int floatOffset, int floatStride, int indexOffset, int triCount, [Area](#) area)
Create instance from triangles created from points of verts which is created from array of index of vertices array with specified area

5.5.1 Detailed Description

A class that filters geometry and applies an [Area](#) to it.

Definition at line 22 of file ArealdGenerator.cs.

5.5.2 Member Function Documentation

5.5.2.1 From() [1/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    float[] verts,
    Area area ) [static]
```

Create instance from the triangles created from points in verts with specified area

Parameters

<i>verts</i>	An array of vertices.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 121 of file ArealdGenerator.cs.

5.5.2.2 From() [2/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    float[] verts,
    int floatOffset,
    int floatStride,
    int triCount,
    Area area ) [static]
```

Create instance from the triangles created from points start from verts[0*vertStride+vertOffset] to verts[(triCount-1)*vertStride+vertOffset]with specified area.

Parameters

<i>verts</i>	An array of vertices.
<i>floatOffset</i>	The index of the first float to be enumerated.
<i>floatStride</i>	The distance between the start of two vertices. A value of 0 means the data is tightly packed.
<i>triCount</i>	The number of triangles to enumerate.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 135 of file ArealdGenerator.cs.

5.5.2.3 From() [3/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    float[] verts,
    int[] inds,
    Area area ) [static]
```

Create instance from triangles created from points of verts which is created from array of index of vertices array with specified area

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 175 of file ArealdGenerator.cs.

5.5.2.4 From() [4/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    float[] verts,
    int[] inds,
    int floatOffset,
    int floatStride,
    int indexOffset,
    int triCount,
    Area area ) [static]
```

Create instance from triangles created from points of verts which is created from array of index of vertices array with specified area

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>floatOffset</i>	The index of the first float to be enumerated.
<i>floatStride</i>	The distance between the start of two vertices. A value of 0 means the data is tightly packed.
<i>indexOffset</i>	The index of the first index to be enumerated.
<i>triCount</i>	The number of triangles to enumerate.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 191 of file ArealdGenerator.cs.

5.5.2.5 From() [5/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (  
    IEnumerable< Triangle3 > tris,  
    Area area ) [static]
```

Create instance from the specified triangles with specified area.

Parameters

<i>tris</i>	Collection of Triangles.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 49 of file ArealdGenerator.cs.

5.5.2.6 From() [6/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (  
    IEnumerable< Triangle3 > tris,  
    int triCount,  
    Area area ) [static]
```

Create instance from triCount(a integer) specified triangles with specified area

Parameters

<i>tris</i>	Collection of Triangles.
<i>triCount</i>	The number of triangles to enumerate.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 61 of file ArealdGenerator.cs.

5.5.2.7 From() [7/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    Triangle3[] tris,
    Area area ) [static]
```

Create instance from every specified triangles in array of tris with specified area.

Parameters

<i>tris</i>	An array of triangles.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 72 of file ArealdGenerator.cs.

5.5.2.8 From() [8/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    Triangle3[] tris,
    int triOffset,
    int triCount,
    Area area ) [static]
```

Create instance from specified triangles in array of tris from tris[triOffset] to tris[triOffset+triCount] with specified area.

Parameters

<i>tris</i>	An array of triangles.
<i>triOffset</i>	Tri offset.
<i>triCount</i>	Tri count.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 85 of file ArealdGenerator.cs.

5.5.2.9 From() [9/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    Vector3[] verts,
    Area area ) [static]
```

Create instance from the triangles created from points in verts with specified area

Parameters

<i>verts</i>	An array of Vectors3.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 96 of file ArealdGenerator.cs.

5.5.2.10 From() [10/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    Vector3[] verts,
    int vertOffset,
    int vertStride,
    int triCount,
    Area area ) [static]
```

Create instance from the triangles created from points start from `verts[0*vertStride+vertOffset]` to `verts[(triCount-1)*vertStride+vertOffset]` with specified area

Parameters

<i>verts</i>	An array of Vectors3.
<i>vertOffset</i>	The index of the first Vectex to be enumerated.
<i>vertStride</i>	The distance between the start of two triangles. A value of 0 means the data is tightly packed.
<i>triCount</i>	The number of triangles to enumerate..
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 110 of file ArealdGenerator.cs.

5.5.2.11 From() [11/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    Vector3[] verts,
    int[] inds,
    Area area ) [static]
```

Create instance from triangles created from points of `verts` which is created from array of index of vertices array with specified area

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 147 of file ArealdGenerator.cs.

5.5.2.12 From() [12/12]

```
static AreaGenerator SharpNav.AreaGenerator.From (
    Vector3[] verts,
    int[] inds,
    int vertOffset,
    int vertStride,
    int indexOffset,
    int triCount,
    Area area ) [static]
```

Create instance from triangles created from points of verts which is created from array of index of vertices array with specified area

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>vertOffset</i>	The index of the first vertex to be enumerated.
<i>vertStride</i>	The distance between the start of two triangles. A value of 0 means the data is tightly packed.
<i>indexOffset</i>	The index of the first index to be enumerated.
<i>triCount</i>	The number of triangles to enumerate.
<i>area</i>	Area of Triangle.

Returns

A new ArealdGenerator.

Definition at line 163 of file ArealdGenerator.cs.

5.5.2.13 MarkAboveHeight()

```
AreaGenerator SharpNav.AreaGenerator.MarkAboveHeight (
    float y,
    Area area )
```

Marks all triangles above a specified height with a sepcified area ID.

Parameters

<i>y</i>	The height threshold of a triangle.
<i>area</i>	The area ID to set for triangles above the threshold.

Returns

The same instance.

Definition at line 322 of file ArealdGenerator.cs.

5.5.2.14 MarkAboveSlope()

```
AreaGenerator SharpNav.AreaGenerator.MarkAboveSlope (  
    float angle,  
    Area area )
```

Marks all triangles above a specified angle with a sepcified area ID.

Parameters

<i>angle</i>	The minimum angle in radians.
<i>area</i>	The area ID to set for triangles above the slope.

Returns

The same instance.

Definition at line 225 of file ArealdGenerator.cs.

5.5.2.15 MarkAtHeight()

```
AreaGenerator SharpNav.AreaGenerator.MarkAtHeight (  
    float y,  
    float radius,  
    Area area )
```

Marks all triangles around a specified height with a sepcified area ID.

Parameters

<i>y</i>	The height value.
<i>radius</i>	The maximum allowed difference between the height and a triangle's height.
<i>area</i>	The area ID to set for triangles around the height.

Returns

The same instance.

Definition at line 311 of file ArealdGenerator.cs.

5.5.2.16 MarkAtSlope()

```
AreaGenerator SharpNav.AreaGenerator.MarkAtSlope (
    float angle,
    float range,
    Area area )
```

Marks all triangles around a specified angle with a sepcified area ID.

Parameters

<i>angle</i>	The angle.
<i>range</i>	The maximum allowed difference between the angle and a triangle's angle.
<i>area</i>	The area ID to set for triangles around the slope.

Returns

The same instance.

Definition at line 268 of file ArealdGenerator.cs.

5.5.2.17 MarkBelowHeight()

```
AreaGenerator SharpNav.AreaGenerator.MarkBelowHeight (
    float y,
    Area area )
```

Marks all triangles below a specified height with a sepcified area ID.

Parameters

<i>y</i>	The height threshold of a triangle.
<i>area</i>	The area ID to set for triangles below the threshold.

Returns

The same instance.

Definition at line 289 of file ArealdGenerator.cs.

5.5.2.18 MarkBelowSlope()

```
AreaGenerator SharpNav.AreaGenerator.MarkBelowSlope (
    float angle,
    Area area )
```

Marks all triangles below a specified angle with a sepcified area ID.

Parameters

<i>angle</i>	The maximum angle.
<i>area</i>	The area ID to set for triangles below the slope.

Returns

The same instance.

Definition at line 246 of file ArealdGenerator.cs.

5.5.2.19 MarkCustomFilter()

```
AreaGenerator SharpNav.AreaGenerator.MarkCustomFilter (
    Func< Triangle3, bool > func,
    Area area )
```

Marks all triangles that meet a specified condition with a specified area ID.

Parameters

<i>func</i>	The condition to be tested on each triangle.
<i>area</i>	The area ID to set for triangles that match the condition.

Returns

The same instance.

Definition at line 343 of file ArealdGenerator.cs.

5.5.2.20 ToArray()

```
Area [ ] SharpNav.AreaGenerator.ToArray ( )
```

Takes the mesh query, runs it, and outputs the result as an array of [Area](#).

Returns

The result of the query.

Definition at line 200 of file ArealdGenerator.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/ArealGenerator.↔cs

5.6 DungeonArchitect.Editors.AssetBuilder Class Reference

Static Public Member Functions

- static void **CreatePlaceableMarkerAsset** (string path)
- static void **CreateSnapConnection** (string path)

5.6.1 Detailed Description

Definition at line 7 of file AssetBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/AssetBuilder.cs

5.7 DungeonArchitect.Editors.AssetThumbnailCache Class Reference

Manages the asset thumbnails to display in the visual nodes

Public Member Functions

- void **Reset** ()
Clears all the thumbnail from the cache
- Texture2D **GetThumb** (Object asset)
Gets the thumbnail of the specified asset. Tries to retrieve it from the cache, if it was accessed earlier
- void **Update** ()

Properties

- static **AssetThumbnailCache Instance** [get]
Singleton access

5.7.1 Detailed Description

Manages the asset thumbnails to display in the visual nodes

Definition at line 12 of file AssetThumbnailCache.cs.

5.7.2 Member Function Documentation

5.7.2.1 GetThumb()

```
Texture2D DungeonArchitect.Editor.AssetThumbnailCache.GetThumb (
    Object asset )
```

Gets the thumbnail of the specified asset. Tries to retrieve it from the cache, if it was accessed earlier

Parameters

<i>asset</i>	The asset to get the thumbnail for

Returns

The thumbnail of the asset. If thumbnail cannot be created, returns the defaultTexture instead

Definition at line 64 of file AssetThumbnailCache.cs.

5.7.2.2 Reset()

```
void DungeonArchitect.Editor.AssetThumbnailCache.Reset ( )
```

Clears all the thumbnail from the cache

Definition at line 52 of file AssetThumbnailCache.cs.

5.7.3 Property Documentation

5.7.3.1 Instance

```
AssetThumbnailCache DungeonArchitect.Editor.AssetThumbnailCache.Instance [static], [get]
```

Singleton access

Definition at line 31 of file AssetThumbnailCache.cs.

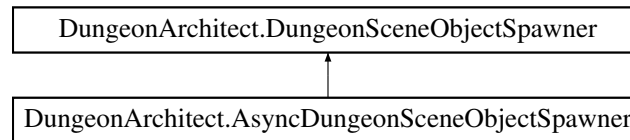
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/AssetThumbnailCache.cs

5.8 DungeonArchitect.AsyncDungeonSceneObjectSpawner Class Reference

Async spawning of dungeon items spread across multiple frames

Inheritance diagram for DungeonArchitect.AsyncDungeonSceneObjectSpawner:



Classes

- class [SpawnListSorter](#)

Public Member Functions

- **AsyncDungeonSceneObjectSpawner** (long maxMilliPerFrame, Vector3 buildOrigin)
- override void **Spawn** ([DungeonNodeSpawnData\[\]](#) spawnDataList, [DungeonSceneProvider](#) sceneProvider, [PMRandom](#) random, [IDungeonSceneObjectInstantiator](#) objectInstantiator, [DungeonItemSpawnListener\[\]](#) spawnListeners)
- override void **Tick** ()
- override void **Destroy** ()

Additional Inherited Members

5.8.1 Detailed Description

Async spawning of dungeon items spread across multiple frames

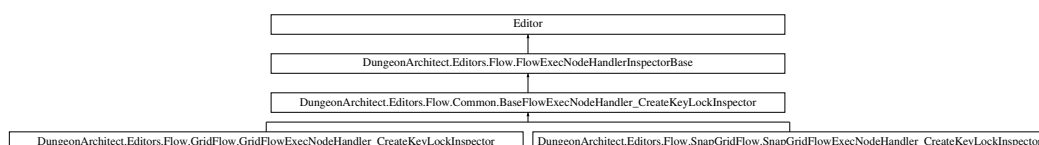
Definition at line 123 of file `DungeonSceneObjectSpawner.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/DungeonSceneObjectSpawner.cs`

5.9 DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateKeyLockInspector Class Reference↔

Inheritance diagram for DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler_CreateKeyLockInspector↔:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.9.1 Detailed Description

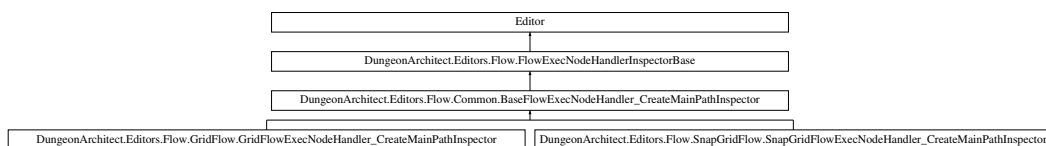
Definition at line 5 of file BaseFlowExecNodeHandler_CreateKeyLockInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↵
Layout/BaseFlowExecNodeHandler_CreateKeyLockInspector.cs

5.10 DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_CreateMainPathInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_CreateMainPathInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.10.1 Detailed Description

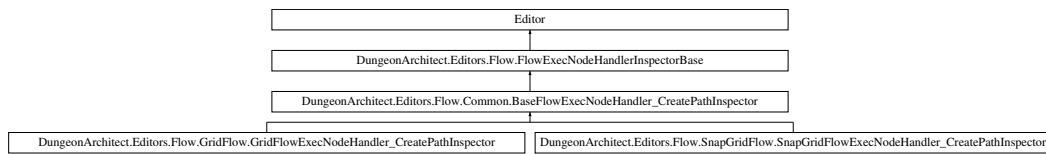
Definition at line 5 of file BaseFlowExecNodeHandler_CreateMainPathInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↵
Layout/BaseFlowExecNodeHandler_CreateMainPathInspector.cs

5.11 DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_CreatePathInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_CreatePathInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.11.1 Detailed Description

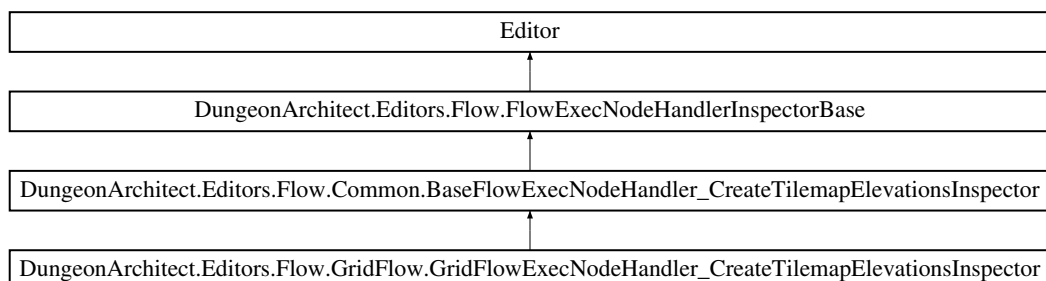
Definition at line 5 of file BaseFlowExecNodeHandler_CreatePathInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↔
Layout/BaseFlowExecNodeHandler_CreatePathInspector.cs

5.12 DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_CreateTilemapElevationsInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_CreateTilemapElevationsInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.12.1 Detailed Description

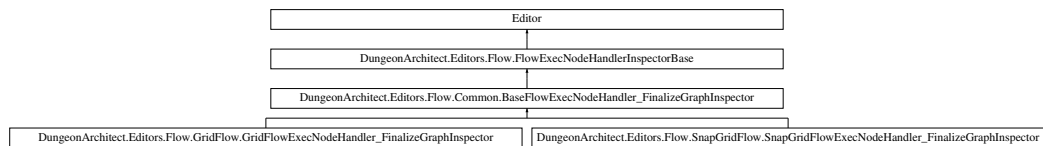
Definition at line 5 of file BaseFlowExecNodeHandler_CreateTilemapElevationsInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↵ Tilemap/BaseFlowExecNodeHandler_CreateTilemapElevationsInspector.cs

5.13 DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_FinalizeGraphInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_FinalizeGraphInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.13.1 Detailed Description

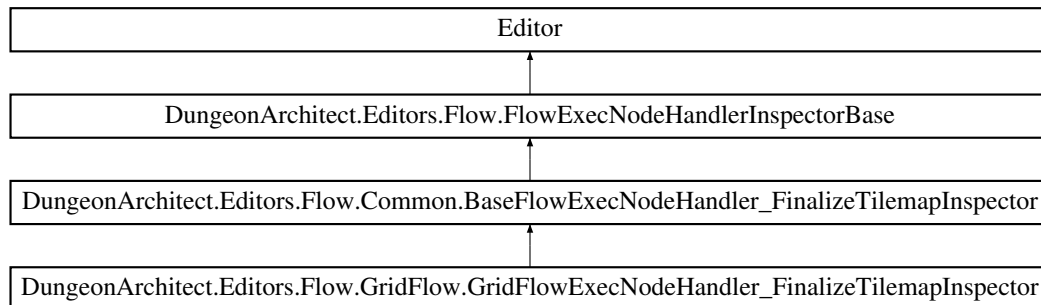
Definition at line 5 of file BaseFlowExecNodeHandler_FinalizeGraphInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↵ Layout/BaseFlowExecNodeHandler_FinalizeGraphInspector.cs

5.14 DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_FinalizeTilemapInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_FinalizeTilemapInspector:



Additional Inherited Members

5.14.1 Detailed Description

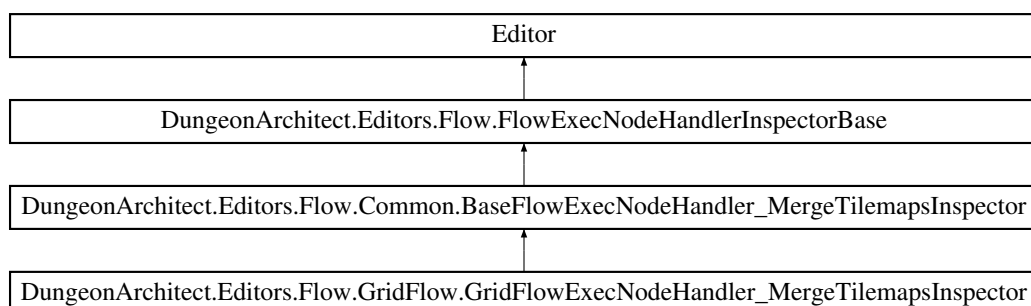
Definition at line 3 of file BaseFlowExecNodeHandler_FinalizeTilemapInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/Tilemap/BaseFlowExecNodeHandler_FinalizeTilemapInspector.cs

5.15 DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_MergeTilemapsInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandler_MergeTilemapsInspector:



Additional Inherited Members

5.15.1 Detailed Description

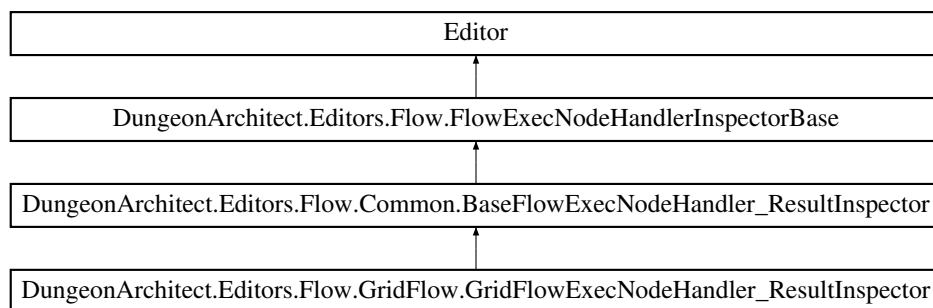
Definition at line 3 of file BaseFlowExecNodeHandler_MergeTilemapsInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/Tilemap/BaseFlowExecNodeHandler_MergeTilemapsInspector.cs

5.16 DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_ResultInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_ResultInspector:



Additional Inherited Members

5.16.1 Detailed Description

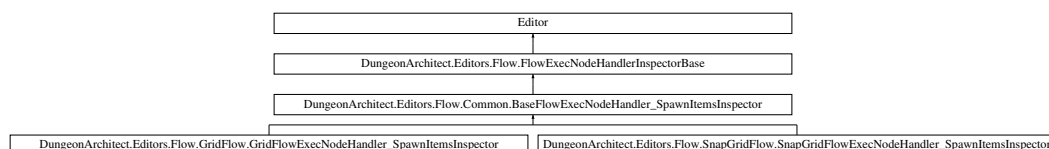
Definition at line 3 of file BaseFlowExecNodeHandler_ResultInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/BaseFlowExecNodeHandler_ResultInspector.cs

5.17 DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_SpawnItemsInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandler_SpawnItemsInspector:



Public Types

- enum class **InspectorFlowGraphItemType** { **Enemy** = 2 , **Bonus** = 3 , **Custom** = 6 }

Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.17.1 Detailed Description

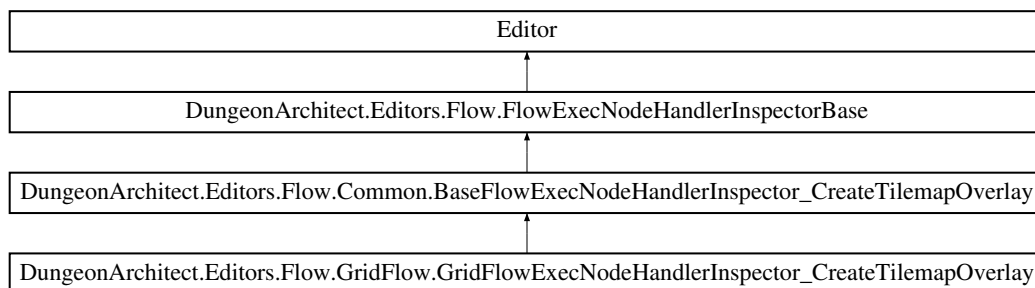
Definition at line 7 of file BaseFlowExecNodeHandler_SpawnItemsInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↵
Layout/BaseFlowExecNodeHandler_SpawnItemsInspector.cs

5.18 DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandlerInspector_CreateTilemapOverlay Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Common.BaseFlowExecNodeHandlerInspector_CreateTilemapOverlay:↵



Public Member Functions

- override void **HandleInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.18.1 Detailed Description

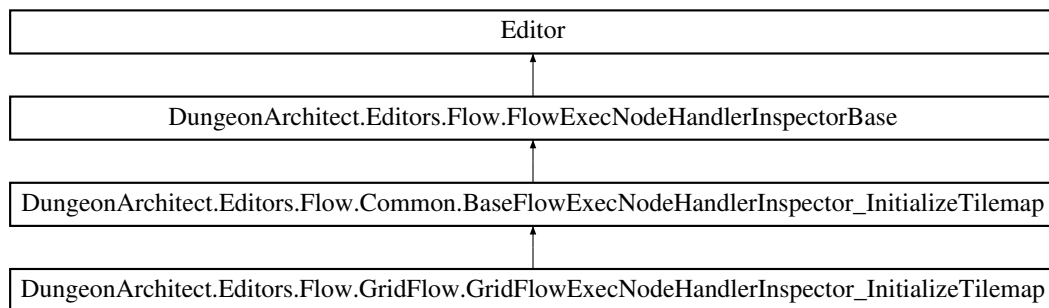
Definition at line 7 of file BaseFlowExecNodeHandlerInspector_CreateTilemapOverlay.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↔ Tilemap/BaseFlowExecNodeHandlerInspector_CreateTilemapOverlay.cs

5.19 DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNode↔ HandlerInspector_InitializeTilemap Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandlerInspector_Initialize↔ Tilemap:



Additional Inherited Members

5.19.1 Detailed Description

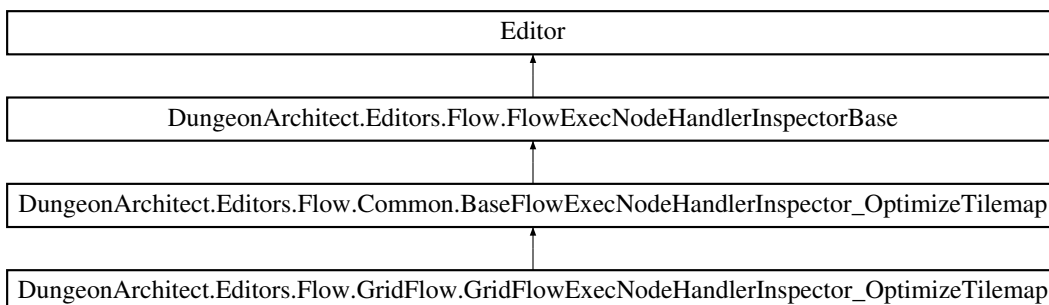
Definition at line 3 of file BaseFlowExecNodeHandlerInspector_InitializeTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↔ Tilemap/BaseFlowExecNodeHandlerInspector_InitializeTilemap.cs

5.20 DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNode↔ HandlerInspector_OptimizeTilemap Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.Common.BaseFlowExecNodeHandlerInspector_↔ OptimizeTilemap:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.20.1 Detailed Description

Definition at line 5 of file BaseFlowExecNodeHandlerInspector_OptimizeTilemap.cs.

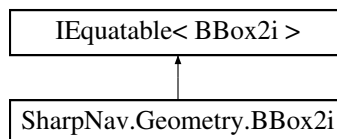
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↔ Tilemap/BaseFlowExecNodeHandlerInspector_OptimizeTilemap.cs

5.21 SharpNav.Geometry.BBox2i Struct Reference

A 2d bounding box represented by integers.

Inheritance diagram for SharpNav.Geometry.BBox2i:



Public Member Functions

- **BBox2i** (**Vector2i** min, **Vector2i** max)
*Initializes a new instance of the **BBox2i** struct.*
- **BBox2i** (int minX, int minY, int maxX, int maxY)
*Initializes a new instance of the **BBox2i** struct.*
- override string **ToString** ()
Turns the instance into a human-readable string.
- override int **GetHashCode** ()
Gets a unique hash code for this instance.
- override bool **Equals** (object obj)
Checks for equality between this instance and a specified object.
- bool **Equals** (**BBox2i** other)
*Checks for equality between this instance and a specified instance of **BBox2i**.*

Static Public Member Functions

- static bool **operator==** (**BBox2i** left, **BBox2i** right)
*Compares two instances of **BBox2i** for equality.*
- static bool **operator!=** (**BBox2i** left, **BBox2i** right)
*Compares two instances of **BBox2i** for inequality.*

Public Attributes

- [Vector2i Min](#)
The minimum of the bounding box.
- [Vector2i Max](#)
The maximum of the bounding box.

5.21.1 Detailed Description

A 2d bounding box represented by integers.

Definition at line 12 of file BBox2i.cs.

5.21.2 Constructor & Destructor Documentation

5.21.2.1 BBox2i() [1/2]

```
SharpNav.Geometry.BBox2i.BBox2i (
    Vector2i min,
    Vector2i max )
```

Initializes a new instance of the [BBox2i](#) struct.

Parameters

<i>min</i>	A minimum bound.
<i>max</i>	A maximum bound.

Definition at line 29 of file BBox2i.cs.

5.21.2.2 BBox2i() [2/2]

```
SharpNav.Geometry.BBox2i.BBox2i (
    int minX,
    int minY,
    int maxX,
    int maxY )
```

Initializes a new instance of the [BBox2i](#) struct.

Parameters

<i>minX</i>	The minimum X bound.
<i>minY</i>	The minimum Y bound.
<i>maxX</i>	The maximum X bound.
<i>maxY</i>	The maximum Y bound.

Definition at line 42 of file BBox2i.cs.

5.21.3 Member Function Documentation

5.21.3.1 Equals() [1/2]

```
bool SharpNav.Geometry.BBox2i.Equals (  
    BBox2i other )
```

Checks for equality between this instance and a specified instance of [BBox2i](#).

Parameters

<i>other</i>	An instance of BBox2i .

Returns

A value indicating whether this instance and the other instance are equal.

Definition at line 110 of file BBox2i.cs.

5.21.3.2 Equals() [2/2]

```
override bool SharpNav.Geometry.BBox2i.Equals (  
    object obj )
```

Checks for equality between this instance and a specified object.

Parameters

<i>obj</i>	An object.

Returns

A value indicating whether this instance and the object are equal.

Definition at line 96 of file BBox2i.cs.

5.21.3.3 GetHashCode()

```
override int SharpNav.Geometry.BBox2i.GetHashCode ( )
```

Gets a unique hash code for this instance.

Returns

A hash code.

Definition at line 85 of file BBox2i.cs.

5.21.3.4 operator"!=()"

```
static bool SharpNav.Geometry.BBox2i.operator!= (
    BBox2i left,
    BBox2i right ) [static]
```

Compares two instances of [BBox2i](#) for inequality.

Parameters

<i>left</i>	An instance of BBox2i .
<i>right</i>	Another instance of BBox2i .

Returns

A value indicating whether the two instances are unequal.

Definition at line 67 of file BBox2i.cs.

5.21.3.5 operator=="()

```
static bool SharpNav.Geometry.BBox2i.operator== (
    BBox2i left,
    BBox2i right ) [static]
```

Compares two instances of [BBox2i](#) for equality.

Parameters

<i>left</i>	An instance of BBox2i .
<i>right</i>	Another instance of BBox2i .

Returns

A value indicating whether the two instances are equal.

Definition at line 56 of file BBox2i.cs.

5.21.3.6 ToString()

```
override string SharpNav.Geometry.BBox2i.ToString ( )
```

Turns the instance into a human-readable string.

Returns

A string representing the instance.

Definition at line 76 of file BBox2i.cs.

5.21.4 Member Data Documentation

5.21.4.1 Max

```
Vector2i SharpNav.Geometry.BBox2i.Max
```

The maximum of the bounding box.

Definition at line 22 of file BBox2i.cs.

5.21.4.2 Min

```
Vector2i SharpNav.Geometry.BBox2i.Min
```

The minimum of the bounding box.

Definition at line 17 of file BBox2i.cs.

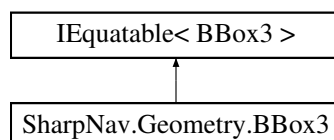
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Geometry/BBox2i.↔
cs

5.22 SharpNav.Geometry.BBox3 Struct Reference

A 3d axis-aligned bounding box.

Inheritance diagram for SharpNav.Geometry.BBox3:



Public Member Functions

- [BBox3](#) ([Vector3](#) min, [Vector3](#) max)
Initializes a new instance of the [BBox3](#) struct.
- [BBox3](#) (float minX, float minY, float minZ, float maxX, float maxY, float maxZ)
Initializes a new instance of the [BBox3](#) struct.
- bool [Equals](#) ([BBox3](#) other)
Compares this instance with another bounding box for equality.
- override bool [Equals](#) (object obj)
Compares this instance with another object for equality.
- override int [GetHashCode](#) ()
Generates a unique hashcode for this bounding box instance.
- override string [ToString](#) ()
Returns a string containing the important information for this instance of [BBox3](#).

Static Public Member Functions

- static bool [Overlapping](#) (ref [BBox3](#) a, ref [BBox3](#) b)
Checks whether two bounding boxes are intersecting.
- static bool [IsValid](#) (ref [BBox3](#) b)
Determines whether a bounding box is valid. Validity consists of having no NaN values and the Min vector to be less than the Max vector on all axes.
- static bool [operator==](#) ([BBox3](#) left, [BBox3](#) right)
Compares two bounding boxes for equality.
- static bool [operator!=](#) ([BBox3](#) left, [BBox3](#) right)
Compares two bounding boxes for inequality.

Public Attributes

- [Vector3](#) [Min](#)
The minimum bounds.
- [Vector3](#) [Max](#)
The maximum bounds.

Properties

- [Vector3](#) [Center](#) [get]
Gets the center of the box.
- [Vector3](#) [Size](#) [get]
Gets the size of the box.

5.22.1 Detailed Description

A 3d axis-aligned bounding box.

Definition at line 20 of file [BBox3.cs](#).

5.22.2 Constructor & Destructor Documentation

5.22.2.1 BBox3() [1/2]

```
SharpNav.Geometry.BBox3.BBox3 (
    Vector3 min,
    Vector3 max )
```

Initializes a new instance of the [BBox3](#) struct.

Parameters

<i>min</i>	The minimum bounds.
<i>max</i>	The maximum bounds.

Definition at line 37 of file BBox3.cs.

5.22.2.2 BBox3() [2/2]

```
SharpNav.Geometry.BBox3.BBox3 (
    float minX,
    float minY,
    float minZ,
    float maxX,
    float maxY,
    float maxZ )
```

Initializes a new instance of the [BBox3](#) struct.

Parameters

<i>minX</i>	The minimum on the X axis.
<i>minY</i>	The minimum on the Y axis.
<i>minZ</i>	The minimum on the Z axis.
<i>maxX</i>	The maximum on the X axis.
<i>maxY</i>	The maximum on the Y axis.
<i>maxZ</i>	The maximum on the Z axis.

Definition at line 52 of file BBox3.cs.

5.22.3 Member Function Documentation

5.22.3.1 Equals() [1/2]

```
bool SharpNav.Geometry.BBox3.Equals (
    BBox3 other )
```

Compares this instance with another bounding box for equality.

Parameters

<i>other</i>	Another bounding box.

Returns

A value indicating the equality of the two boxes.

Definition at line 151 of file BBox3.cs.

5.22.3.2 Equals() [2/2]

```
override bool SharpNav.Geometry.BBox3.Equals (
    object obj )
```

Compares this instance with another object for equality.

Parameters

<i>obj</i>	An object.

Returns

A value indicating equality between the two objects.

Definition at line 161 of file BBox3.cs.

5.22.3.3 GetHashCode()

```
override int SharpNav.Geometry.BBox3.GetHashCode ( )
```

Generates a unique hashcode for this bounding box instance.

Returns

A hash code.

Definition at line 173 of file BBox3.cs.

5.22.3.4 IsValid()

```
static bool SharpNav.Geometry.BBox3.IsValid (
    ref BBox3 b ) [static]
```

Determines whether a bounding box is valid. Validity consists of having no NaN values and the Min vector to be less than the Max vector on all axes.

Parameters

<i>b</i>	The bounding box to validate.

Returns

A value indicating whether the bounding box is valid.

Definition at line 104 of file BBox3.cs.

5.22.3.5 operator!=(())

```
static bool SharpNav.Geometry.BBox3.operator!= (
    BBox3 left,
    BBox3 right ) [static]
```

Compares two bounding boxes for inequality.

Parameters

<i>left</i>	The first bounding box.
<i>right</i>	The second bounding box.

Returns

A value indicating the inequality of the two boxes.

Definition at line 141 of file BBox3.cs.

5.22.3.6 operator==(())

```
static bool SharpNav.Geometry.BBox3.operator== (
    BBox3 left,
    BBox3 right ) [static]
```

Compares two bounding boxes for equality.

Parameters

<i>left</i>	The first bounding box.
<i>right</i>	The second bounding box.

Returns

A value indicating the equality of the two boxes.

Definition at line 130 of file BBox3.cs.

5.22.3.7 Overlapping()

```
static bool SharpNav.Geometry.BBox3.Overlapping (  
    ref BBox3 a,  
    ref BBox3 b ) [static]
```

Checks whether two bounding boxes are intersecting.

Parameters

<i>a</i>	The first bounding box.
<i>b</i>	The second bounding box.

Returns

A value indicating whether the two bounding boxes are overlapping.

Definition at line 91 of file BBox3.cs.

5.22.3.8 ToString()

```
override string SharpNav.Geometry.BBox3.ToString ( )
```

Returns a string containing the important information for this instance of [BBox3](#).

Returns

A human-readable string representation of this instance.

Definition at line 183 of file BBox3.cs.

5.22.4 Member Data Documentation

5.22.4.1 Max

`Vector3` `SharpNav.Geometry.BBox3.Max`

The maximum bounds.

Definition at line 30 of file `BBox3.cs`.

5.22.4.2 Min

`Vector3` `SharpNav.Geometry.BBox3.Min`

The minimum bounds.

Definition at line 25 of file `BBox3.cs`.

5.22.5 Property Documentation

5.22.5.1 Center

`Vector3` `SharpNav.Geometry.BBox3.Center` [get]

Gets the center of the box.

Definition at line 66 of file `BBox3.cs`.

5.22.5.2 Size

`Vector3` `SharpNav.Geometry.BBox3.Size` [get]

Gets the size of the box.

Definition at line 77 of file `BBox3.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Geometry/BBox3.cs`

5.23 DungeonArchitect.Utils.Blackboard Class Reference

A blackboard holds global data that can be shared across multiple scripts

Properties

- [BlackboardDatabase](#)< int > **IntEntries** [get]
- [BlackboardDatabase](#)< float > **FloatEntries** [get]
- [BlackboardDatabase](#)< string > **StringEntries** [get]
- [BlackboardDatabase](#)< Vector3 > **VectorEntries** [get]
- [BlackboardDatabase](#)< IntVector > **IntVectorEntries** [get]

5.23.1 Detailed Description

A blackboard holds global data that can be shared across multiple scripts

Definition at line 11 of file Blackboard.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Blackboard.↔
cs

5.24 DungeonArchitect.Utils.BlackboardDatabase< T > Class Template Reference

Public Member Functions

- **BlackboardDatabase** (T defaultValue)
- void **SetValue** (string key, T value)
- T **GetValue** (string key)

5.24.1 Detailed Description

Definition at line 41 of file Blackboard.cs.

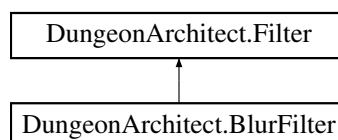
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Blackboard.↔
cs

5.25 DungeonArchitect.BlurFilter Class Reference

A fast Gaussian blurring filter applied over a 2D data array

Inheritance diagram for DungeonArchitect.BlurFilter:



Public Member Functions

- **BlurFilter** (int radius)
- float[,] **ApplyFilter** (float[,] data)

5.25.1 Detailed Description

A fast Gaussian blurring filter applied over a 2D data array

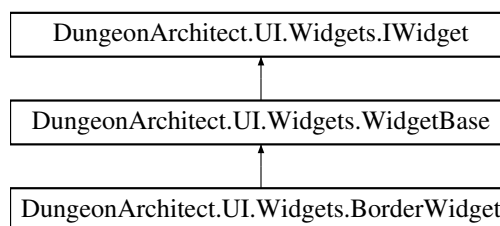
Definition at line 11 of file BlurFilter.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Terrain/↔
Filter/BlurFilter.cs

5.26 DungeonArchitect.UI.Widgets.BorderWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.BorderWidget:



Public Member Functions

- **BorderWidget** ([IWidget](#) content)
- [BorderWidget](#) **SetContent** ([IWidget](#) content)
- [BorderWidget](#) **SetPadding** (float left, float top, float right, float bottom)
- [BorderWidget](#) **SetColor** (Color color)
- [BorderWidget](#) **SetBorderColor** (Color borderColor)
- [BorderWidget](#) **SetTransparent** ()
- [BorderWidget](#) **SetTitle** (string title)
- [BorderWidget](#) **SetTitleGetter** (System.Func< string > getter)
- [BorderWidget](#) **SetTitleFontSize** (int size)
- [BorderWidget](#) **SetTitleColor** (Color color)
- [BorderWidget](#) **SetTitleOffset** (Vector2 offset)
- [BorderWidget](#) **SetTitleWidget** ([IWidget](#) widget)
- [BorderWidget](#) **SetDrawOutline** (bool drawOutline)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.26.1 Detailed Description

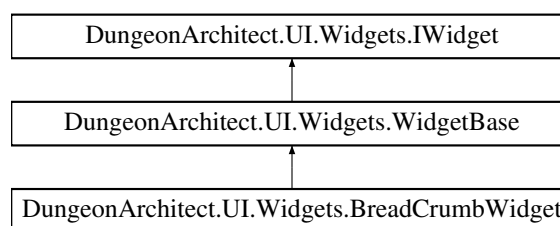
Definition at line 5 of file `BorderWidget.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/BorderWidget.cs`

5.27 DungeonArchitect.UI.Widgets.BreadCrumbWidget Class Reference

Inheritance diagram for `DungeonArchitect.UI.Widgets.BreadCrumbWidget`:



Public Member Functions

- [BreadCrumbWidget](#) **SetPadding** (int padding)
- object **GetTopItemUserData** ()
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)
- void **PushPage** (string displayName, object userdata)
- void **MoveToPage** ([BreadCrumbWidgetNode](#) node)
- void **Clear** ()
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Properties

- int **FontSize** [get, set]
- Color **TextColor** [get, set]

Events

- OnBreadCrumbLinkClicked **LinkClicked**

Additional Inherited Members

5.27.1 Detailed Description

Definition at line 19 of file BreadCrumbWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Navigation/BreadCrumbWidget.cs

5.28 DungeonArchitect.UI.Widgets.BreadCrumbWidgetNode Class Reference

Public Member Functions

- **BreadCrumbWidgetNode** (string displayText, object userdata)

Public Attributes

- string **displayText**
- object **userdata**

5.28.1 Detailed Description

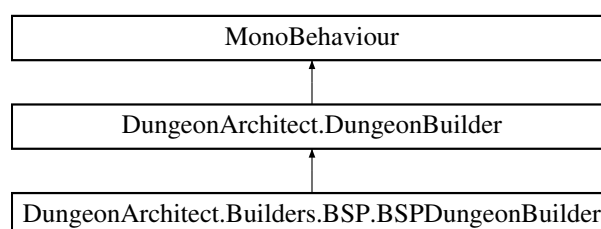
Definition at line 6 of file BreadCrumbWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Navigation/BreadCrumbWidget.cs

5.29 DungeonArchitect.Builders.BSP.BSPDungeonBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.BSP.BSPDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)
- override void **OnDestroyed** ()
- override void [EmitMarkers](#) ()
Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)
- override void **DebugDraw** ()

Additional Inherited Members

5.29.1 Detailed Description

Definition at line 131 of file BSPDungeonBuilder.cs.

5.29.2 Member Function Documentation

5.29.2.1 BuildDungeon()

```
override void DungeonArchitect.Builders.BSP.BSPDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 144 of file BSPDungeonBuilder.cs.

5.29.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.BSP.BSPDungeonBuilder.EmitMarkers ( ) [virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built. You should emit your markers based on the layout you have saved in the model generated previously. When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene. (BuildDungeon will not be called if there is no need to rebuild the layout again).

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

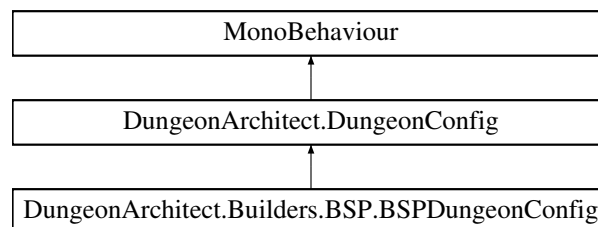
Definition at line 174 of file BSPDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeonBuilder.cs

5.30 DungeonArchitect.Builders.BSP.BSPDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.BSP.BSPDungeonConfig:



Public Member Functions

- override bool **IsMode2D** ()

Public Attributes

- Vector2 **gridSize** = new Vector2(4, 4)
- int **dungeonWidth** = 32
The width of the dungeon in tile coords
- int **dungeonLength** = 24
The length of the dungeon in tile coords
- int **minRoomSize** = 3
- int **maxRoomSize** = 8
- float **smallerRoomProbability** = 0.5f
Larger split probability will create small rooms close to the minRoomSize. Smaller values will create larger rooms closer to the max room size since they are not split further.
- float **unevenSplitProbability** = 0.0f
- int **roomPadding** = 1
- float **loopingProbability** = 0
- int **randomKillDepthStart** = 3
- float **randomKillProbability** = 0.2f
- float **minAspectRatio** = 0.7f
- **BSPRoomCategory**[] **customRooms**
- bool **Mode2D** = false

5.30.1 Detailed Description

Definition at line 16 of file BSPDungeonConfig.cs.

5.30.2 Member Data Documentation

5.30.2.1 dungeonLength

```
int DungeonArchitect.Builders.BSP.BSPDungeonConfig.dungeonLength = 24
```

The length of the dungeon in tile coords

Definition at line 27 of file BSPDungeonConfig.cs.

5.30.2.2 dungeonWidth

```
int DungeonArchitect.Builders.BSP.BSPDungeonConfig.dungeonWidth = 32
```

The width of the dungeon in tile coords

Definition at line 22 of file BSPDungeonConfig.cs.

5.30.2.3 smallerRoomProbability

```
float DungeonArchitect.Builders.BSP.BSPDungeonConfig.smallerRoomProbability = 0.5f
```

Larger split probability will create small rooms close to the minRoomSize Smaller values will create larger rooms closer to the max room size since they are not split further

Definition at line 37 of file BSPDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeonConfig.cs

5.31 DungeonArchitect.Builders.BSP.BSPDungeonGraphQuery Class Reference

Public Member Functions

- **BSPDungeonGraphQuery** ([DungeonUID](#) rootNode, [BSPNode](#)[] nodes)
- **BSPNode GetNode** ([DungeonUID](#) nodeId)
- **BSPNode[] GetChildren** ([DungeonUID](#) nodeId)
- **BSPNode GetParent** ([DungeonUID](#) nodeId)

Properties

- [BSPNode](#) **RootNode** [get]

5.31.1 Detailed Description

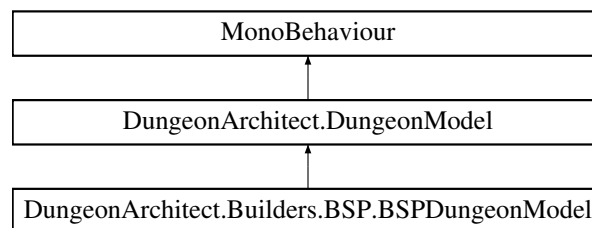
Definition at line 39 of file BSPDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeonModel.cs

5.32 DungeonArchitect.Builders.BSP.BSPDungeonModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.BSP.BSPDungeonModel:



Public Member Functions

- [BSPDungeonGraphQuery](#) **CreateGraphQuery** ()
- override void **ResetModel** ()

Public Attributes

- [BSPDungeonConfig](#) **Config**
- [DungeonUID](#) **rootNode**
- [BSPNode\[\]](#) **nodes**
- [BSPNodeConnection\[\]](#) **connections**

5.32.1 Detailed Description

Definition at line 82 of file BSPDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeonModel.cs

5.33 DungeonArchitect.Builders.BSP.BSPNode Struct Reference

Public Attributes

- [DungeonUID](#) **id**
- [Rectangle](#) **bounds**
- [Rectangle](#) **paddedBounds**
- int **depthFromRoot**
- string **roomCategory**
- [DungeonUID](#) **parent**
- [DungeonUID](#)[] **children**
- [DungeonUID](#)[] **connectedRooms**
- [BSPNodeConnection](#)[] **subtreeLeafConnections**
- Color **debugColor**
- bool **discarded**

5.33.1 Detailed Description

Definition at line 8 of file BSPDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeonModel.cs

5.34 DungeonArchitect.Builders.BSP.BSPNodeConnection Struct Reference

Public Attributes

- [DungeonUID](#) **room0**
- [DungeonUID](#) **room1**
- [IntVector](#) **doorPosition0**
- [IntVector](#) **doorPosition1**
- bool **doorFacingX**

5.34.1 Detailed Description

Definition at line 28 of file BSPDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeonModel.cs

5.35 DungeonArchitect.Builders.BSP.BSPNodeObject Class Reference

Public Member Functions

- void [Split](#) (float splitRatio, System.Random random)
This function assumes that the cell is big enough to split. Make sure to call CanSplit function before calling this
- bool [MustSplit](#) (int maxSize)
Check if it is required to split this node. This happens if the size is greater than the max allowed room size. In that case a split is required
- bool [CanSplit](#) (int minSize)

Public Attributes

- [Rectangle](#) **bounds**
- [BSPNodeObject](#)[] **children** = new [BSPNodeObject](#)[0]
- [BSPNodeObject](#) **parent**
- [DungeonUID](#) **id** = DungeonUID.NewUID()
- int **depthFromRoot**
- int **padding**
- bool **horizontalSplit** = false
- Color **debugColor** = Color.blue
- bool **discarded** = false
- List< [BSPNodeObject](#) > **connectedRooms** = new List<[BSPNodeObject](#)>()
- [NodeConnection](#)[] **subtreeLeafConnections** = new [NodeConnection](#)[0]

Properties

- [Rectangle](#) **PaddedBounds** [get]

5.35.1 Detailed Description

Definition at line 21 of file BSPDungeonBuilder.cs.

5.35.2 Member Function Documentation

5.35.2.1 MustSplit()

```
bool DungeonArchitect.Builders.BSP.BSPNodeObject.MustSplit (
    int maxSize )
```

Check if it is required to split this node. This happens if the size is greater than the max allowed room size. In that case a split is required

Parameters

<i>maxSize</i>	

Returns

Definition at line 108 of file BSPDungeonBuilder.cs.

5.35.2.2 Split()

```
void DungeonArchitect.Builders.BSP.BSPNodeObject.Split (
    float splitRatio,
    System.Random random )
```

This function assumes that the cell is big enough to split. Make sure to call CanSplit function before calling this

Definition at line 51 of file BSPDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeon↔
Builder.cs

5.36 DungeonArchitect.Builders.BSP.BSPRoomCategory Struct Reference

Public Attributes

- string **category**
- int **width**
- int **length**
- int **minOccurance**
- int **maxOccurance**
- Color **debugColor**

5.36.1 Detailed Description

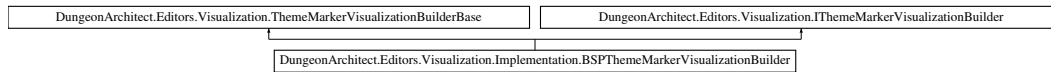
Definition at line 6 of file BSPDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeon↔
Config.cs

5.37 DungeonArchitect.Editors.Visualization.Implementation.↔ BSPThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for DungeonArchitect.Editors.Visualization.Implementation.BSPThemeMarkerVisualization↔
Builder:



Public Member Functions

- bool **Build** (Dungeon dungeon, string markerName, out ThemeEditorVisMarkerGeometry localGeometry, out Material material)

Additional Inherited Members

5.37.1 Detailed Description

Definition at line 7 of file BSPThemeMarkerVisualizationBuilder.cs.

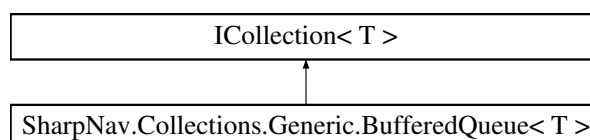
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/↔
MarkerVisualizers/Implementations/BSPThemeMarkerVisualizationBuilder.cs

5.38 SharpNav.Collections.Generic.BufferedQueue< T > Class Template Reference

Typical LIFO generic queue container that stores data inside of a fixed-size internal buffer (array).

Inheritance diagram for SharpNav.Collections.Generic.BufferedQueue< T >:



Public Member Functions

- [BufferedQueue](#) (int size)
Initializes a new instance of the [BufferedQueue<T>](#) class.
- [BufferedQueue](#) (ICollection< T > items)
Initializes a new instance of the [BufferedQueue<T>](#) class as a copy of an [ICollection<T>](#) of the same type.
- bool [Enqueue](#) (T item)
Adds a new element to the front of the queue.
- T [Dequeue](#) ()
Removes bottom element from queue and returns it (and updates "first" index)
- T [Peek](#) ()
Returns last element in the queue
- void [Clear](#) ()
Resets queue pointer back to default, essentially clearing the queue.
- bool [Contains](#) (T item)
Returns whether the queue contains a given item.
- void [CopyTo](#) (T[] array, int arrayIndex)
Copies the contents of the [BufferedQueue<T>](#) to an array.
- IEnumerator< T > [GetEnumerator](#) ()
Gets the [BufferedQueue](#)'s enumerator.

Properties

- int? [Count](#) [get]
Gets the number of elements in the queue.
- T [this\[int index\]](#) [get]
Gets the value at specified index (valid ranges are from 0 to size-1)

5.38.1 Detailed Description

Typical LIFO generic queue container that stores data inside of a fixed-size internal buffer (array).

Template Parameters

T	Type of element that given BufferedQueue object stores.

Definition at line 16 of file [BufferedQueue.cs](#).

5.38.2 Constructor & Destructor Documentation

5.38.2.1 BufferedQueue() [1/2]

```
SharpNav.Collections.Generic.BufferedQueue< T >.BufferedQueue (
    int size )
```

Initializes a new instance of the [BufferedQueue<T>](#) class.

Parameters

<i>size</i>	The maximum number of items that will be stored.

Definition at line 27 of file BufferedQueue.cs.

5.38.2.2 BufferedQueue() [2/2]

```
SharpNav.Collections.Generic.BufferedQueue< T >.BufferedQueue (
    ICollection< T > items )
```

Initializes a new instance of the [BufferedQueue<T>](#) class as a copy of an [ICollection<T>](#) of the same type.

Parameters

<i>items</i>	The collection to copy from.

Definition at line 38 of file BufferedQueue.cs.

5.38.3 Member Function Documentation

5.38.3.1 Clear()

```
void SharpNav.Collections.Generic.BufferedQueue< T >.Clear ( )
```

Resets queue pointer back to default, essentially clearing the queue.

Definition at line 128 of file BufferedQueue.cs.

5.38.3.2 Contains()

```
bool SharpNav.Collections.Generic.BufferedQueue< T >.Contains (
    T item )
```

Returns whether the queue contains a given item.

Parameters

<i>item</i>	Item to search for

Returns

True if item exists in queue, False if not

Definition at line 138 of file BufferedQueue.cs.

5.38.3.3 CopyTo()

```
void SharpNav.Collections.Generic.BufferedQueue< T >.CopyTo (
    T[] array,
    int arrayIndex )
```

Copies the contents of the [BufferedQueue<T>](#) to an array.

Parameters

<i>array</i>	The array to copy to.
<i>arrayIndex</i>	The index within the array to start copying to.

Definition at line 152 of file BufferedQueue.cs.

5.38.3.4 Dequeue()

```
T SharpNav.Collections.Generic.BufferedQueue< T >.Dequeue ( )
```

Removes bottom element from queue and returns it (and updates "first" index)

Returns

Bottom element

Definition at line 107 of file BufferedQueue.cs.

5.38.3.5 Enqueue()

```
bool SharpNav.Collections.Generic.BufferedQueue< T >.Enqueue (
    T item )
```

Adds a new element to the front of the queue.

Parameters

<i>item</i>	The element to be added to the queue

Returns

True if element was added to queue, False otherwise

Definition at line 93 of file BufferedQueue.cs.

5.38.3.6 GetEnumerator()

```
IEnumerator<T> SharpNav.Collections.Generic.BufferedQueue< T >.GetEnumerator ( )
```

Gets the [BufferedQueue](#)'s enumerator.

Returns

The enumerator.

Definition at line 161 of file BufferedQueue.cs.

5.38.3.7 Peek()

```
T SharpNav.Collections.Generic.BufferedQueue< T >.Peek ( )
```

Returns last element in the queue

Returns

size element

Definition at line 118 of file BufferedQueue.cs.

5.38.4 Property Documentation**5.38.4.1 Count**

```
int? SharpNav.Collections.Generic.BufferedQueue< T >.Count [get]
```

Gets the number of elements in the queue.

Definition at line 56 of file BufferedQueue.cs.

5.38.4.2 this[int index]

```
T SharpNav.Collections.Generic.BufferedQueue< T >.this[int index] [get]
```

Gets the value at specified index (valid ranges are from 0 to size-1)

Parameters

<i>index</i>	Index value

Returns

The value at the index

Definition at line 80 of file BufferedQueue.cs.

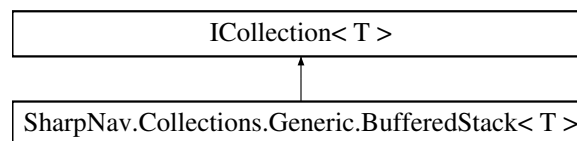
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/↔
Generic/BufferedQueue.cs

5.39 SharpNav.Collections.Generic.BufferedStack< T > Class Template Reference

Typical FIFO generic stack container that stores data inside of a fixed-size internal buffer (array).

Inheritance diagram for SharpNav.Collections.Generic.BufferedStack< T >:



Public Member Functions

- [BufferedStack](#) (int size)
Initializes a new instance of the [BufferedStack< T >](#) class.
- [BufferedStack](#) (int size, ICollection< T > items)
Initializes a new instance of the [BufferedStack< T >](#) class as a copy of an ICollection< T > of the same type.
- bool [Push](#) (T item)
Pushes a new element to the top of the stack.
- T [Pop](#) ()
Removes most recent (top) element from stack and returns it.
- T [Peek](#) ()
Returns copy of the top element of the stack.
- void [Clear](#) ()
Resets stack pointer back to default, essentially clearing the stack.
- bool [Contains](#) (T item)
Returns whether the stack contains a given item.
- void [CopyTo](#) (T[] array, int arrayIndex)
Copies the contents of the [BufferedStack< T >](#) to an array.
- IEnumerator< T > [GetEnumerator](#) ()
Gets the [BufferedStack](#)'s enumerator.

Properties

- `int Count` [get]
Gets the number of elements in the stack.
- `T this[int index]` [get]
Gets the value at specified index (valid ranges are from 0 to size-1)

5.39.1 Detailed Description

Typical FIFO generic stack container that stores data inside of a fixed-size internal buffer (array).

Template Parameters

<code>T</code>	Type of element that given <code>BufferedStack</code> object stores.

Definition at line 16 of file `BufferedStack.cs`.

5.39.2 Constructor & Destructor Documentation

5.39.2.1 `BufferedStack()` [1/2]

```
SharpNav.Collections.Generic.BufferedStack< T >.BufferedStack (
    int size )
```

Initializes a new instance of the `BufferedStack<T>` class.

Parameters

<code>size</code>	The maximum number of items that will be stored.

Definition at line 25 of file `BufferedStack.cs`.

5.39.2.2 `BufferedStack()` [2/2]

```
SharpNav.Collections.Generic.BufferedStack< T >.BufferedStack (
    int size,
    ICollection< T > items )
```

Initializes a new instance of the `BufferedStack<T>` class as a copy of an `ICollection<T>` of the same type.

Parameters

<code>size</code>	The number of elements to copy from the collection.
<code>items</code>	The collection to copy from.

Definition at line 37 of file BufferedStack.cs.

5.39.3 Member Function Documentation

5.39.3.1 Clear()

```
void SharpNav.Collections.Generic.BufferedStack< T >.Clear ( )
```

Resets stack pointer back to default, essentially clearing the stack.

Definition at line 127 of file BufferedStack.cs.

5.39.3.2 Contains()

```
bool SharpNav.Collections.Generic.BufferedStack< T >.Contains (
    T item )
```

Returns whether the stack contains a given item.

Parameters

<i>item</i>	Item to search for

Returns

True if item exists in stack, False if not

Definition at line 137 of file BufferedStack.cs.

5.39.3.3 CopyTo()

```
void SharpNav.Collections.Generic.BufferedStack< T >.CopyTo (
    T[] array,
    int arrayIndex )
```

Copies the contents of the [BufferedStack<T>](#) to an array.

Parameters

<i>array</i>	The array to copy to.
<i>arrayIndex</i>	The index within the array to start copying to.

Definition at line 151 of file BufferedStack.cs.

5.39.3.4 GetEnumerator()

```
IEnumerator<T> SharpNav.Collections.Generic.BufferedStack< T >.GetEnumerator ( )
```

Gets the [BufferedStack](#)'s enumerator.

Returns

The enumerator.

Definition at line 160 of file BufferedStack.cs.

5.39.3.5 Peek()

```
T SharpNav.Collections.Generic.BufferedStack< T >.Peek ( )
```

Returns copy of the top element of the stack.

Returns

Top element

Definition at line 116 of file BufferedStack.cs.

5.39.3.6 Pop()

```
T SharpNav.Collections.Generic.BufferedStack< T >.Pop ( )
```

Removes most recent (top) element from stack and returns it.

Returns

Top element

Definition at line 104 of file BufferedStack.cs.

5.39.3.7 Push()

```
bool SharpNav.Collections.Generic.BufferedStack< T >.Push (
    T item )
```

Pushes a new element to the top of the stack.

Parameters

<i>item</i>	The element to be added to the stack

Returns

True if element was added to stack, False otherwise

Definition at line 92 of file BufferedStack.cs.

5.39.4 Property Documentation

5.39.4.1 Count

```
int SharpNav.Collections.Generic.BufferedStack< T >.Count [get]
```

Gets the number of elements in the stack.

Definition at line 55 of file BufferedStack.cs.

5.39.4.2 this[int index]

```
T SharpNav.Collections.Generic.BufferedStack< T >.this[int index] [get]
```

Gets the value at specified index (valid ranges are from 0 to size-1)

Parameters

<i>index</i>	Index value

Returns

The value at the index

Definition at line 79 of file BufferedStack.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/↵
Generic/BufferedStack.cs

5.40 DungeonArchitect.Editor.ThemeEditorTools.BuilderThemeEditor↔ Tools Class Reference

Static Public Member Functions

- static void **CreateDefaultMarkersForGrid** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForGridFlow** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForSimpleCity** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForCircularCity** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForFloorPlan** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForIsaac** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForMario** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForMaze** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForBSP** ([DungeonThemeEditorWindow](#) editor)
- static void **CreateDefaultMarkersForInfinityCaves** ([DungeonThemeEditorWindow](#) editor)

5.40.1 Detailed Description

Definition at line 56 of file `CommonThemeEditorTools.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/Common↔
ThemeEditorTools.cs`

5.41 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ Layout3DWorldBuilder.BuildSettings Class Reference

Static Public Member Functions

- static [BuildSettings](#) **Create** ()

Public Attributes

- [SxMaterial](#) **NodeMaterial**
- [SxMaterial](#) **SubNodeMaterial**
- [SxMaterial](#) **MergedNodeMaterial**
- [SxMaterial](#) **ItemMaterial**

5.41.1 Detailed Description

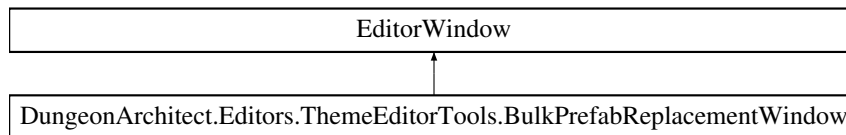
Definition at line 12 of file `FlowLayoutToolGraphRendering.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs`

5.42 DungeonArchitect.Editor.ThemeEditorTools.BulkPrefabReplacementWindow Class Reference

Inheritance diagram for DungeonArchitect.Editor.ThemeEditorTools.BulkPrefabReplacementWindow:



Properties

- [DungeonArchitect.Editor.DungeonThemeEditorWindow](#) **GraphEditor** [get, set]

5.42.1 Detailed Description

Definition at line 127 of file ThemeEditorToolPrefabReplacement.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolPrefabReplacement.cs

5.43 DungeonArchitect.Editor.ThemeEditorTools.BulkPrefabReplacementRuleFactory Class Reference

Static Public Member Functions

- static [IBulkPrefabReplaceRuleProcessor](#) **CreateProcessor** (BulkPrefabReplacementRuleType RuleType)

5.43.1 Detailed Description

Definition at line 112 of file ThemeEditorToolPrefabReplacement.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolPrefabReplacement.cs

5.44 DungeonArchitect.Editor.ThemeEditorTools.BulkReplacementEntry Class Reference

Public Attributes

- [GameObjectNode](#) **node**
- FileInfo **currentPrefabInfo**
- FileInfo **replacementPrefabInfo**

5.44.1 Detailed Description

Definition at line 37 of file ThemeEditorToolPrefabReplacement.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolPrefabReplacement.cs↔

5.45 DungeonArchitect.UI.Widgets.ToolbarWidget.ButtonInfo Class Reference

Public Attributes

- string **ButtonId**
- string **IconId**
- Rect **Bounds**

5.45.1 Detailed Description

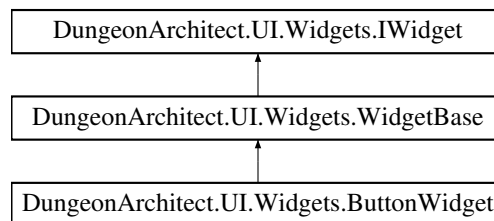
Definition at line 15 of file ToolbarWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Window/ToolbarWidget.cs↔

5.46 DungeonArchitect.UI.Widgets.ButtonWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.ButtonWidget:



Public Member Functions

- delegate void **OnButtonPressed** (UISystem uiSystem)
- **ButtonWidget** (GUIContent content)
- **ButtonWidget SetColor** (Color color)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Events

- OnButtonPressed **ButtonPressed**

Additional Inherited Members

5.46.1 Detailed Description

Definition at line 5 of file ButtonWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/Button↔
Widget.cs

5.47 SharpNav.Collections.BVTree Class Reference

A tree of bounding volumes.

Classes

- struct [Node](#)
The data stored in a bounding volume node.

Public Member Functions

- [BVTree](#) ([PolyVertex](#)[] verts, [PolyMesh.Polygon](#)[] polys, int nvp, float cellSize, float cellHeight)
Initializes a new instance of the [BVTree](#) class.

Properties

- int [Count](#) [get]
Gets the number of nodes in the tree.
- [Node this\[int index\]](#) [get]
Gets the node at a specified index.

5.47.1 Detailed Description

A tree of bounding volumes.

Definition at line 20 of file BVTree.cs.

5.47.2 Constructor & Destructor Documentation

5.47.2.1 BVTree()

```
SharpNav.Collections.BVTree.BVTree (
    PolyVertex[] verts,
    PolyMesh.Polygon[] polys,
    int nvp,
    float cellSize,
    float cellHeight )
```

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

Parameters

<i>verts</i>	A set of vertices.
<i>polys</i>	A set of polygons composed of the vertices in <i>verts</i> .
<i>nvp</i>	The maximum number of vertices per polygon.
<i>cellSize</i>	The size of a cell.
<i>cellHeight</i>	The height of a cell.

Definition at line 39 of file BVTree.cs.

5.47.3 Property Documentation

5.47.3.1 Count

```
int SharpNav.Collections.BVTree.Count [get]
```

Gets the number of nodes in the tree.

Definition at line 75 of file BVTree.cs.

5.47.3.2 this[int index]

```
Node SharpNav.Collections.BVTree.this[int index] [get]
```

Gets the node at a specified index.

Parameters

<i>index</i>	The index.

Returns

The node at the index.

Definition at line 88 of file BVTree.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/BVTree.↔
cs

5.48 DungeonArchitect.RoomDesigner.CarvingCommand Struct Reference

Public Member Functions

- **CarvingCommand** (Vector3 localPosition, DungeonRoomVoxelCellType cellType, bool stateLocked)

Public Attributes

- Vector3 **localPosition**
- DungeonRoomVoxelCellType **cellType**
- bool **stateLocked**

5.48.1 Detailed Description

Definition at line 141 of file DungeonRoomDesigner.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Room↔
Designer/DungeonRoomDesigner.cs

5.49 DungeonArchitect.Flow.Impl.GridFlow.Tasks.CaveCellBuildTile Class Reference

Public Member Functions

- [CaveCellBuildTile](#) Clone ()

Public Attributes

- [IntVector2](#) **tileCoord**
- bool **valid** = false
- bool **rockTile** = false

5.49.1 Detailed Description

Definition at line 1209 of file GridFlowTilemapTaskInitialize.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔ Tasks/Tilemap/GridFlowTilemapTaskInitialize.cs

5.50 DungeonArchitect.Builders.Grid.Cell Class Reference

Data-structure to hold the [Cell](#) information. A cell is a piece of the dungeon layout and can be either a room or a corridor

Public Member Functions

- **Cell** (int x, int z, int width, int length)
- Bounds **GetWorldBounds** (Vector3 gridSize)
- override bool **Equals** (System.Object obj)
- override int **GetHashCode** ()

Properties

- int **Id** [get, set]
- [Rectangle](#) **Bounds** [get, set]
- [CellType](#) **CellType** [get, set]
- bool **UserDefined** [get, set]
- HashSet< int > **ConnectedRooms** [get, set]
- HashSet< int > **FixedRoomConnections** [get, set]
- HashSet< int > **AdjacentCells** [get, set]
- [IntVector](#) **Center** [get]
- Vector3 **CenterF** [get]

5.50.1 Detailed Description

Data-structure to hold the [Cell](#) information. A cell is a piece of the dungeon layout and can be either a room or a corridor

Definition at line 47 of file GridDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↔ Model.cs

5.51 SharpNav.Cell Class Reference

A cell is a column of voxels represented in [Spans](#).

Public Member Functions

- [Cell](#) (int height)
Initializes a new instance of the [Cell](#) class.
- void [AddSpan](#) ([Span](#) span)
Adds a [Span](#) to the cell.

Properties

- int [Height](#) [get]
Gets the height of the cell in number of voxels.
- int [SpanCount](#) [get]
Gets the number of spans in the cell.
- int [WalkableSpanCount](#) [get]
Gets the number of spans that are in walkable [Areas](#).
- ReadOnlyCollection< [Span](#) > [Spans](#) [get]
Gets a readonly list of all the [Spans](#) contained in the cell.
- [Span?](#) [this\[int location\]](#) [get]
Gets the [Span](#) that contains the specified voxel.

5.51.1 Detailed Description

A cell is a column of voxels represented in [Spans](#).

Definition at line 13 of file Cell.cs.

5.51.2 Constructor & Destructor Documentation

5.51.2.1 Cell()

```
SharpNav.Cell.Cell (  
    int height )
```

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

Parameters

<i>height</i>	The number of voxels in the column.

Definition at line 22 of file Cell.cs.

5.51.3 Member Function Documentation

5.51.3.1 AddSpan()

```
void SharpNav.Cell.AddSpan (  
    Span span )
```

Adds a [Span](#) to the cell.

Parameters

<i>span</i>	A span.

Exceptions

<i>ArgumentException</i>	Thrown if an invalid span is provided.

Definition at line 121 of file Cell.cs.

5.51.4 Property Documentation

5.51.4.1 Height

```
int SharpNav.Cell.Height [get]
```

Gets the height of the cell in number of voxels.

Definition at line 31 of file Cell.cs.

5.51.4.2 SpanCount

```
int SharpNav.Cell.SpanCount [get]
```

Gets the number of spans in the cell.

Definition at line 42 of file Cell.cs.

5.51.4.3 Spans

```
ReadOnlyCollection<Span> SharpNav.Cell.Spans [get]
```

Gets a readonly list of all the [Spans](#) contained in the cell.

A readonly list of spans.

Definition at line 70 of file Cell.cs.

5.51.4.4 this[int location]

```
Span? SharpNav.Cell.this[int location] [get]
```

Gets the [Span](#) that contains the specified voxel.

Parameters

<i>location</i>	The voxel to search for.

Returns

The span containing the voxel. Null if the voxel is empty.

Definition at line 96 of file Cell.cs.

5.51.4.5 WalkableSpanCount

```
int SharpNav.Cell.WalkableSpanCount [get]
```

Gets the number of spans that are in walkable [Areas](#).

Definition at line 53 of file Cell.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Cell.cs

5.52 DungeonArchitect.Builders.Grid.CellDoor Class Reference

Data-structure to hold the door information

Public Member Functions

- override string **Tostring** ()

Properties

- `IntVector[] AdjacentTiles` [get]
The adjacent tile positions shared by this door (entry / exit tiles)
- `bool Enabled` [get, set]
- `int[] AdjacentCells` [get, set]

5.52.1 Detailed Description

Data-structure to hold the door information

Definition at line 183 of file GridDungeonModel.cs.

5.52.2 Property Documentation

5.52.2.1 AdjacentTiles

```
IntVector [ ] DungeonArchitect.Builders.Grid.CellDoor.AdjacentTiles [get]
```

The adjacent tile positions shared by this door (entry / exit tiles)

Definition at line 191 of file GridDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Model.cs

5.53 DungeonArchitect.Builders.Grid.CellHeightFrameInfo Class Reference

Temporary data-structure used while assigning heights on the dungeon.

Public Member Functions

- `CellHeightFrameInfo` (int pCellId, int pCurrentHeight)

Public Attributes

- `int CellId`
- `int CurrentHeight`

5.53.1 Detailed Description

Temporary data-structure used while assigning heights on the dungeon.

Definition at line 80 of file GridDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Builder.cs

5.54 DungeonArchitect.Builders.Grid.CellHeightNode Class Reference

Temporary data-structure to hold the height data of the cell node A graph is build of the dungeon layout while the heights are assigned and this node contains the cell's height information

Public Attributes

- int **CellId**
- int **Height**
- bool **MarkForIncrease**
- bool **MarkForDecrease**

5.54.1 Detailed Description

Temporary data-structure to hold the height data of the cell node A graph is build of the dungeon layout while the heights are assigned and this node contains the cell's height information

Definition at line 55 of file GridDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Builder.cs

5.55 DungeonArchitect.Builders.CircularCity.CircularCityCell Class Reference

Public Attributes

- [IntVector](#) **Position**
- CircularCityCellType **CellType**
- Quaternion **Rotation**
- Vector3 **BlockSize** = new Vector3(1, 0, 1)
- string **MarkerNameOverride**

5.55.1 Detailed Description

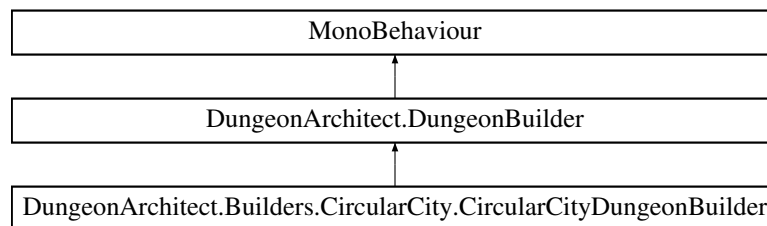
Definition at line 17 of file CircularCityDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/CircularCityDungeonModel.cs

5.56 DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)
- override void **OnDestroyed** ()
- override void [EmitMarkers](#) ()
Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)
- override void **DebugDrawGizmos** ()

Additional Inherited Members

5.56.1 Detailed Description

Definition at line 18 of file CircularCityDungeonBuilder.cs.

5.56.2 Member Function Documentation

5.56.2.1 BuildDungeon()

```

override void DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
  
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 30 of file CircularCityDungeonBuilder.cs.

5.56.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder.EmitMarkers (
) [virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

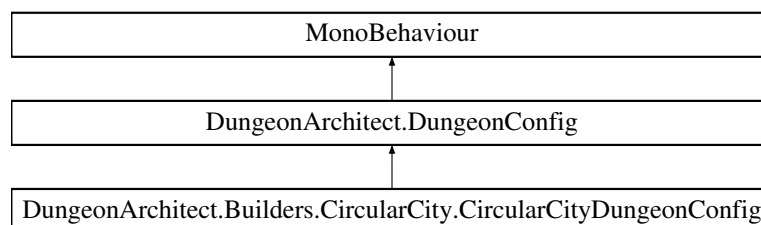
Definition at line 69 of file CircularCityDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/CircularCityDungeonBuilder.cs

5.57 DungeonArchitect.Builders.CircularCity.CircularCityDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.CircularCity.CircularCityDungeonConfig:



Public Attributes

- int **numRings** = 5
- int **numRays** = 7
- float **startRadius** = 50
- int **endRadius** = 200
- float **mainRoadStrength** = 4.0f
- float **sideRoadStrength** = 2.0f
- float **mainRoadRemovalProbability** = 0.1f
- float **sideRoadRemovalProbability** = 0.2f
- float **randomSideLaneOffsetAngle** = 3
- float **interNodeDistance** = 6.0f
- float **buildingSize** = 4.0f
- MeshFilter **roadMesh**

Additional Inherited Members

5.57.1 Detailed Description

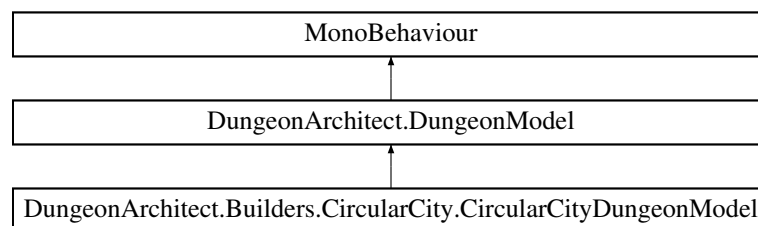
Definition at line 5 of file CircularCityDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/CircularCityDungeonConfig.cs

5.58 DungeonArchitect.Builders.CircularCity.CircularCityDungeonModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.CircularCity.CircularCityDungeonModel:



Public Attributes

- [CircularCityDungeonConfig](#) **Config**
- [RoadGraph](#) **roadGraph**
- [RoadGraph](#) **layoutGraph**

Additional Inherited Members

5.58.1 Detailed Description

Definition at line 26 of file CircularCityDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/CircularCityDungeonModel.cs

5.59 DungeonArchitect.Builders.CircularCity.CircularCityFoliageEntry Class Reference

Public Attributes

- int **grassIndex**
- float **density**

5.59.1 Detailed Description

Definition at line 38 of file LandscapeTransformerCircularCity.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/Landscape/LandscapeTransformerCircularCity.cs

5.60 DungeonArchitect.Builders.CircularCity.CircularCityFoliageTheme Class Reference

Public Attributes

- [CircularCityLandscapeTextureType](#) **textureType** = CircularCityLandscapeTextureType.Park
- [CircularCityFoliageEntry\[\]](#) **foliageEntries**
- AnimationCurve **curve**
- float **density**

5.60.1 Detailed Description

Definition at line 45 of file LandscapeTransformerCircularCity.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/Landscape/LandscapeTransformerCircularCity.cs

5.61 DungeonArchitect.Builders.CircularCity.CircularCityLandscapeTexture Class Reference [↔](#)

Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain

Public Attributes

- [CircularCityLandscapeTextureType](#) **textureType**
- Texture2D **diffuse**
- Texture2D **normal**
- float **metallic** = 0
- Vector2 **size** = new Vector2(15, 15)
- Vector2 **offset** = Vector2.zero
- AnimationCurve **curve**

5.61.1 Detailed Description

Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain

Definition at line 26 of file LandscapeTransformerCircularCity.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/Landscape/LandscapeTransformerCircularCity.cs [↔](#)

5.62 DungeonArchitect.Builders.SimpleCity.CityBlockDimension Struct Reference

Public Attributes

- string **markerName**
- int **sizeX**
- int **sizeZ**
- float **probability**

5.62.1 Detailed Description

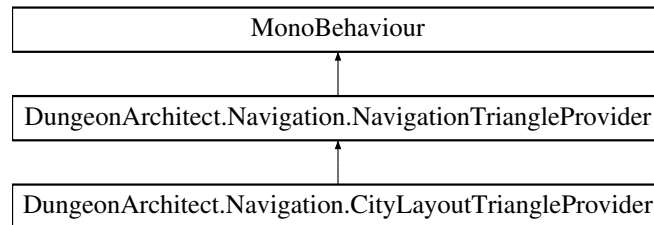
Definition at line 6 of file SimpleCityDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/SimpleCityDungeonConfig.cs [↔](#)

5.63 DungeonArchitect.Navigation.CityLayoutTriangleProvider Class Reference

Inheritance diagram for DungeonArchitect.Navigation.CityLayoutTriangleProvider:



Public Member Functions

- override void **AddNavTriangles** (List< Triangle3 > triangles)

Public Attributes

- [Dungeon](#) **dungeon**

5.63.1 Detailed Description

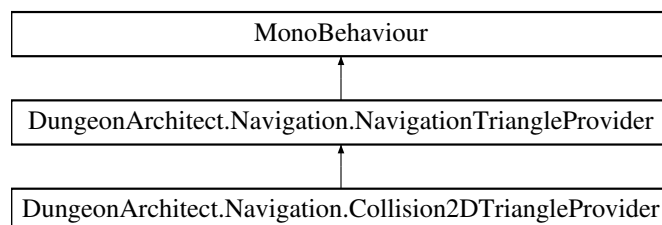
Definition at line 11 of file CityLayoutTriangleProvider.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Navigation↔
_SN/CityLayoutTriangleProvider.cs

5.64 DungeonArchitect.Navigation.Collision2DTriangleProvider Class Reference

Inheritance diagram for DungeonArchitect.Navigation.Collision2DTriangleProvider:



Public Member Functions

- override void **AddNavTriangles** (List< Triangle3 > triangles)

5.64.1 Detailed Description

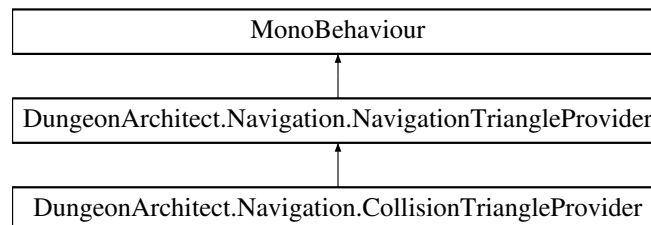
Definition at line 11 of file Collision2DTriangleProvider.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/TriangleProviders/Collision2DTriangleProvider.cs

5.65 DungeonArchitect.Navigation.CollisionTriangleProvider Class Reference

Inheritance diagram for DungeonArchitect.Navigation.CollisionTriangleProvider:



Public Member Functions

- override void **AddNavTriangles** (List< Triangle3 > triangles)

5.65.1 Detailed Description

Definition at line 11 of file CollisionTriangleProvider.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/TriangleProviders/CollisionTriangleProvider.cs

5.66 DungeonArchitect.Utils.ColorUtils Class Reference

Static Public Member Functions

- static Color **BrightenColor** (Color color, float saturationMultiplier, float brightnessMultiplier)

5.66.1 Detailed Description

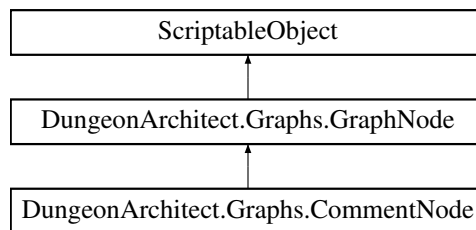
Definition at line 5 of file ColorUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/ColorUtils.cs

5.67 DungeonArchitect.Graphs.CommentNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.CommentNode:



Public Member Functions

- override void [CopyFrom](#) ([GraphNode](#) node)
Called when the node is copied.
The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- string **message** = "Comment"
- Color **background** = new Color(1.0f, 0.714f, 0.992f, 0.175f)
- int **fontSize** = 22

Additional Inherited Members

5.67.1 Detailed Description

Definition at line 7 of file CommentNode.cs.

5.67.2 Member Function Documentation

5.67.2.1 CopyFrom()

```

override void DungeonArchitect.Graphs.CommentNode.CopyFrom (
    GraphNode node ) [virtual]
  
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented from [DungeonArchitect.Graphs.GraphNode](#).

Definition at line 13 of file CommentNode.cs.

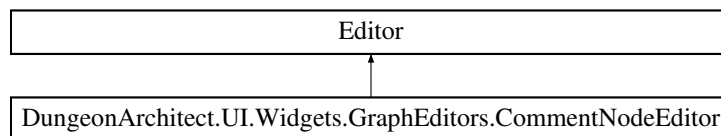
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Common↔ Nodes/CommentNode.cs

5.68 DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeEditor Class Reference

Custom property editors for MarkerNode

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.68.1 Detailed Description

Custom property editors for MarkerNode

Definition at line 15 of file CommentNodeEditor.cs.

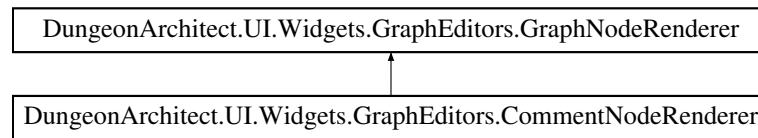
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Graph/Comment↔ NodeEditor.cs

5.69 DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeRenderer Class Reference

Renders a comment node

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeRenderer:



Public Member Functions

- **CommentNodeRenderer** (Color textColor)
- override void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

Additional Inherited Members

5.69.1 Detailed Description

Renders a comment node

Definition at line 46 of file CommentNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Graph/CommentNodeEditor.cs

5.70 DungeonArchitect.Editors.ThemeEditorTools.CommonThemeEditorTools Class Reference

Static Public Member Functions

- static void **RefreshThumbnails** ([DungeonThemeEditorWindow](#) editor)
- static void **CenterOnGraph** ([DungeonThemeEditorWindow](#) editor)
- static void **RecreateNodeIds** ([DungeonThemeEditorWindow](#) editor)

5.70.1 Detailed Description

Definition at line 23 of file CommonThemeEditorTools.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/CommonThemeEditorTools.cs

5.71 SharpNav.CompactCell Struct Reference

Represents a cell in a [CompactHeightfield](#).

Public Member Functions

- [CompactCell](#) (int start, int count)
Initializes a new instance of the [CompactCell](#) struct.

Public Attributes

- int [StartIndex](#)
The starting index of spans in a [CompactHeightfield](#) for this cell.
- int [Count](#)
The number of spans in a [CompactHeightfield](#) for this cell.

5.71.1 Detailed Description

Represents a cell in a [CompactHeightfield](#).

Definition at line 12 of file CompactCell.cs.

5.71.2 Constructor & Destructor Documentation

5.71.2.1 CompactCell()

```
SharpNav.CompactCell.CompactCell (  
    int start,  
    int count )
```

Initializes a new instance of the [CompactCell](#) struct.

Parameters

<i>start</i>	The start index.
<i>count</i>	The count.

Definition at line 29 of file CompactCell.cs.

5.71.3 Member Data Documentation

5.71.3.1 Count

```
int SharpNav.CompactCell.Count
```

The number of spans in a [CompactHeightfield](#) for this cell.

Definition at line 22 of file CompactCell.cs.

5.71.3.2 StartIndex

```
int SharpNav.CompactCell.StartIndex
```

The starting index of spans in a [CompactHeightfield](#) for this cell.

Definition at line 17 of file CompactCell.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/CompactCell.cs

5.72 SharpNav.CompactHeightfield Class Reference

A more memory-compact heightfield that stores open spans of voxels instead of closed ones.

Public Member Functions

- [CompactHeightfield](#) ([Heightfield](#) field, [NavMeshGenerationSettings](#) settings)
Initializes a new instance of the [CompactHeightfield](#) class.
- [CompactHeightfield](#) ([Heightfield](#) field, int walkableHeight, int walkableClimb)
Initializes a new instance of the [CompactHeightfield](#) class.
- void [BuildDistanceField](#) ()
Builds a distance field, or the distance to the nearest unwalkable area.
- void [Erode](#) (int radius)
Erodes the walkable areas in the map.
- void [BuildRegions](#) (int borderSize, int minRegionArea, int mergeRegionArea)
The central method for building regions, which consists of connected, non-overlapping walkable spans.
- [ContourSet BuildContourSet](#) ([NavMeshGenerationSettings](#) settings)
Builds a set of [Contours](#) around the generated regions. Must be called after regions are generated.
- [ContourSet BuildContourSet](#) (float maxError, int maxEdgeLength, [ContourBuildFlags](#) buildFlags)
Builds a set of [Contours](#) around the generated regions. Must be called after regions are generated.

Properties

- `int Width` [get]
Gets the width of the [CompactHeightfield](#) in voxel units.
- `int Height` [get]
Gets the height of the [CompactHeightfield](#) in voxel units.
- `int Length` [get]
Gets the length of the [CompactHeightfield](#) in voxel units.
- `BBox3 Bounds` [get]
Gets the world-space bounding box.
- `float CellSize` [get]
Gets the world-space size of a cell in the XZ plane.
- `float CellHeight` [get]
Gets the world-space size of a cell in the Y direction.
- `int MaxDistance` [get]
Gets the maximum distance to a border based on the distance field. This value is undefined prior to calling [BuildDistanceField](#).
- `int[] Distances` [get]
Gets an array of distances from a span to the nearest border. This value is undefined prior to calling [BuildDistanceField](#).
- `int BorderSize` [get]
Gets the size of the border.
- `int MaxRegions` [get]
Gets the maximum number of allowed regions.
- `CompactCell[] Cells` [get]
Gets the cells.
- `CompactSpan[] Spans` [get]
Gets the spans.
- `Area[] Areas` [get]
Gets the area flags.
- `IEnumerable< CompactSpan > this[int x, int y]` [get]
Gets an [IEnumerable<T>](#) of [CompactSpan](#) of the spans at a specified coordiante.
- `IEnumerable< CompactSpan > this[int i]` [get]
Gets an [IEnumerable<T>](#) of [CompactSpans](#) at a specified index.
- `CompactSpan this[CompactSpanReference spanRef]` [get]
Gets the [CompactSpan](#) specified by the reference.

5.72.1 Detailed Description

A more memory-compact heightfield that stores open spans of voxels instead of closed ones.

Definition at line 14 of file `CompactHeightfield.cs`.

5.72.2 Constructor & Destructor Documentation

5.72.2.1 CompactHeightfield() [1/2]

```
SharpNav.CompactHeightfield.CompactHeightfield (
    Heightfield field,
    NavMeshGenerationSettings settings )
```

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

Parameters

<i>field</i>	A Heightfield to build from.
<i>settings</i>	The settings to build with.

Definition at line 38 of file CompactHeightfield.cs.

5.72.2.2 CompactHeightfield() [2/2]

```
SharpNav.CompactHeightfield.CompactHeightfield (
    Heightfield field,
    int walkableHeight,
    int walkableClimb )
```

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

Parameters

<i>field</i>	A Heightfield to build from.
<i>walkableHeight</i>	The maximum difference in height to filter.
<i>walkableClimb</i>	The maximum difference in slope to filter.

Definition at line 49 of file CompactHeightfield.cs.

5.72.3 Member Function Documentation

5.72.3.1 BuildContourSet() [1/2]

```
ContourSet SharpNav.CompactHeightfield.BuildContourSet (
    float maxError,
    int maxEdgeLength,
    ContourBuildFlags buildFlags )
```

Builds a set of [Contours](#) around the generated regions. Must be called after regions are generated.

Parameters

<i>maxError</i>	The maximum allowed deviation in a simplified contour from a raw one.
<i>maxEdgeLength</i>	The maximum edge length.
<i>buildFlags</i>	Flags that change settings for the build process.

Returns

A [ContourSet](#) containing one contour per region.

Definition at line 1390 of file CompactHeightfield.cs.

5.72.3.2 BuildContourSet() [2/2]

```
ContourSet SharpNav.CompactHeightfield.BuildContourSet (
    NavMeshGenerationSettings settings )
```

Builds a set of [Contours](#) around the generated regions. Must be called after regions are generated.

Parameters

<i>settings</i>	Settings for building the ContourSet .

Returns

A [ContourSet](#) containing one contour per region.

Definition at line 1378 of file CompactHeightfield.cs.

5.72.3.3 BuildDistanceField()

```
void SharpNav.CompactHeightfield.BuildDistanceField ( )
```

Builds a distance field, or the distance to the nearest unwalkable area.

Definition at line 341 of file CompactHeightfield.cs.

5.72.3.4 BuildRegions()

```
void SharpNav.CompactHeightfield.BuildRegions (
    int borderSize,
    int minRegionArea,
    int mergeRegionArea )
```

The central method for building regions, which consists of connected, non-overlapping walkable spans.

Parameters

<i>borderSize</i>	The border size
<i>minRegionArea</i>	If smaller than this value, region will be null
<i>mergeRegionArea</i>	Reduce unnecessarily small regions

Definition at line 390 of file CompactHeightfield.cs.

5.72.3.5 Erode()

```
void SharpNav.CompactHeightfield.Erode (
    int radius )
```

Erodes the walkable areas in the map.

If you have already called [BuildDistanceField](#), it will automatically be called again after erosion because it needs to be recalculated.

Parameters

<i>radius</i>	The radius to erode from unwalkable areas.

Definition at line 366 of file CompactHeightfield.cs.

5.72.4 Property Documentation

5.72.4.1 Areas

```
Area [ ] SharpNav.CompactHeightfield.Areas [get]
```

Gets the area flags.

Definition at line 279 of file CompactHeightfield.cs.

5.72.4.2 BorderSize

```
int SharpNav.CompactHeightfield.BorderSize [get]
```

Gets the size of the border.

Definition at line 235 of file CompactHeightfield.cs.

5.72.4.3 Bounds

```
BBox3 SharpNav.CompactHeightfield.Bounds [get]
```

Gets the world-space bounding box.

Definition at line 178 of file CompactHeightfield.cs.

5.72.4.4 CellHeight

```
float SharpNav.CompactHeightfield.CellHeight [get]
```

Gets the world-space size of a cell in the Y direction.

Definition at line 200 of file CompactHeightfield.cs.

5.72.4.5 Cells

```
CompactCell [ ] SharpNav.CompactHeightfield.Cells [get]
```

Gets the cells.

Definition at line 257 of file CompactHeightfield.cs.

5.72.4.6 CellSize

```
float SharpNav.CompactHeightfield.CellSize [get]
```

Gets the world-space size of a cell in the XZ plane.

Definition at line 189 of file CompactHeightfield.cs.

5.72.4.7 Distances

```
int [ ] SharpNav.CompactHeightfield.Distances [get]
```

Gets an array of distances from a span to the nearest border. This value is undefined prior to calling [BuildDistanceField](#).

Definition at line 224 of file CompactHeightfield.cs.

5.72.4.8 Height

```
int SharpNav.CompactHeightfield.Height [get]
```

Gets the height of the [CompactHeightfield](#) in voxel units.

Definition at line 156 of file CompactHeightfield.cs.

5.72.4.9 Length

```
int SharpNav.CompactHeightfield.Length [get]
```

Gets the length of the [CompactHeightfield](#) in voxel units.

Definition at line 167 of file CompactHeightfield.cs.

5.72.4.10 MaxDistance

```
int SharpNav.CompactHeightfield.MaxDistance [get]
```

Gets the maximum distance to a border based on the distance field. This value is undefined prior to calling [BuildDistanceField](#).

Definition at line 212 of file CompactHeightfield.cs.

5.72.4.11 MaxRegions

```
int SharpNav.CompactHeightfield.MaxRegions [get]
```

Gets the maximum number of allowed regions.

Definition at line 246 of file CompactHeightfield.cs.

5.72.4.12 Spans

```
CompactSpan [ ] SharpNav.CompactHeightfield.Spans [get]
```

Gets the spans.

Definition at line 268 of file CompactHeightfield.cs.

5.72.4.13 this[CompactSpanReference spanRef]

```
CompactSpan SharpNav.CompactHeightfield.this[CompactSpanReference spanRef] [get]
```

Gets the [CompactSpan](#) specified by the reference.

Parameters

<i>spanRef</i>	A reference to a span in this CompactHeightfield .

Returns

The referenced span.

Definition at line 330 of file CompactHeightfield.cs.

5.72.4.14 this[int i]

```
IEnumerable<CompactSpan> SharpNav.CompactHeightfield.this[int i] [get]
```

Gets an IEnumerable<T> of [CompactSpans](#) at a specified index.

Parameters

<i>i</i>	The index.

Returns

An IEnumerable<T> of [CompactSpan](#).

Definition at line 313 of file CompactHeightfield.cs.

5.72.4.15 this[int x, int y]

```
IEnumerable<CompactSpan> SharpNav.CompactHeightfield.this[int x, int y] [get]
```

Gets an IEnumerable<T> of [CompactSpan](#) of the spans at a specified coordiante.

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.

Returns

An IEnumerable<T> of [CompactSpan](#).

Definition at line 293 of file CompactHeightfield.cs.

5.72.4.16 Width

```
int SharpNav.CompactHeightfield.Width [get]
```

Gets the width of the [CompactHeightfield](#) in voxel units.

Definition at line 145 of file CompactHeightfield.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/CompactHeightfield.cs

5.73 SharpNav.CompactSpan Struct Reference

Represents a voxel span in a [CompactHeightfield](#).

Public Member Functions

- [CompactSpan](#) (int minimum, int height)
Initializes a new instance of the [CompactSpan](#) struct.
- int [GetConnection](#) ([Direction](#) dir)
Gets the connection data for a neighboring cell in a specified direction.
- bool [IsConnected](#) ([Direction](#) dir)
Gets a value indicating whether the span is connected to another span in a specified direction.

Static Public Member Functions

- static void [OverlapMin](#) (ref [CompactSpan](#) left, ref [CompactSpan](#) right, out int min)
If two CompactSpans overlap, find the minimum of the new overlapping CompactSpans.
- static void [OverlapMax](#) (ref [CompactSpan](#) left, ref [CompactSpan](#) right, out int max)
If two CompactSpans overlap, find the maximum of the new overlapping CompactSpans.
- static [CompactSpan FromMinMax](#) (int min, int max)
Creates a [CompactSpan](#) from a minimum boundary and a maximum boundary.
- static void [FromMinMax](#) (int min, int max, out [CompactSpan](#) span)
Creates a [CompactSpan](#) from a minimum boundary and a maximum boundary.
- static void [SetConnection](#) ([Direction](#) dir, int i, ref [CompactSpan](#) s)
Sets connection data to a span contained in a neighboring cell.
- static void [UnsetConnection](#) ([Direction](#) dir, ref [CompactSpan](#) s)
Un-sets connection data from a neighboring cell.
- static int [GetConnection](#) (ref [CompactSpan](#) s, [Direction](#) dir)
Gets the connection data for a neighboring cell in a specified direction.

Public Attributes

- int [Minimum](#)
The span minimum.
- int [Height](#)
The number of voxels contained in the span.
- byte [ConnectionWest](#)
A byte representing the index of the connected span in the cell directly to the west.
- byte [ConnectionNorth](#)
A byte representing the index of the connected span in the cell directly to the north.
- byte [ConnectionEast](#)
A byte representing the index of the connected span in the cell directly to the east.
- byte [ConnectionSouth](#)
A byte representing the index of the connected span in the cell directly to the south.
- [RegionId](#) [Region](#)
The region the span belongs to.

Properties

- bool [HasUpperBound](#) [get]
Gets a value indicating whether the span has an upper bound or goes to "infinity".
- int [Maximum](#) [get]
Gets the upper bound of the span.
- int [ConnectionCount](#) [get]
Gets the number of connections the current [CompactSpan](#) has with its neighbors.

5.73.1 Detailed Description

Represents a voxel span in a [CompactHeightfield](#).

Definition at line 13 of file [CompactSpan.cs](#).

5.73.2 Constructor & Destructor Documentation

5.73.2.1 CompactSpan()

```
SharpNav.CompactSpan.CompactSpan (
    int minimum,
    int height )
```

Initializes a new instance of the [CompactSpan](#) struct.

Parameters

<i>minimum</i>	The span minimum.
<i>height</i>	The number of voxels the span contains.

Definition at line 61 of file CompactSpan.cs.

5.73.3 Member Function Documentation

5.73.3.1 FromMinMax() [1/2]

```
static CompactSpan SharpNav.CompactSpan.FromMinMax (  
    int min,  
    int max ) [static]
```

Creates a [CompactSpan](#) from a minimum boundary and a maximum boundary.

Parameters

<i>min</i>	The minimum.
<i>max</i>	The maximum.

Returns

A [CompactSpan](#).

Definition at line 153 of file CompactSpan.cs.

5.73.3.2 FromMinMax() [2/2]

```
static void SharpNav.CompactSpan.FromMinMax (  
    int min,  
    int max,  
    out CompactSpan span ) [static]
```

Creates a [CompactSpan](#) from a minimum boundary and a maximum boundary.

Parameters

<i>min</i>	The minimum.
<i>max</i>	The maximum.
<i>span</i>	A CompactSpan .

Definition at line 166 of file CompactSpan.cs.

5.73.3.3 GetConnection() [1/2]

```
int SharpNav.CompactSpan.GetConnection (
    Direction dir )
```

Gets the connection data for a neighboring call in a specified direction.

Parameters

<i>dir</i>	The direction.

Returns

The index of the span in the neighboring cell.

Definition at line 261 of file CompactSpan.cs.

5.73.3.4 GetConnection() [2/2]

```
static int SharpNav.CompactSpan.GetConnection (
    ref CompactSpan s,
    Direction dir ) [static]
```

Gets the connection data for a neighboring cell in a specified direction.

Parameters

<i>s</i>	The CompactSpan to get the connection data from.
<i>dir</i>	The direction.

Returns

The index of the span in the neighboring cell.

Definition at line 239 of file CompactSpan.cs.

5.73.3.5 IsConnected()

```
bool SharpNav.CompactSpan.IsConnected (
    Direction dir )
```

Gets a value indicating whether the span is connected to another span in a specified direction.

Parameters

<i>dir</i>	The direction.

Returns

A value indicating whether the specified direction has a connected span.

Definition at line 271 of file CompactSpan.cs.

5.73.3.6 OverlapMax()

```
static void SharpNav.CompactSpan.OverlapMax (
    ref CompactSpan left,
    ref CompactSpan right,
    out int max ) [static]
```

If two CompactSpans overlap, find the maximum of the new overlapping CompactSpans.

Parameters

<i>left</i>	The first CompactSpan
<i>right</i>	The second CompactSpan
<i>max</i>	The maximum of the overlapping CompactSpans

Definition at line 132 of file CompactSpan.cs.

5.73.3.7 OverlapMin()

```
static void SharpNav.CompactSpan.OverlapMin (
    ref CompactSpan left,
    ref CompactSpan right,
    out int min ) [static]
```

If two CompactSpans overlap, find the minimum of the new overlapping CompactSpans.

Parameters

<i>left</i>	The first CompactSpan
<i>right</i>	The second CompactSpan
<i>min</i>	The minimum of the overlapping CompactSpans

Definition at line 121 of file CompactSpan.cs.

5.73.3.8 SetConnection()

```
static void SharpNav.CompactSpan.SetConnection (
    Direction dir,
```

```
int i,
ref CompactSpan s ) [static]
```

Sets connection data to a span contained in a neighboring cell.

Parameters

<i>dir</i>	The direction of the cell.
<i>i</i>	The index of the span in the neighboring cell.
<i>s</i>	The CompactSpan to set the data for.

Definition at line 183 of file CompactSpan.cs.

5.73.3.9 UnsetConnection()

```
static void SharpNav.CompactSpan.UnsetConnection (
    Direction dir,
    ref CompactSpan s ) [static]
```

Un-sets connection data from a neighboring cell.

Parameters

<i>dir</i>	The direction of the cell.
<i>s</i>	The CompactSpan to set the data for.

Definition at line 212 of file CompactSpan.cs.

5.73.4 Member Data Documentation

5.73.4.1 ConnectionEast

```
byte SharpNav.CompactSpan.ConnectionEast
```

A byte representing the index of the connected span in the cell directly to the east.

Definition at line 38 of file CompactSpan.cs.

5.73.4.2 ConnectionNorth

```
byte SharpNav.CompactSpan.ConnectionNorth
```

A byte representing the index of the connected span in the cell directly to the north.

Definition at line 33 of file CompactSpan.cs.

5.73.4.3 ConnectionSouth

```
byte SharpNav.CompactSpan.ConnectionSouth
```

A byte representing the index of the connected span in the cell directly to the south.

Definition at line 43 of file CompactSpan.cs.

5.73.4.4 ConnectionWest

```
byte SharpNav.CompactSpan.ConnectionWest
```

A byte representing the index of the connected span in the cell directly to the west.

Definition at line 28 of file CompactSpan.cs.

5.73.4.5 Height

```
int SharpNav.CompactSpan.Height
```

The number of voxels contained in the span.

Definition at line 23 of file CompactSpan.cs.

5.73.4.6 Minimum

```
int SharpNav.CompactSpan.Minimum
```

The span minimum.

Definition at line 18 of file CompactSpan.cs.

5.73.4.7 Region

```
RegionId SharpNav.CompactSpan.Region
```

The region the span belongs to.

Definition at line 48 of file CompactSpan.cs.

5.73.5 Property Documentation

5.73.5.1 ConnectionCount

```
int SharpNav.CompactSpan.ConnectionCount [get]
```

Gets the number of connections the current [CompactSpan](#) has with its neighbors.

Definition at line 97 of file CompactSpan.cs.

5.73.5.2 HasUpperBound

```
bool SharpNav.CompactSpan.HasUpperBound [get]
```

Gets a value indicating whether the span has an upper bound or goes to "infinity".

Definition at line 75 of file CompactSpan.cs.

5.73.5.3 Maximum

```
int SharpNav.CompactSpan.Maximum [get]
```

Gets the upper bound of the span.

Definition at line 86 of file CompactSpan.cs.

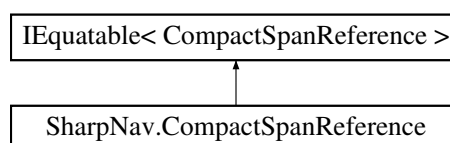
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/CompactSpan.cs

5.74 SharpNav.CompactSpanReference Struct Reference

A reference to a [CompactSpan](#) in a [CompactHeightfield](#).

Inheritance diagram for SharpNav.CompactSpanReference:



Public Member Functions

- [CompactSpanReference](#) (int x, int y, int i)
Initializes a new instance of the [CompactSpanReference](#) struct.
- bool [Equals](#) ([CompactSpanReference](#) other)
Compares this instance to another instance of [CompactSpanReference](#) for equality.
- override bool [Equals](#) (object obj)
Compares this instance to another object for equality.
- override int [GetHashCode](#) ()
Gets a hash code unique to this instance.

Static Public Member Functions

- static bool [operator==](#) ([CompactSpanReference](#) left, [CompactSpanReference](#) right)
Compares two instances of [CompactSpanReference](#) for equality.
- static bool [operator!=](#) ([CompactSpanReference](#) left, [CompactSpanReference](#) right)
Compare two instances of [CompactSpanReference](#) for inequality.

Public Attributes

- readonly int [X](#)
The X coordinate of the referenced span.
- readonly int [Y](#)
The Y coordinate of the referenced span.
- readonly int [Index](#)
The index of the referenced span in the spans array.

Static Public Attributes

- static readonly [CompactSpanReference](#) [Null](#) = new [CompactSpanReference](#)(0, 0, -1)
A "null" reference is one with a negative index.

5.74.1 Detailed Description

A reference to a [CompactSpan](#) in a [CompactHeightfield](#).

Definition at line 13 of file [CompactSpanReference.cs](#).

5.74.2 Constructor & Destructor Documentation

5.74.2.1 CompactSpanReference()

```
SharpNav.CompactSpanReference.CompactSpanReference (
    int x,
    int y,
    int i )
```

Initializes a new instance of the [CompactSpanReference](#) struct.

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.
<i>i</i>	The index of the span in the spans array.

Definition at line 41 of file CompactSpanReference.cs.

5.74.3 Member Function Documentation

5.74.3.1 Equals() [1/2]

```
bool SharpNav.CompactSpanReference.Equals (  
    CompactSpanReference other )
```

Compares this instance to another instance of [CompactSpanReference](#) for equality.

Parameters

<i>other</i>	Another instance of CompactSpanReference .

Returns

A value indicating whether this instance and another instance are equal.

Definition at line 93 of file CompactSpanReference.cs.

5.74.3.2 Equals() [2/2]

```
override bool SharpNav.CompactSpanReference.Equals (  
    object obj )
```

Compares this instance to another object for equality.

Parameters

<i>obj</i>	An object.

Returns

A value indicating whether the object is equal to this instance.

Definition at line 103 of file CompactSpanReference.cs.

5.74.3.3 GetHashCode()

```
override int SharpNav.CompactSpanReference.GetHashCode ( )
```

Gets a hash code unique to this instance.

Returns

A hash code.

Definition at line 115 of file CompactSpanReference.cs.

5.74.3.4 operator"!=()"

```
static bool SharpNav.CompactSpanReference.operator!= (
    CompactSpanReference left,
    CompactSpanReference right ) [static]
```

Compare two instances of [CompactSpanReference](#) for inequality.

If both references have a negative [Index](#), they are considered equal, as both would be considered "null".

Parameters

<i>left</i>	A reference.
<i>right</i>	Another reference.

Returns

A value indicating whether the two references are not equal.

Definition at line 83 of file CompactSpanReference.cs.

5.74.3.5 operator"==()"

```
static bool SharpNav.CompactSpanReference.operator== (
    CompactSpanReference left,
    CompactSpanReference right ) [static]
```

Compares two instances of [CompactSpanReference](#) for equality.

If both references have a negative [Index](#), they are considered equal, as both would be considered "null".

Parameters

<i>left</i>	A reference.
<i>right</i>	Another reference.

Returns

A value indicating whether the two references are equal.

Definition at line 57 of file CompactSpanReference.cs.

5.74.4 Member Data Documentation

5.74.4.1 Index

```
readonly int SharpNav.CompactSpanReference.Index
```

The index of the referenced span in the spans array.

Definition at line 33 of file CompactSpanReference.cs.

5.74.4.2 Null

```
readonly CompactSpanReference SharpNav.CompactSpanReference.Null = new CompactSpanReference(0, 0, -1) [static]
```

A "null" reference is one with a negative index.

Definition at line 18 of file CompactSpanReference.cs.

5.74.4.3 X

```
readonly int SharpNav.CompactSpanReference.X
```

The X coordinate of the referenced span.

Definition at line 23 of file CompactSpanReference.cs.

5.74.4.4 Y

```
readonly int SharpNav.CompactSpanReference.Y
```

The Y coordinate of the referenced span.

Definition at line 28 of file CompactSpanReference.cs.

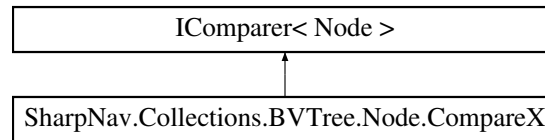
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/CompactSpanReference.cs

5.75 SharpNav.Collections.BVTree.Node.CompareX Class Reference

An `IEnumerator<T>` implementation that only compares two [Nodes](#) on the X axis.

Inheritance diagram for `SharpNav.Collections.BVTree.Node.CompareX`:



Public Member Functions

- `int Compare (Node x, Node y)`
Compares two nodes's bounds on the X axis.

5.75.1 Detailed Description

An `IEnumerator<T>` implementation that only compares two [Nodes](#) on the X axis.

Definition at line 211 of file `BVTree.cs`.

5.75.2 Member Function Documentation

5.75.2.1 Compare()

```
int SharpNav.Collections.BVTree.Node.CompareX.Compare (
    Node x,
    Node y )
```

Compares two nodes's bounds on the X axis.

Parameters

<i>x</i>	A node.
<i>y</i>	Another node.

Returns

A negative value if a is less than b; 0 if they are equal; a positive value of a is greater than b.

Definition at line 219 of file `BVTree.cs`.

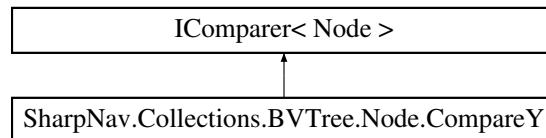
The documentation for this class was generated from the following file:

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/BVTree.cs](#)↔

5.76 SharpNav.Collections.BVTree.Node.CompareY Class Reference

An `IComparer<T>` implementation that only compares two [Nodes](#) on the Y axis.

Inheritance diagram for `SharpNav.Collections.BVTree.Node.CompareY`:



Public Member Functions

- `int Compare (Node x, Node y)`
Compares two nodes's bounds on the Y axis.

5.76.1 Detailed Description

An `IComparer<T>` implementation that only compares two [Nodes](#) on the Y axis.

Definition at line 234 of file `BVTree.cs`.

5.76.2 Member Function Documentation

5.76.2.1 Compare()

```
int SharpNav.Collections.BVTree.Node.CompareY.Compare (
    Node x,
    Node y )
```

Compares two nodes's bounds on the Y axis.

Parameters

<i>x</i>	A node.
<i>y</i>	Another node.

Returns

A negative value if a is less than b; 0 if they are equal; a positive value of a is greater than b.

Definition at line 242 of file BVTree.cs.

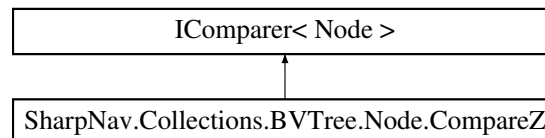
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/BVTree.↔
cs

5.77 SharpNav.Collections.BVTree.Node.CompareZ Class Reference

An `IEnumerator<T>` implementation that only compares two [Nodes](#) on the Z axis.

Inheritance diagram for SharpNav.Collections.BVTree.Node.CompareZ:

**Public Member Functions**

- `int Compare (Node x, Node y)`
Compares two nodes's bounds on the Z axis.

5.77.1 Detailed Description

An `IEnumerator<T>` implementation that only compares two [Nodes](#) on the Z axis.

Definition at line 257 of file BVTree.cs.

5.77.2 Member Function Documentation

5.77.2.1 Compare()

```
int SharpNav.Collections.BVTree.Node.CompareZ.Compare (
    Node x,
    Node y )
```

Compares two nodes's bounds on the Z axis.

Parameters

<i>x</i>	A node.
<i>y</i>	Another node.

Returns

A negative value if a is less than b; 0 if they are equal; a positive value of a is greater than b.

Definition at line 265 of file BVTree.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/BVTree.↔
cs

5.78 DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModule↔ DBCompiler.CompileResultEntry Struct Reference

Public Member Functions

- **CompileResultEntry** (CompileErrorType errorType, string message)
- **CompileResultEntry** (CompileErrorType errorType, int moduleIndex, string message)

Public Attributes

- CompileErrorType **errorType**
- string **message**
- int **moduleIndex**

5.78.1 Detailed Description

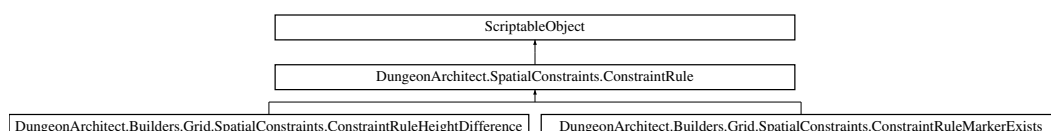
Definition at line 19 of file SnapGridFlowModuleDBCompiler.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/↔
SnapGridFlow/SnapGridFlowModuleDBCompiler.cs

5.79 DungeonArchitect.SpatialConstraints.ConstraintRule Class Reference

Inheritance diagram for DungeonArchitect.SpatialConstraints.ConstraintRule:



Public Member Functions

- virtual void **OnEnable** ()
- abstract bool **Process** ([ConstraintRuleContext](#) context)
- string **GetFullMenuPath** ()
- string **GetScriptName** ()
- override string **ToString** ()

Static Public Member Functions

- static string **GetFullMenuPath** (System.Type type)
- static string **GetScriptName** (System.Type type)

Public Attributes

- bool **enabled** = true
- string **ruleName**
- bool **inverseRule** = false

5.79.1 Detailed Description

Definition at line 29 of file ConstraintRule.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↵
Constraints/ConstraintRule.cs

5.80 DungeonArchitect.SpatialConstraints.ConstraintRuleContext Class Reference

Public Attributes

- [SpatialConstraintProcessorContext](#) **processorContext**
- [SpatialConstraintRuleDomain](#) **domain**
- [SCRuleNode](#) **ruleNode**
- Vector3 **ruleNodeWorldPosition**
- Matrix4x4 **rotationFrame**

5.80.1 Detailed Description

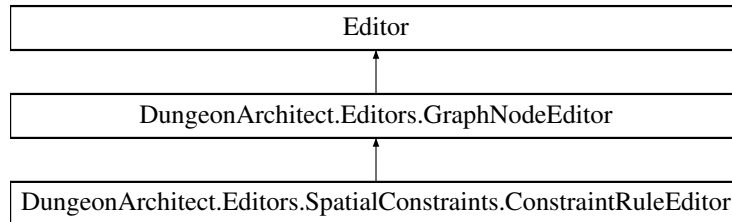
Definition at line 20 of file ConstraintRule.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↵
Constraints/ConstraintRule.cs

5.81 DungeonArchitect.Editors.SpatialConstraints.ConstraintRuleEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SpatialConstraints.ConstraintRuleEditor:



Public Member Functions

- override void **OnEnable** ()

Protected Member Functions

- override void **HandleInspectorGUI** ()

Protected Attributes

- SerializedProperty **exclusionRule**

5.81.1 Detailed Description

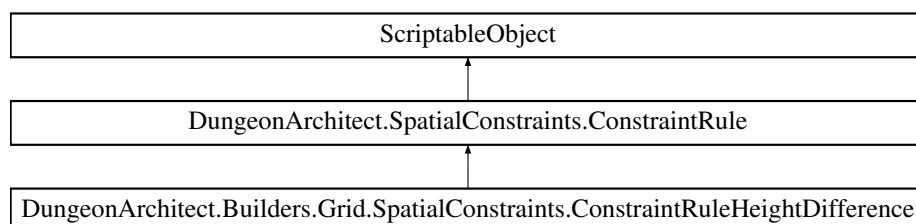
Definition at line 8 of file ConstraintRuleEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/RuleEditors/ConstraintRuleEditor.cs

5.82 DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleHeightDifference Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleHeightDifference:



Public Member Functions

- override string **ToString** ()
- override bool **Process** ([ConstraintRuleContext](#) context)

Public Attributes

- string **markerName**
- float **markerSearchRadius** = 0.1f
- float **heightCheckTolerance** = 0.5f
- ConstraintRuleHeightDifferenceType **heightFunction**

Additional Inherited Members

5.82.1 Detailed Description

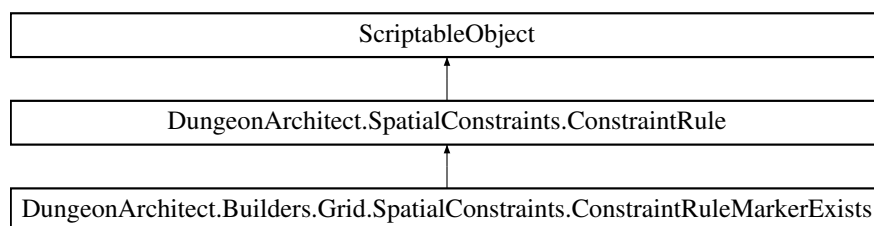
Definition at line 17 of file ConstraintRuleHeightDifference.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↔ Constraints/CommonRules/ConstraintRuleHeightDifference.cs

5.83 DungeonArchitect.Builders.Grid.SpatialConstraints.Constraint↔ RuleMarkerExists Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleMarkerExists:



Public Member Functions

- override string **ToString** ()
- override bool **Process** ([ConstraintRuleContext](#) context)

Public Attributes

- string **markerName**
- float **searchRadius** = 0.1f

Additional Inherited Members

5.83.1 Detailed Description

Definition at line 10 of file ConstraintRuleMarkerExists.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↔ Constraints/CommonRules/ConstraintRuleMarkerExists.cs

5.84 DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor.↔ RuleNodeEditorUIState.ConstraintUIState Class Reference

Public Attributes

- bool **foldout**
- bool **enabled** = true

5.84.1 Detailed Description

Definition at line 264 of file SCRuleNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/Node↔ Editors/SCRuleNodeEditor.cs

5.85 SharpNav.Contour Class Reference

A contour is formed from a region.

Public Member Functions

- [Contour](#) (List< [ContourVertex](#) > verts, [RegionId](#) region, [Area](#) area, int borderSize)
Initializes a new instance of the [Contour](#) class.
- void [MergeWith](#) ([Contour](#) contour)
Merges another contour into this instance.

Static Public Member Functions

- static void [Simplify](#) (List< [ContourVertex](#) > rawVerts, List< [ContourVertex](#) > simplified, float maxError, int maxEdgeLen, [ContourBuildFlags](#) buildFlags)
Simplify the contours by reducing the number of edges
- static void [RemoveDegenerateSegments](#) (List< [ContourVertex](#) > simplified)
Removes degenerate segments from a simplified contour.

Properties

- [ContourVertex\[\] Vertices](#) [get]
Gets the simplified vertices of the contour.
- [bool IsNull](#) [get]
Gets a value indicating whether the contour is "null" (has less than 3 vertices).
- [Area Area](#) [get]
Gets the area ID of the contour.
- [RegionId RegionId](#) [get]
Gets the region ID of the contour.
- [int Area2D](#) [get]
Gets the 2D area of the contour. A positive area means the contour is going forwards, a negative area means it is going backwards.

5.85.1 Detailed Description

A contour is formed from a region.

Definition at line 13 of file Contour.cs.

5.85.2 Constructor & Destructor Documentation

5.85.2.1 Contour()

```
SharpNav.Contour.Contour (
    List< ContourVertex > verts,
    RegionId region,
    Area area,
    int borderSize )
```

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

Parameters

<i>verts</i>	The raw vertices of the contour.
<i>region</i>	The region ID of the contour.
<i>area</i>	The area ID of the contour.
<i>borderSize</i>	The size of the border.

Definition at line 27 of file Contour.cs.

5.85.3 Member Function Documentation

5.85.3.1 MergeWith()

```
void SharpNav.Contour.MergeWith (
    Contour contour )
```

Merges another contour into this instance.

Parameters

<i>contour</i>	The contour to merge.

Definition at line 115 of file Contour.cs.

5.85.3.2 RemoveDegenerateSegments()

```
static void SharpNav.Contour.RemoveDegenerateSegments (
    List< ContourVertex > simplified ) [static]
```

Removes degenerate segments from a simplified contour.

Parameters

<i>simplified</i>	The simplified contour.

Definition at line 412 of file Contour.cs.

5.85.3.3 Simplify()

```
static void SharpNav.Contour.Simplify (
    List< ContourVertex > rawVerts,
    List< ContourVertex > simplified,
    float maxError,
    int maxEdgeLen,
    ContourBuildFlags buildFlags ) [static]
```

Simplify the contours by reducing the number of edges

Parameters

<i>rawVerts</i>	Initial vertices
<i>simplified</i>	New and simplified vertices
<i>maxError</i>	Maximum error allowed
<i>maxEdgeLen</i>	The maximum edge length allowed
<i>buildFlags</i>	Flags determines how to split the long edges

Definition at line 192 of file Contour.cs.

5.85.4 Property Documentation

5.85.4.1 Area

```
Area SharpNav.Contour.Area [get]
```

Gets the area ID of the contour.

Definition at line 73 of file Contour.cs.

5.85.4.2 Area2D

```
int SharpNav.Contour.Area2D [get]
```

Gets the 2D area of the contour. A positive area means the contour is going forwards, a negative area means it is going backwards.

Definition at line 96 of file Contour.cs.

5.85.4.3 IsNull

```
bool SharpNav.Contour.IsNull [get]
```

Gets a value indicating whether the contour is "null" (has less than 3 vertices).

Definition at line 58 of file Contour.cs.

5.85.4.4 RegionId

```
RegionId SharpNav.Contour.RegionId [get]
```

Gets the region ID of the contour.

Definition at line 84 of file Contour.cs.

5.85.4.5 Vertices

[ContourVertex](#) [] [SharpNav.Contour.Vertices](#) [get]

Gets the simplified vertices of the contour.

Definition at line 47 of file Contour.cs.

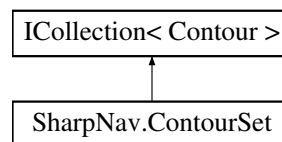
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Contour.cs

5.86 SharpNav.ContourSet Class Reference

A set of contours around the regions of a [CompactHeightfield](#), used as the edges of a [PolyMesh](#).

Inheritance diagram for SharpNav.ContourSet:



Public Member Functions

- [ContourSet](#) (IEnumerable< [Contour](#) > contours, [BBox3](#) bounds, int width, int height)
Initializes a new instance of the [ContourSet](#) class.
- bool [Contains](#) ([Contour](#) item)
Checks if a specified [ContourSet](#) is contained in the [ContourSet](#).
- void [CopyTo](#) ([Contour](#)[] array, int arrayIndex)
Copies the [Contours](#) in the set to an array.
- IEnumerator< [Contour](#) > [GetEnumerator](#) ()
Returns an enumerator that iterates through the entire [ContourSet](#).

Properties

- int [Count](#) [get]
Gets the number of [Contours](#) in the set.
- [BBox3 Bounds](#) [get]
Gets the world-space bounding box of the set.
- int [Width](#) [get]
Gets the width of the set, not including the border size specified in [CompactHeightfield](#).
- int [Height](#) [get]
Gets the height of the set, not including the border size specified in [CompactHeightfield](#).

5.86.1 Detailed Description

A set of contours around the regions of a [CompactHeightfield](#), used as the edges of a [PolyMesh](#).

Definition at line 18 of file ContourSet.cs.

5.86.2 Constructor & Destructor Documentation

5.86.2.1 ContourSet()

```
SharpNav.ContourSet.ContourSet (
    IEnumerable< Contour > contours,
    BBox3 bounds,
    int width,
    int height )
```

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

Parameters

<i>contours</i>	A collection of Contours .
<i>bounds</i>	The bounding box that contains all of the Contours .
<i>width</i>	The width, in voxel units, of the world.
<i>height</i>	The height, in voxel units, of the world.

Definition at line 32 of file ContourSet.cs.

5.86.3 Member Function Documentation

5.86.3.1 Contains()

```
bool SharpNav.ContourSet.Contains (
    Contour item )
```

Checks if a specified [ContourSet](#) is contained in the [ContourSet](#).

Parameters

<i>item</i>	A contour.

Returns

A value indicating whether the set contains the specified contour.

Definition at line 97 of file ContourSet.cs.

5.86.3.2 CopyTo()

```
void SharpNav.ContourSet.CopyTo (
    Contour[] array,
    int arrayIndex )
```

Copies the [Contours](#) in the set to an array.

Parameters

<i>array</i>	The array to copy to.
<i>arrayIndex</i>	The zero-based index in array at which copying begins.

Definition at line 107 of file ContourSet.cs.

5.86.3.3 GetEnumerator()

```
IEnumerator<Contour> SharpNav.ContourSet.GetEnumerator ( )
```

Returns an enumerator that iterates through the entire [ContourSet](#).

Returns

An enumerator.

Definition at line 116 of file ContourSet.cs.

5.86.4 Property Documentation

5.86.4.1 Bounds

```
BBox3 SharpNav.ContourSet.Bounds [get]
```

Gets the world-space bounding box of the set.

Definition at line 54 of file ContourSet.cs.

5.86.4.2 Count

```
int SharpNav.ContourSet.Count [get]
```

Gets the number of [Contours](#) in the set.

Definition at line 43 of file ContourSet.cs.

5.86.4.3 Height

```
int SharpNav.ContourSet.Height [get]
```

Gets the height of the set, not including the border size specified in [CompactHeightfield](#).

Definition at line 76 of file ContourSet.cs.

5.86.4.4 Width

```
int SharpNav.ContourSet.Width [get]
```

Gets the width of the set, not including the border size specified in [CompactHeightfield](#).

Definition at line 65 of file ContourSet.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/ContourSet.cs

5.87 SharpNav.ContourVertex Struct Reference

A [ContourVertex](#) is a vertex that stores 3 integer coordinates and a region ID, and is used to build [Contours](#).

Public Member Functions

- [ContourVertex](#) (int x, int y, int z, [RegionId](#) region)
Initializes a new instance of the [ContourVertex](#) struct.
- [ContourVertex](#) ([Vector3](#) vec, [RegionId](#) region)
Initializes a new instance of the [SharpNav.ContourVertex](#) struct.
- [ContourVertex](#) ([ContourVertex](#) vert, int index)
Initializes a new instance of the [ContourVertex](#) struct as a copy.
- [ContourVertex](#) ([ContourVertex](#) vert, [RegionId](#) region)
Initializes a new instance of the [ContourVertex](#) struct as a copy.

Static Public Member Functions

- static bool [IsLeft](#) (ref [ContourVertex](#) a, ref [ContourVertex](#) b, ref [ContourVertex](#) c)
Gets the leftness of a triangle formed from 3 contour vertices.
- static void [Area2D](#) (ref [ContourVertex](#) a, ref [ContourVertex](#) b, ref [ContourVertex](#) c, out int area)
Gets the 2D area of the triangle ABC.

Public Attributes

- int [X](#)
The X coordinate.
- int [Y](#)
The Y coordinate.
- int [Z](#)
The Z coordinate.
- [RegionId](#) [RegionId](#)
The region that the vertex belongs to.

5.87.1 Detailed Description

A [ContourVertex](#) is a vertex that stores 3 integer coordinates and a region ID, and is used to build [Contours](#).

Definition at line 22 of file [ContourVertex.cs](#).

5.87.2 Constructor & Destructor Documentation

5.87.2.1 [ContourVertex\(\)](#) [1/4]

```
SharpNav.ContourVertex.ContourVertex (
    int x,
    int y,
    int z,
    RegionId region )
```

Initializes a new instance of the [ContourVertex](#) struct.

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.
<i>z</i>	The Z coordinate.
<i>region</i>	The region ID.

Definition at line 51 of file [ContourVertex.cs](#).

5.87.2.2 ContourVertex() [2/4]

```
SharpNav.ContourVertex.ContourVertex (
    Vector3 vec,
    RegionId region )
```

Initializes a new instance of the [SharpNav.ContourVertex](#) struct.

Parameters

<i>vec</i>	The array of X,Y,Z coordinates.
<i>region</i>	The Region ID.

Definition at line 64 of file ContourVertex.cs.

5.87.2.3 ContourVertex() [3/4]

```
SharpNav.ContourVertex.ContourVertex (
    ContourVertex vert,
    int index )
```

Initializes a new instance of the [ContourVertex](#) struct as a copy.

Parameters

<i>vert</i>	The original vertex.
<i>index</i>	The index of the original vertex, which is temporarily stored in the RegionId field.

Definition at line 77 of file ContourVertex.cs.

5.87.2.4 ContourVertex() [4/4]

```
SharpNav.ContourVertex.ContourVertex (
    ContourVertex vert,
    RegionId region )
```

Initializes a new instance of the [ContourVertex](#) struct as a copy.

Parameters

<i>vert</i>	The original vertex.
<i>region</i>	The region that the vertex belongs to.

Definition at line 90 of file ContourVertex.cs.

5.87.3 Member Function Documentation

5.87.3.1 Area2D()

```
static void SharpNav.ContourVertex.Area2D (
    ref ContourVertex a,
    ref ContourVertex b,
    ref ContourVertex c,
    out int area ) [static]
```

Gets the 2D area of the triangle ABC.

Parameters

<i>a</i>	Point A of triangle ABC.
<i>b</i>	Point B of triangle ABC.
<i>c</i>	Point C of triangle ABC.
<i>area</i>	The 2D area of the triangle.

Definition at line 119 of file ContourVertex.cs.

5.87.3.2 IsLeft()

```
static bool SharpNav.ContourVertex.IsLeft (
    ref ContourVertex a,
    ref ContourVertex b,
    ref ContourVertex c ) [static]
```

Gets the leftness of a triangle formed from 3 contour vertices.

Parameters

<i>a</i>	The first vertex.
<i>b</i>	The second vertex.
<i>c</i>	The third vertex.

Returns

A value indicating the leftness of the triangle.

Definition at line 105 of file ContourVertex.cs.

5.87.4 Member Data Documentation

5.87.4.1 RegionId

`RegionId` SharpNav.ContourVertex.RegionId

The region that the vertex belongs to.

Definition at line 42 of file ContourVertex.cs.

5.87.4.2 X

`int` SharpNav.ContourVertex.X

The X coordinate.

Definition at line 27 of file ContourVertex.cs.

5.87.4.3 Y

`int` SharpNav.ContourVertex.Y

The Y coordinate.

Definition at line 32 of file ContourVertex.cs.

5.87.4.4 Z

`int` SharpNav.ContourVertex.Z

The Z coordinate.

Definition at line 37 of file ContourVertex.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Contour↔
Vertex.cs

5.88 SharpNav.Crowds.Crowd Class Reference

The `Crowd` class manages pathfinding for multiple agents simulatenously.

Public Member Functions

- [Crowd](#) (int maxAgents, float maxAgentRadius, ref [TiledNavMesh](#) navMesh)
Initializes a new instance of the [Crowd](#) class.
- [ObstacleAvoidanceQuery.ObstacleAvoidanceParams](#) **GetObstacleAvoidanceParams** (int idx)
- void **SetObstacleAvoidanceParams** (int idx, [ObstacleAvoidanceQuery.ObstacleAvoidanceParams](#) parameters)
- int **GetAgentCount** ()
- [Agent](#) **GetAgent** (int idx)
- int **AddAgent** ([Vector3](#) pos, [AgentParams](#) parameters)
Add an agent to the crowd.
- bool **RemoveAgent** (int index)
The agent is deactivated and will no longer be processed. It can still be reused later.
- int **GetActiveAgents** ([Agent](#)[] agents)
The crowd contains active and inactive agents. Only add all the active agents to a separate array.
- int **GetAgentIndex** ([Agent](#) agent)
Get the agent's index in the array
- void **Update** (float dt)
Update the crowd pathfinding periodically
- void **UpdateMoveRequest** ()
Change the move requests for all the agents
- void **UpdateTopologyOptimization** ([Agent](#)[] agents, int numAgents, float dt)
Reoptimize the path corridor for all agents
- void **CheckPathValidity** ([Agent](#)[] agents, int agentCount, float dt)
Make sure that each agent is taking a valid path
- bool **OverOffmeshConnection** ([Agent](#) ag, float radius)
- void **CalcSmoothSteerDirection** ([Agent](#) ag, ref [Vector3](#) dir)
Calculate a vector based off of the map
- void **CalcStraightSteerDirection** ([Agent](#) ag, ref [Vector3](#) dir)
Calculate a straight vector to the destination
- float **GetDistanceToGoal** ([Agent](#) ag, float range)
Find the crowd agent's distance to its goal
- int **GetNeighbours** ([Vector3](#) pos, float height, float range, [Agent](#) skip, [CrowdNeighbor](#)[] result, int maxResult, [Agent](#)[] agents, [ProximityGrid](#)< [Agent](#) > grid)
Get the crowd agent's neighbors.
- int **AddNeighbour** ([Agent](#) agent, float dist, [CrowdNeighbor](#)[] neis, int nneis, int maxNeis)
Add a [CrowdNeighbor](#) to the array
- int **AddToPathQueue** ([Agent](#) newag, [Agent](#)[] agents, int numAgents, int maxAgents)
Add the [CrowdAgent](#) to the path queue
- int **AddToOptQueue** ([Agent](#) newag, [Agent](#)[] agents, int numAgents, int maxAgents)
Add the [CrowdAgent](#) to the optimization queue

5.88.1 Detailed Description

The [Crowd](#) class manages pathfinding for multiple agents simulatenously.

Definition at line 22 of file Crowd.cs.

5.88.2 Constructor & Destructor Documentation

5.88.2.1 Crowd()

```
SharpNav.Crowds.Crowd.Crowd (
    int maxAgents,
    float maxAgentRadius,
    ref TiledNavMesh navMesh )
```

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

Parameters

<i>maxAgents</i>	The maximum agents allowed
<i>maxAgentRadius</i>	The maximum radius for an agent
<i>navMesh</i>	The navigation mesh

Definition at line 70 of file Crowd.cs.

5.88.3 Member Function Documentation

5.88.3.1 AddAgent()

```
int SharpNav.Crowds.Crowd.AddAgent (
    Vector3 pos,
    AgentParams parameters )
```

Add an agent to the crowd.

Parameters

<i>pos</i>	The agent's position
<i>parameters</i>	The settings

Returns

The id of the agent (-1 if there is no empty slot)

Definition at line 156 of file Crowd.cs.

5.88.3.2 AddNeighbour()

```
int SharpNav.Crowds.Crowd.AddNeighbour (
    Agent agent,
    float dist,
    CrowdNeighbor[] neis,
    int nneis,
    int maxNeis )
```

Add a [CrowdNeighbor](#) to the array

Parameters

<i>Agent</i>	The neighbor
<i>dist</i>	Distance from current agent
<i>neis</i>	The neighbors array
<i>nneis</i>	The number of neighbors
<i>maxNeis</i>	The maximum number of neighbors allowed

Returns

An updated neighbor count

Definition at line 1108 of file Crowd.cs.

5.88.3.3 AddToOptQueue()

```
int SharpNav.Crowds.Crowd.AddToOptQueue (
    Agent newag,
    Agent[] agents,
    int numAgents,
    int maxAgents )
```

Add the CrowdAgent to the optimization queue

Parameters

<i>newag</i>	The new CrowdAgent
<i>agents</i>	The current CrowdAgent array
<i>numAgents</i>	The number of CrowdAgents
<i>maxAgents</i>	The maximum number of agents allowed

Returns

An updated agent count

Definition at line 1214 of file Crowd.cs.

5.88.3.4 AddToPathQueue()

```
int SharpNav.Crowds.Crowd.AddToPathQueue (
    Agent newag,
    Agent[] agents,
    int numAgents,
    int maxAgents )
```

Add the CrowdAgent to the path queue

Parameters

<i>newag</i>	The new CrowdAgent
<i>agents</i>	The current CrowdAgent array
<i>numAgents</i>	The number of CrowdAgents
<i>maxAgents</i>	The maximum number of agents allowed

Returns

An updated agent count

Definition at line 1168 of file Crowd.cs.

5.88.3.5 CalcSmoothSteerDirection()

```
void SharpNav.Crowds.Crowd.CalcSmoothSteerDirection (
    Agent ag,
    ref Vector3 dir )
```

Calculate a vector based off of the map

Parameters

<i>ag</i>	The agent
<i>dir</i>	The resulting steer direction

Definition at line 991 of file Crowd.cs.

5.88.3.6 CalcStraightSteerDirection()

```
void SharpNav.Crowds.Crowd.CalcStraightSteerDirection (
    Agent ag,
    ref Vector3 dir )
```

Calculate a straight vector to the destination

Parameters

<i>ag</i>	The agent
<i>dir</i>	The resulting steer direction

Definition at line 1026 of file Crowd.cs.

5.88.3.7 CheckPathValidity()

```
void SharpNav.Crowds.Crowd.CheckPathValidity (
    Agent[] agents,
    int agentCount,
    float dt )
```

Make sure that each agent is taking a valid path

Parameters

<i>agents</i>	The agent array
<i>agentCount</i>	The number of agents
<i>dt</i>	Time until next update

Definition at line 863 of file Crowd.cs.

5.88.3.8 GetActiveAgents()

```
int SharpNav.Crowds.Crowd.GetActiveAgents (
    Agent[] agents )
```

The crowd contains active and inactive agents. Only add all the active agents to a separate array.

Parameters

<i>agents</i>	The array of active agents

Returns

The number of active agents

Definition at line 208 of file Crowd.cs.

5.88.3.9 GetAgentIndex()

```
int SharpNav.Crowds.Crowd.GetAgentIndex (
    Agent agent )
```

Get the agent's index in the array

Parameters

<i>agent</i>	The agent

Returns

The index

Definition at line 228 of file Crowd.cs.

5.88.3.10 GetDistanceToGoal()

```
float SharpNav.Crowds.Crowd.GetDistanceToGoal (
    Agent ag,
    float range )
```

Find the crowd agent's distance to its goal

Parameters

<i>ag</i>	The crowd agent
<i>range</i>	The maximum range

Returns

Distance to goal

Definition at line 1045 of file Crowd.cs.

5.88.3.11 GetNeighbours()

```
int SharpNav.Crowds.Crowd.GetNeighbours (
    Vector3 pos,
    float height,
    float range,
    Agent skip,
    CrowdNeighbor[] result,
    int maxResult,
    Agent[] agents,
    ProximityGrid< Agent > grid )
```

Get the crowd agent's neighbors.

Parameters

<i>pos</i>	Current position
<i>height</i>	The height
<i>range</i>	The range to search within
<i>skip</i>	The current crowd agent
<i>result</i>	The neighbors array
<i>maxResult</i>	The maximum number of neighbors that can be stored
<i>agents</i>	Array of all crowd agents
<i>grid</i>	The ProximityGrid

Returns

The number of neighbors

Definition at line 1069 of file Crowd.cs.

5.88.3.12 RemoveAgent()

```
bool SharpNav.Crowds.Crowd.RemoveAgent (
    int index )
```

The agent is deactivated and will no longer be processed. It can still be reused later.

Parameters

<i>index</i>	The agent's id

Returns

A value indicating whether the agent was successfully removed.

Definition at line 194 of file Crowd.cs.

5.88.3.13 Update()

```
void SharpNav.Crowds.Crowd.Update (
    float dt )
```

Update the crowd pathfinding periodically

Parameters

<i>dt</i>	Th time until the next update

Definition at line 243 of file Crowd.cs.

5.88.3.14 UpdateMoveRequest()

```
void SharpNav.Crowds.Crowd.UpdateMoveRequest ( )
```

Change the move requests for all the agents

Definition at line 603 of file Crowd.cs.

5.88.3.15 UpdateTopologyOptimization()

```
void SharpNav.Crowds.Crowd.UpdateTopologyOptimization (
    Agent[] agents,
    int numAgents,
    float dt )
```

Reoptimize the path corridor for all agents

Parameters

<i>agents</i>	The agents array
<i>numAgents</i>	The number of agents
<i>dt</i>	Time until next update

Definition at line 826 of file Crowd.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/Crowd.↔
cs

5.89 SharpNav.Crowds.CrowdNeighbor Struct Reference

A neighboring crowd agent

Public Attributes

- int **Index**
- float **Distance**

5.89.1 Detailed Description

A neighboring crowd agent

Definition at line 1256 of file Crowd.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/Crowd.↔
cs

5.90 DungeonArchitect.UI.Widgets.GraphEditors.CursorDragLink Class Reference

Manages a link dragged out of a node with the other end following the mouse cursor

Public Member Functions

- delegate void **OnDraggedLinkReleased** (Vector2 mousePositionScreen, [UISystem](#) uiSystem)
- void **Destroy** ()
- void **Activate** ([GraphPin](#) fromPin, [UISystem](#) uiSystem)
- void **Deactivate** ([UISystem](#) uiSystem)
- void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphCamera](#) camera)
- void **HandleInput** (Event e, [UISystem](#) uiSystem)

Properties

- [GraphPin](#) **AttachedPin** [get]

Events

- OnDraggedLinkReleased **DraggedLinkReleased**

5.90.1 Detailed Description

Manages a link dragged out of a node with the other end following the mouse cursor

Definition at line 1466 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditor.cs

5.91 DungeonArchitect.Utills.DebugDrawUtils Class Reference

Helper functions to draw debug information of the dungeon layout in the scene view

Static Public Member Functions

- static void **DrawBounds** ([Rectangle](#) bounds, Color color, Vector3 gridScale, bool mode2D)
- static void **DrawPoint** (Vector3 position, Color color, bool mode2D)
- static void **DrawLine** (Vector3 start, Vector3 end, Color color, float duration, bool depthTest, bool mode2D)
- static void **DrawCircle** (Vector3 center, float radius, Color color)
- static void **DrawCircle** (Vector3 center, float radius, Color color, float segmentMultiplier)

5.91.1 Detailed Description

Helper functions to draw debug information of the dungeon layout in the scene view

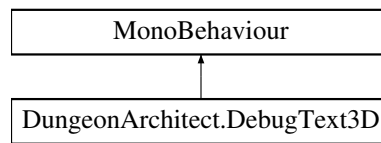
Definition at line 8 of file DebugDrawUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/DebugDrawUtils.cs

5.92 DungeonArchitect.DebugText3D Class Reference

Inheritance diagram for DungeonArchitect.DebugText3D:



Public Attributes

- [DebugTextItem\[\]](#) items

5.92.1 Detailed Description

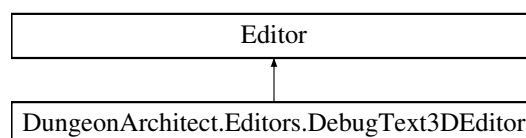
Definition at line 12 of file `DebugText3D.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/DebugText3D.cs`

5.93 DungeonArchitect.Editors.DebugText3DEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.DebugText3DEditor:



Protected Member Functions

- virtual void **OnSceneGUI** ()

5.93.1 Detailed Description

Definition at line 7 of file `DebugText3DEditor.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/DebugText3DEditor.cs`

5.94 DungeonArchitect.DebugTextItem Struct Reference

Public Attributes

- string **message**
- Vector3 **position**
- Color **color**

5.94.1 Detailed Description

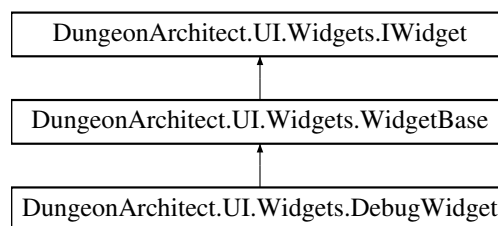
Definition at line 6 of file DebugText3D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Debug↔
Text3D.cs

5.95 DungeonArchitect.UI.Widgets.DebugWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.DebugWidget:



Public Member Functions

- **DebugWidget** (string caption, Color color)

Protected Member Functions

- override void **DrawImpl** (UISystem uiSystem, UIRenderer renderer)

Additional Inherited Members

5.95.1 Detailed Description

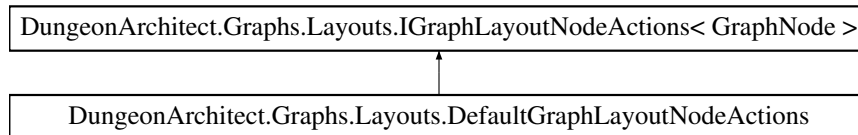
Definition at line 5 of file DebugWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Debug/Debug↔
Widget.cs

5.96 DungeonArchitect.Graphs.Layouts.DefaultGraphLayoutNode Actions Class Reference

Inheritance diagram for DungeonArchitect.Graphs.Layouts.DefaultGraphNodeActions:



Public Member Functions

- **DefaultGraphLayoutNodeActions** ([Graph](#) graph)
- void **SetNodePosition** ([GraphNode](#) node, Vector2 position)
- Vector2 **GetNodePosition** ([GraphNode](#) node)
- [GraphNode](#)[] **GetOutgoingNodes** ([GraphNode](#) node)

5.96.1 Detailed Description

Definition at line 6 of file DefaultGraphLayout.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLayout/Implementations/DefaultGraphLayout.cs

5.97 DungeonArchitect.UI.DeferredUICommandBase Class Reference

Inheritance diagram for DungeonArchitect.UI.DeferredUICommandBase:



Public Member Functions

- abstract void **Execute** (UISystem uiSystem)

5.97.1 Detailed Description

Definition at line 13 of file DeferredUICommands.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/DeferredUICommands.cs

5.98 DungeonArchitect.Triangulator.Delauney Class Reference

Performs the [Delauney](#) triangulation on a set of vertices.

Static Public Member Functions

- static List< [Geometry.Triangle](#) > [Triangulate](#) (List< [Triangulator.Geometry.Point](#) > Vertex)
Performs [Delauney](#) triangulation on a set of points.

5.98.1 Detailed Description

Performs the [Delauney](#) triangulation on a set of vertices.

Based on Paul Bourke's "An Algorithm for Interpolating Irregularly-Spaced Data with Applications in Terrain Modelling" <http://astronomy.swin.edu.au/~pbourke/modelling/triangulate/>

Definition at line 19 of file Delauney.cs.

5.98.2 Member Function Documentation

5.98.2.1 Triangulate()

```
static List<Geometry.Triangle> DungeonArchitect.Triangulator.Delauney.Triangulate (
    List< Triangulator.Geometry.Point > Vertex ) [static]
```

Performs [Delauney](#) triangulation on a set of points.

The triangulation doesn't support multiple points with the same planar location. Vertex-lists with duplicate points may result in strange triangulation with intersecting edges. To avoid adding multiple points to your vertex-list you can use the following anonymous predicate method:

```
if (!Vertices.Exists(delegate(Triangulator.Geometry.Point p) { return pNew.Equals2D(p); }))
    Vertices.Add(pNew);
```

The triangulation algorithm may be described in pseudo-code as follows:

```
subroutine Triangulate
input : vertex list
output : triangle list
    initialize the triangle list
    determine the supertriangle
    add supertriangle vertices to the end of the vertex list
    add the supertriangle to the triangle list
    for each sample point in the vertex list
        initialize the edge buffer
        for each triangle currently in the triangle list
            calculate the triangle circumcircle center and radius
            if the point lies in the triangle circumcircle then
                add the three triangle edges to the edge buffer
                remove the triangle from the triangle list
            endif
        endfor
        delete all doubly specified edges from the edge buffer
        this leaves the edges of the enclosing polygon only
        add to the triangle list all triangles formed between the point
        and the edges of the enclosing polygon
    endfor
    remove any triangles from the triangle list that use the supertriangle vertices
    remove the supertriangle vertices from the vertex list
end
```

Parameters

<i>Vertex</i>	List of vertices to triangulate.

Returns

Triangles referencing vertex indices arranged in clockwise order

Definition at line 66 of file Delauney.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/Delauney↔
cs

5.99 DungeonArchitect.Triangulator.DelauneyTriangle Struct Reference

Public Attributes

- int **p1**
- int **p2**
- int **p3**

5.99.1 Detailed Description

Definition at line 8 of file DelauneyV2.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/Delauney↔
V2.cs

5.100 DungeonArchitect.Triangulator.DelauneyV2 Class Reference

Static Public Member Functions

- static [DelauneyTriangle](#)[] **Triangulate** (Vector2[] vertices)

5.100.1 Detailed Description

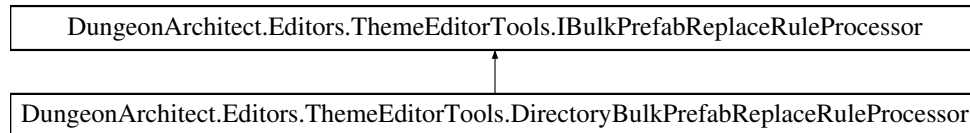
Definition at line 21 of file DelauneyV2.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/Delauney↔
V2.cs

5.101 DungeonArchitect.Editors.ThemeEditorTools.DirectoryBulkPrefabReplaceRuleProcessor Class Reference

Inheritance diagram for DungeonArchitect.Editors.ThemeEditorTools.DirectoryBulkPrefabReplaceRuleProcessor:



Public Member Functions

- void **DrawGUI** ()
- [BulkReplacementEntry\[\]](#) **Process** ([DungeonThemeEditorWindow](#) editor)

5.101.1 Detailed Description

Definition at line 44 of file ThemeEditorToolPrefabReplacement.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolPrefabReplacement.cs

5.102 DungeonArchitect.Landscape.DLCacheBounds Class Reference

Public Attributes

- int **x1**
- int **x2**
- int **y1**
- int **y2**

5.102.1 Detailed Description

Definition at line 6 of file DungeonLandscapeRestorationCache.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Landscape/DungeonLandscapeRestorationCache.cs

5.103 DungeonArchitect.Builders.Grid.DoorManager Class Reference

Manages the doors in the grid based builder

Public Member Functions

- void **Clear** ()
- void **RemoveDoor** ([CellDoor](#) door)
- [CellDoor](#) **CreateDoor** ([IntVector](#) p1, [IntVector](#) p2, int cellId1, int cellId2)
Creates a door between the two grid points
- bool **ContainsDoorBetweenCells** (int cellA, int cellB)
Check if a door exists between the two cells
- bool **ContainsDoor** (int x1, int z1, int x2, int z2)

Properties

- [CellDoor](#)[] **Doors** [get]
List of registered doors

5.103.1 Detailed Description

Manages the doors in the grid based builder

Definition at line 270 of file GridDungeonModel.cs.

5.103.2 Member Function Documentation

5.103.2.1 ContainsDoorBetweenCells()

```
bool DungeonArchitect.Builders.Grid.DoorManager.ContainsDoorBetweenCells (
    int cellA,
    int cellB )
```

Check if a door exists between the two cells

Parameters

<i>cellA</i>	Cell Id of the first cell
<i>cellB</i>	Cell Id of the second cell

Returns

Definition at line 339 of file GridDungeonModel.cs.

5.103.2.2 CreateDoor()

```
CellDoor DungeonArchitect.Builders.Grid.DoorManager.CreateDoor (
    IntVector p1,
    IntVector p2,
    int cellId1,
    int cellId2 )
```

Creates a door between the two grid points

Parameters

<i>p1</i>	The grid poition 1
<i>p2</i>	The grid poition 2
<i>cellId1</i>	Cell Id of the first adjacent cell
<i>cellId2</i>	Cell Id of the second adjacent cell

Returns

Definition at line 310 of file GridDungeonModel.cs.

5.103.3 Property Documentation

5.103.3.1 Doors

```
CellDoor [ ] DungeonArchitect.Builders.Grid.DoorManager.Doors [get]
```

List of registered doors

Definition at line 379 of file GridDungeonModel.cs.

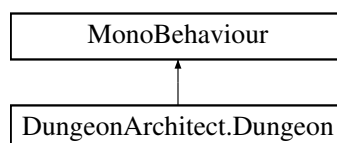
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↔
Model.cs

5.104 DungeonArchitect.Dungeon Class Reference

The main dungeon behavior that manages the creation and destruction of dungeons

Inheritance diagram for DungeonArchitect.Dungeon:



Public Member Functions

- List< [DungeonThemeData](#) > **GetThemeAssets** ()
- void **Build** ()
Builds the complete dungeon (layout and visual phase)
- void **Build** ([IDungeonSceneObjectInstantiator](#) objectInstantiator)
- void **ReapplyTheme** ([IDungeonSceneObjectInstantiator](#) objectInstantiator)
*Runs the theming engine over the existing layout to rebuild the game objects from the theme file.
The layout is not built in this stage*
- void **DestroyDungeon** ()
Destroys the dungeon
- void **RequestRebuild** ()
Requests the dungeon to be rebuilt in the next update phase
- virtual void **Update** ()
- void **AddPaintCell** ([IntVector](#) location, bool automaticRebuild)
- void **AddPaintCell** ([IntVector](#) location, bool automaticRebuild, [IDungeonSceneObjectInstantiator](#) scene↔Instantiator)
Registers a painted cell
- void **RemovePaintCell** ([IntVector](#) location, bool automaticRebuild)
Remove a previous painted cell
- void **RemovePaintCell** ([IntVector](#) location, bool automaticRebuild, [IDungeonSceneObjectInstantiator](#) scene↔Instantiator)
Remove a previous painted cell
- void **ClearToolOverlayData** (bool automaticRebuild)
Clears all overlay data

Public Attributes

- List< [Graph](#) > **dungeonThemes**
List of themes assigned to this dungeon
- bool **debugDraw** = false
Draw debug data

Properties

- [DungeonModel](#) **ActiveModel** [get]
Active model used by the dungeon
- bool **IsLayoutBuilt** [get]
*Flag to check if the layout has been built.
This is used to quickly reapply the theme after the theme graph has been modified, without rebuilding the layout, if it has already been built*
- [LevelMarkerList](#) **Markers** [get]
- [DungeonConfig](#) **Config** [get]

5.104.1 Detailed Description

The main dungeon behavior that manages the creation and destruction of dungeons

Definition at line 16 of file Dungeon.cs.

5.104.2 Member Function Documentation

5.104.2.1 AddPaintCell()

```
void DungeonArchitect.Dungeon.AddPaintCell (
    IntVector location,
    bool automaticRebuild,
    IDungeonSceneObjectInstantiator sceneInstantiator )
```

Registers a painted cell

Parameters

<i>location</i>	the location of the painted cell, in grid coordinates
<i>automaticRebuild</i>	if true, the dungeon would be rebuilt, if the data model has changed due to this request

Definition at line 387 of file Dungeon.cs.

5.104.2.2 Build()

```
void DungeonArchitect.Dungeon.Build ( )
```

Builds the complete dungeon (layout and visual phase)

Definition at line 121 of file Dungeon.cs.

5.104.2.3 ClearToolOverlayData()

```
void DungeonArchitect.Dungeon.ClearToolOverlayData (
    bool automaticRebuild )
```

Clears all overlay data

Parameters

<i>automaticRebuild</i>	

Definition at line 449 of file Dungeon.cs.

5.104.2.4 DestroyDungeon()

```
void DungeonArchitect.Dungeon.DestroyDungeon ( )
```

Destroys the dungeon

Definition at line 289 of file Dungeon.cs.

5.104.2.5 ReapplyTheme()

```
void DungeonArchitect.Dungeon.ReapplyTheme (
    IDungeonSceneObjectInstantiator objectInstantiator )
```

Runs the theming engine over the existing layout to rebuild the game objects from the theme file.
The layout is not built in this stage

Definition at line 165 of file Dungeon.cs.

5.104.2.6 RemovePaintCell() [1/2]

```
void DungeonArchitect.Dungeon.RemovePaintCell (
    IntVector location,
    bool automaticRebuild )
```

Remove a previous painted cell

Parameters

<i>location</i>	the location of the painted cell to remove, in grid coordinates
<i>automaticRebuild</i>	if true, the dungeon would be rebuilt, if the data model has changed due to this request

Definition at line 421 of file Dungeon.cs.

5.104.2.7 RemovePaintCell() [2/2]

```
void DungeonArchitect.Dungeon.RemovePaintCell (
    IntVector location,
    bool automaticRebuild,
    IDungeonSceneObjectInstantiator sceneInstantiator )
```

Remove a previous painted cell

Parameters

<i>location</i>	the location of the painted cell to remove, in grid coordinates
<i>automaticRebuild</i>	if true, the dungeon would be rebuilt, if the data model has changed due to this request

Definition at line 431 of file Dungeon.cs.

5.104.2.8 RequestRebuild()

```
void DungeonArchitect.Dungeon.RequestRebuild ( )
```

Requests the dungeon to be rebuilt in the next update phase

Definition at line 336 of file Dungeon.cs.

5.104.3 Member Data Documentation**5.104.3.1 debugDraw**

```
bool DungeonArchitect.Dungeon.debugDraw = false
```

Draw debug data

Definition at line 25 of file Dungeon.cs.

5.104.3.2 dungeonThemes

```
List<Graph> DungeonArchitect.Dungeon.dungeonThemes
```

List of themes assigned to this dungeon

Definition at line 20 of file Dungeon.cs.

5.104.4 Property Documentation

5.104.4.1 ActiveModel

`DungeonModel` `DungeonArchitect.Dungeon.ActiveModel` [get]

Active model used by the dungeon

Definition at line 36 of file `Dungeon.cs`.

5.104.4.2 IsLayoutBuilt

`bool` `DungeonArchitect.Dungeon.IsLayoutBuilt` [get]

Flag to check if the layout has been built.

This is used to quickly reapply the theme after the theme graph has been modified, without rebuilding the layout, if it has already been built

Definition at line 50 of file `Dungeon.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Dungeon.cs`

5.105 DungeonArchitect.Eeditors.DungeonArchitectMenu Class Reference

Static Public Member Functions

- static void **CreateThemeAssetInBrowser** ()
- static void **CreateDungeonSnapFlowAssetInBrowser** ()
- static void **CreateDungeonSnapFlowConnectionAssetInBrowser** ()
- static void **CreateDungeonGridFlowAssetInBrowser** ()
- static void **CreateSnapGridFlowGraphAssetInBrowser** ()
- static void **CreateSnapGridFlowModuleBoundsAssetInBrowser** ()
- static void **CreateSnapGridFlowModuleDatabaseAssetInBrowser** ()
- static void **CreateSnapGridFlowPlaceableMarkerAssetInBrowser** ()
- static void **CreateSnapGridFlowConnectionAssetInBrowser** ()
- static void **CreateDungeonLandscapeRestCacheInBrowser** ()

5.105.1 Detailed Description

Definition at line 8 of file `DungeonArchitectMenu.cs`.

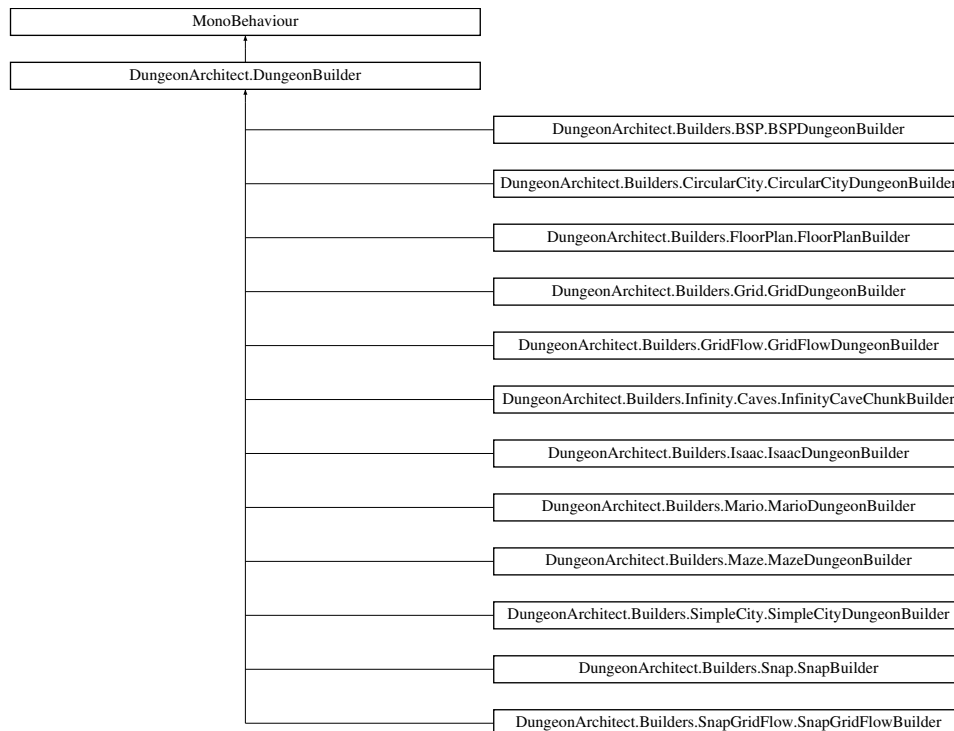
The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/DungeonArchitectMenu.cs`

5.106 DungeonArchitect.DungeonBuilder Class Reference

Builds the layout of the dungeon and emits markers around the layout Implement this class to create your own builder

Inheritance diagram for DungeonArchitect.DungeonBuilder:



Public Member Functions

- virtual void **BuildDungeon** ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout
- virtual void **OnDestroyed** ()
- virtual bool **IsThemingSupported** ()
- virtual bool **DestroyDungeonOnRebuild** ()
- virtual void **BuildNonThemedDungeon** ([DungeonSceneProvider](#) sceneProvider, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
- virtual void **DebugDraw** ()
- virtual void **DebugDrawGizmos** ()
- virtual void **EmitMarkers** ()
Emit markers defined by this builder
- void **EmitCustomMarkers** ()
Emit markers defined by the user (implementation of [DungeonMarkerEmitter](#))
- [PropSocket](#) **EmitMarker** (string SocketType, Matrix4x4 transform, [IntVector](#) gridPosition, int cellId)
- [PropSocket](#) **EmitMarker** (string SocketType, Matrix4x4 transform, [IntVector](#) gridPosition, int cellId, object metadata)
- void **EmitMarker** (string SocketType, Matrix4x4 _transform, int count, Vector3 InterOffset, [IntVector](#) gridPosition, int cellId, Vector3 LogicalToWorldScale)
- void **EmitMarker** (string SocketType, Matrix4x4 _transform, int count, Vector3 InterOffset, [IntVector](#) gridPosition, int cellId, Vector3 LogicalToWorldScale, object metadata)
- virtual void **OnVolumePositionModified** ([Volume](#) volume, out [IntVector](#) newPositionOnGrid, out [IntVector](#) newSizeOnGrid)
Implementations should override this so that the new logical scale and position is set based on the volume's transformation

Public Attributes

- bool **asyncBuild** = false
- long **maxBuildTimePerFrame** = 32
- Transform **asyncBuildStartPosition**

Protected Member Functions

- virtual [LevelMarkerList](#) **CreateMarkerListObject** ([DungeonConfig](#) config)
- void **ClearSockets** ()
- void **ProcessMarkerOverrideVolumes** ()

Protected Attributes

- [DungeonConfig](#) **config**
- [PMRandom](#) **nrandom**
- [PMRandom](#) **random**
- [DungeonModel](#) **model**
- [LevelMarkerList](#) **markers** = new [LevelMarkerList](#)()
- [Blackboard](#) **blackboard** = new [Blackboard](#)()

Properties

- bool **IsLayoutBuilt** [get]
- [LevelMarkerList](#) **Markers** [get]
- [DungeonModel](#) **Model** [get]
- [Blackboard](#) **Blackboard** [get]

5.106.1 Detailed Description

Builds the layout of the dungeon and emits markers around the layout Implement this class to create your own builder

Definition at line 14 of file `DungeonBuilder.cs`.

5.106.2 Member Function Documentation

5.106.2.1 BuildDungeon()

```
virtual void DungeonArchitect.DungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon layout

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented in [DungeonArchitect.Builders.BSP.BSPDungeonBuilder](#), [DungeonArchitect.Builders.Snap.SnapBuilder](#), [DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder](#), [DungeonArchitect.Builders.Maze.MazeDungeonBuilder](#), [DungeonArchitect.Builders.Mario.MarioDungeonBuilder](#), [DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder](#), [DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder](#), [DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder](#), [DungeonArchitect.Builders.Grid.GridDungeonBuilder](#), [DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder](#), and [DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder](#).

Definition at line 60 of file `DungeonBuilder.cs`.

5.106.2.2 EmitCustomMarkers()

```
void DungeonArchitect.DungeonBuilder.EmitCustomMarkers ( )
```

Emit markers defined by the user (implementation of [DungeonMarkerEmitter](#))

Definition at line 115 of file `DungeonBuilder.cs`.

5.106.2.3 EmitMarkers()

```
virtual void DungeonArchitect.DungeonBuilder.EmitMarkers ( ) [virtual]
```

Emit markers defined by this builder

Reimplemented in [DungeonArchitect.Builders.BSP.BSPDungeonBuilder](#), [DungeonArchitect.Builders.Snap.SnapBuilder](#), [DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder](#), [DungeonArchitect.Builders.Maze.MazeDungeonBuilder](#), [DungeonArchitect.Builders.Mario.MarioDungeonBuilder](#), [DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder](#), [DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder](#), [DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder](#), [DungeonArchitect.Builders.Grid.GridDungeonBuilder](#), [DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder](#), and [DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder](#).

Definition at line 107 of file `DungeonBuilder.cs`.

5.106.2.4 OnVolumePositionModified()

```
virtual void DungeonArchitect.DungeonBuilder.OnVolumePositionModified (
    Volume volume,
    out IntVector newPositionOnGrid,
    out IntVector newSizeOnGrid ) [virtual]
```

Implementations should override this so that the new logical scale and position is set based on the volume's transformation

Parameters

<i>volume</i>	
<i>newPositionOnGrid</i>	
<i>newSizeOnGrid</i>	

Reimplemented in [DungeonArchitect.Builders.Grid.GridDungeonBuilder](#).

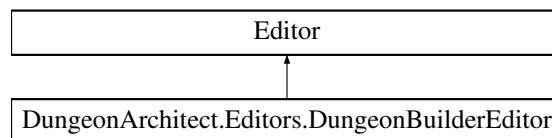
Definition at line 150 of file DungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Dungeon↔
Builder.cs

5.107 DungeonArchitect.Editors.DungeonBuilderEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.DungeonBuilderEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()

5.107.1 Detailed Description

Definition at line 7 of file DungeonBuilderEditor.cs.

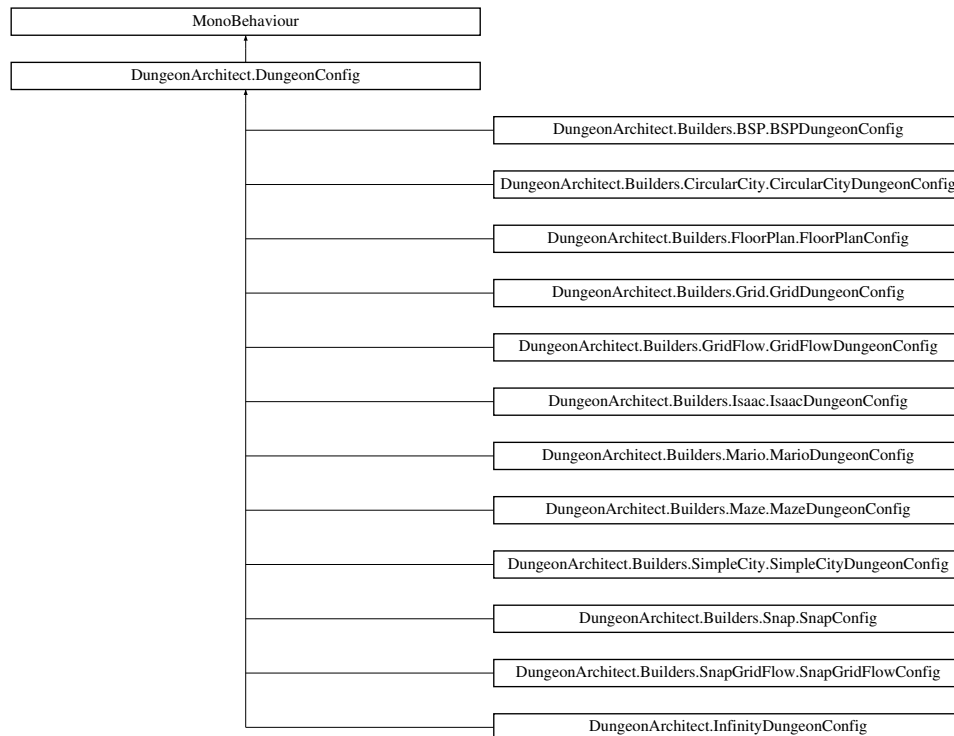
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/Dungeon↔
BuilderEditor.cs

5.108 DungeonArchitect.DungeonConfig Class Reference

Base dungeon configuration. Create your own implementation of this configuration based on your dungeon builder's needs

Inheritance diagram for DungeonArchitect.DungeonConfig:



Public Member Functions

- virtual bool **IsValidConfig** (ref string errorMessage)
- virtual bool **IsMode2D** ()

Public Attributes

- uint **Seed** = 0

5.108.1 Detailed Description

Base dungeon configuration. Create your own implementation of this configuration based on your dungeon builder's needs

Definition at line 10 of file DungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Dungeon↔ Config.cs

5.109 DungeonArchitect.Editors.DungeonEditorHelper Class Reference

Utility functions for various editor based features of [Dungeon Architect](#)

Static Public Member Functions

- static void [CreateThemeAssetInBrowser](#) ()
Creates a new [Dungeon](#) Theme in the specified asset folder. Access from the Create context menu in the Project window
- static void [CreateSnapAssetInBrowser](#) ()
- static void [CreateSnapConnectionAssetInBrowser](#) ()
- static void [CreateGridFlowAssetInBrowser](#) ()
- static void [CreateSnapGridFlowGraphAssetInBrowser](#) ()
- static void [CreateSnapGridFlowModuleBoundsAssetInBrowser](#) ()
- static void [CreateSnapGridFlowModuleDatabaseAssetInBrowser](#) ()
- static void [CreateSnapGridFlowPlaceableMarkerAssetInBrowser](#) ()
- static void [CreateSnapGridFlowConnectionAssetInBrowser](#) ()
- static void [CreateDungeonLandscapeRestCacheInBrowser](#) ()
- static bool [OnOpenAsset](#) (int instanceID, int line)
Handle opening of theme graphs. When the user right clicks on the theme graph and selects open, the graph is shown in the theme editor
- static T [CreateAssetInBrowser](#)< T > (string path, string defaultFilename)
- static void [HandlePostAssetCreated](#) (ScriptableObject asset)
- static string [GetActiveScenePath](#) ()
- static void [ShowThemeEditor](#) ([Graph](#) graph)
Shows the dungeon theme editor window and loads the specified graph into it
- static void [ShowDungeonFlowEditor](#) ([SnapFlowAsset](#) snapFlow)
Shows the dungeon flow editor window and loads the specified graph into it
- static void [ShowDungeonGridFlowEditor](#) ([GridFlowAsset](#) gridFlow)
Shows the dungeon grid flow editor window and loads the specified graph into it
- static void [ShowSnapGridFlowEditor](#) ([SnapGridFlowAsset](#) snapGridFlow)
Shows the dungeon grid flow editor window and loads the specified graph into it
- static string [MakeFilenameUnique](#) (string dir, string filename)
Creates a unique filename in the specified asset directory
- static T [CreateConstraintRule](#)< T > ([SpatialConstraintAsset](#) spatialConstraint)
- static void [DestroySpatialConstraintAsset](#) ([SpatialConstraintAsset](#) spatialConstraint)
- static string [GetAssetBrowserPath](#) ()
- static T [GetWindowIfOpen](#)< T > ()
- static void [MarkAsDirty](#) ([Graph](#) graph)
Marks the graph as dirty so that it is serialized to disk again when saved
- static void [CreateDefaultSpatialConstraintNodes](#) ([SpatialConstraintAsset](#) constraintAsset, [UIUndoSystem](#) undo)
- static T [CreateSpatialConstraintNode](#)< T > ([SpatialConstraintAsset](#) constraintAsset, Vector2 world←Position, [UIUndoSystem](#) undo)
- static void [CreateEditorTag](#) (string tag)
Creates an editor tag
- static void [_Advanced_RecreateGraphNodeIds](#) ()
- static void [MarkSceneDirty](#) ()

5.109.1 Detailed Description

Utility functions for various editor based features of [Dungeon Architect](#)

Definition at line 28 of file `DungeonEditorHelper.cs`.

5.109.2 Member Function Documentation

5.109.2.1 CreateEditorTag()

```
static void DungeonArchitect.Editors.DungeonEditorHelper.CreateEditorTag (
    string tag ) [static]
```

Creates an editor tag

Parameters

<i>tag</i>	

Definition at line 447 of file `DungeonEditorHelper.cs`.

5.109.2.2 CreateThemeAssetInBrowser()

```
static void DungeonArchitect.Editors.DungeonEditorHelper.CreateThemeAssetInBrowser ( ) [static]
```

Creates a new [Dungeon](#) Theme in the specified asset folder. Access from the Create context menu in the Project window

Definition at line 34 of file `DungeonEditorHelper.cs`.

5.109.2.3 MakeFilenameUnique()

```
static string DungeonArchitect.Editors.DungeonEditorHelper.MakeFilenameUnique (
    string dir,
    string filename ) [static]
```

Creates a unique filename in the specified asset directory

Parameters

<i>dir</i>	The target directory this file will be placed in. Used for finding non-colliding filenames
<i>filename</i>	The preferred filename. Will add incremental numbers to it till it finds a free filename

Returns

A filename not currently used in the specified directory

Definition at line 285 of file DungeonEditorHelper.cs.

5.109.2.4 MarkAsDirty()

```
static void DungeonArchitect.Editors.DungeonEditorHelper.MarkAsDirty (
    Graph graph ) [static]
```

Marks the graph as dirty so that it is serialized to disk again when saved

Parameters

<i>graph</i>	

Definition at line 385 of file DungeonEditorHelper.cs.

5.109.2.5 OnOpenAsset()

```
static bool DungeonArchitect.Editors.DungeonEditorHelper.OnOpenAsset (
    int instanceID,
    int line ) [static]
```

Handle opening of theme graphs. When the user right clicks on the theme graph and selects open, the graph is shown in the theme editor

Parameters

<i>instanceID</i>	
<i>line</i>	

Returns

true if trying to open a dungeon theme, indicating that it has been handled. false otherwise

Definition at line 141 of file DungeonEditorHelper.cs.

5.109.2.6 ShowDungeonFlowEditor()

```
static void DungeonArchitect.Editors.DungeonEditorHelper.ShowDungeonFlowEditor (
    SnapFlowAsset snapFlow ) [static]
```

Shows the dungeon flow editor window and loads the specified graph into it

Parameters

<i>graph</i>	The graph to load in the dungeon theme editor window

Definition at line 223 of file DungeonEditorHelper.cs.

5.109.2.7 ShowDungeonGridFlowEditor()

```
static void DungeonArchitect.Editors.DungeonEditorHelper.ShowDungeonGridFlowEditor (
    GridFlowAsset gridFlow ) [static]
```

Shows the dungeon grid flow editor window and loads the specified graph into it

Parameters

<i>graph</i>	The graph to load in the dungeon theme editor window

Definition at line 243 of file DungeonEditorHelper.cs.

5.109.2.8 ShowSnapGridFlowEditor()

```
static void DungeonArchitect.Editors.DungeonEditorHelper.ShowSnapGridFlowEditor (
    SnapGridFlowAsset snapGridFlow ) [static]
```

Shows the dungeon grid flow editor window and loads the specified graph into it

Parameters

<i>graph</i>	The graph to load in the dungeon theme editor window

Definition at line 263 of file DungeonEditorHelper.cs.

5.109.2.9 ShowThemeEditor()

```
static void DungeonArchitect.Editors.DungeonEditorHelper.ShowThemeEditor (
    Graph graph ) [static]
```

Shows the dungeon theme editor window and loads the specified graph into it

Parameters

<i>graph</i>	The graph to load in the dungeon theme editor window

Definition at line 202 of file DungeonEditorHelper.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/DungeonEditorHelper.cs

5.110 DungeonArchitect.Editors.DungeonEditorStyles Class Reference

Static Public Attributes

- static readonly GUIStyle **discordToolButtonStyle**
- static readonly GUIStyle **docsToolButtonStyle**

5.110.1 Detailed Description

Definition at line 6 of file DungeonEditorStyles.cs.

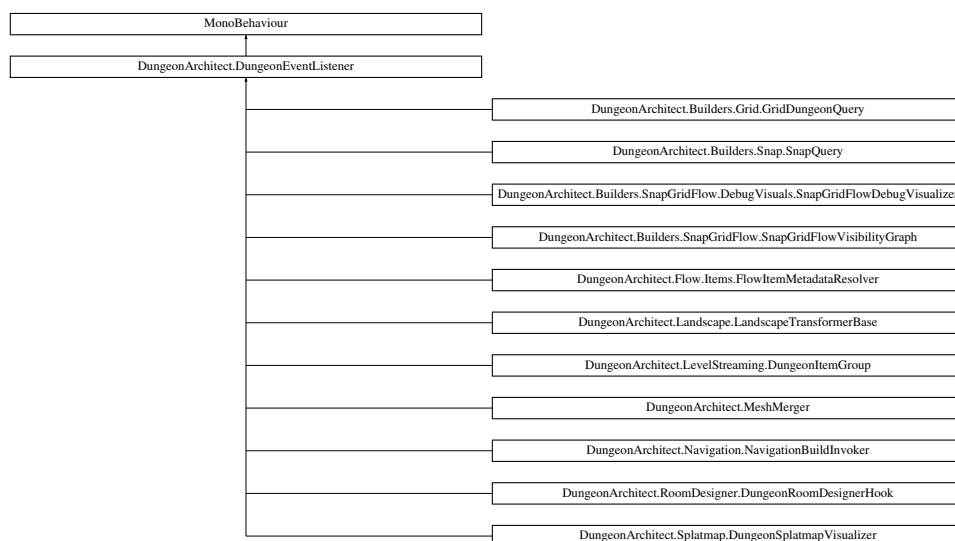
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/DungeonEditorStyles.cs

5.111 DungeonArchitect.DungeonEventListener Class Reference

Listen to various dungeon events during the build and destroy phase

Inheritance diagram for DungeonArchitect.DungeonEventListener:



Public Member Functions

- virtual void [OnPostDungeonLayoutBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the layout is built in memory, but before the markers are emitted
- virtual void [OnDungeonMarkersEmitted](#) ([Dungeon](#) dungeon, [DungeonModel](#) model, [LevelMarkerList](#) markers)
*Called after all the markers have been emitted for the level (but before the theming engine is run on those markers)
This gives you an opportunity to modify the markers*
- virtual void [OnPreDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called before the dungeon is built
- virtual void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built
- virtual void [OnPreDungeonDestroy](#) ([Dungeon](#) dungeon)
Called after the dungeon is destroyed
- virtual void [OnDungeonDestroyed](#) ([Dungeon](#) dungeon)
Called after the dungeon is destroyed

5.111.1 Detailed Description

Listen to various dungeon events during the build and destroy phase

Definition at line 11 of file `DungeonEventListener.cs`.

5.111.2 Member Function Documentation

5.111.2.1 OnDungeonDestroyed()

```
virtual void DungeonArchitect.DungeonEventListener.OnDungeonDestroyed (
    Dungeon dungeon ) [virtual]
```

Called after the dungeon is destroyed

Parameters

<i>model</i>	The dungeon model

Reimplemented in [DungeonArchitect.LevelStreaming.DungeonItemGroup](#), [DungeonArchitect.Landscape.LandscapeTransformerBase](#), [DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph](#), and [DungeonArchitect.Builders.SnapGridFlow.DebugVisuals](#)

Definition at line 48 of file `DungeonEventListener.cs`.

5.111.2.2 OnDungeonMarkersEmitted()

```
virtual void DungeonArchitect.DungeonEventListener.OnDungeonMarkersEmitted (
    Dungeon dungeon,
```

```
DungeonModel model,  
LevelMarkerList markers ) [virtual]
```

Called after all the markers have been emitted for the level (but before the theming engine is run on those markers)
This gives you an opportunity to modify the markers

Parameters

<i>dungeon</i>	
<i>model</i>	

Reimplemented in [DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook](#).

Definition at line 24 of file DungeonEventListener.cs.

5.111.2.3 OnPostDungeonBuild()

```
virtual void DungeonArchitect.DungeonEventListener.OnPostDungeonBuild (  
    Dungeon dungeon,  
    DungeonModel model ) [virtual]
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented in [DungeonArchitect.Navigation.NavigationBuildInvoker](#), [DungeonArchitect.Flow.Items.FlowItemMetadataResolver](#), [DungeonArchitect.Splatmap.DungeonSplatmapVisualizer](#), [DungeonArchitect.MeshMerger](#), [DungeonArchitect.LevelStreaming.DungeonLevelStreaming](#), [DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph](#), [DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisuals](#), [DungeonArchitect.Builders.Snap.SnapQuery](#), [DungeonArchitect.Builders.Grid.GridDungeonQuery](#), and [DungeonArchitect.Builders.Grid.GridDungeonQuery](#).

Definition at line 36 of file DungeonEventListener.cs.

5.111.2.4 OnPostDungeonLayoutBuild()

```
virtual void DungeonArchitect.DungeonEventListener.OnPostDungeonLayoutBuild (  
    Dungeon dungeon,  
    DungeonModel model ) [virtual]
```

Called after the layout is built in memory, but before the markers are emitted

Parameters

<i>model</i>	The dungeon model

Reimplemented in [DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook](#), and [DungeonArchitect.Landscape.LandscapeTra](#)

Definition at line 16 of file `DungeonEventListener.cs`.

5.111.2.5 OnPreDungeonBuild()

```
virtual void DungeonArchitect.DungeonEventListener.OnPreDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
```

Called before the dungeon is built

Parameters

<i>model</i>	The dungeon model

Definition at line 30 of file `DungeonEventListener.cs`.

5.111.2.6 OnPreDungeonDestroy()

```
virtual void DungeonArchitect.DungeonEventListener.OnPreDungeonDestroy (
    Dungeon dungeon ) [virtual]
```

Called after the dungeon is destroyed

Parameters

<i>model</i>	The dungeon model

Reimplemented in [DungeonArchitect.Builders.Grid.GridDungeonQuery](#).

Definition at line 42 of file `DungeonEventListener.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Dungeon↔
EventListener.cs`

5.112 DungeonArchitect.Editors.SnapFlow.DungeonFlowEditor↔ Highlighter Class Reference

Static Public Member Functions

- static void **HighlightObjects** ([UISystem](#) uiSystem, [IWidget](#) root, object objectOfInterest)
- static void **HighlightObjects** ([UISystem](#) uiSystem, [IWidget](#) root, object[] objectsOfInterest)

5.112.1 Detailed Description

Definition at line 499 of file SnapEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/SnapEditorWindow.cs

5.113 DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorEntry Class Reference

Public Member Functions

- **DungeonFlowErrorEntry** (string message)
- **DungeonFlowErrorEntry** (string message, DungeonFlowErrorType errorType)
- **DungeonFlowErrorEntry** (string message, DungeonFlowErrorType errorType, [ISnapEdValidatorAction](#) action)

Public Attributes

- string **Message** = ""
- DungeonFlowErrorType **ErrorType** = DungeonFlowErrorType.Info
- [ISnapEdValidatorAction](#) **Action**

5.113.1 Detailed Description

Definition at line 17 of file ErrorListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/ErrorPanels/ErrorListPanel.cs

5.114 DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorList Class Reference

Public Attributes

- List< [DungeonFlowErrorEntry](#) > **Errors** = new List<[DungeonFlowErrorEntry](#)>()

5.114.1 Detailed Description

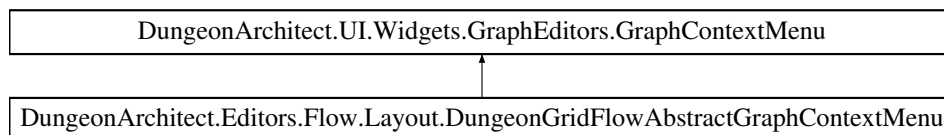
Definition at line 43 of file `ErrorListPanel.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔Panels/ErrorListPanel.cs`

5.115 DungeonArchitect.Editor.Flow.Layout.DungeonGridFlow↔AbstractGraphContextMenu Class Reference

Inheritance diagram for `DungeonArchitect.Editor.Flow.Layout.DungeonGridFlowAbstractGraphContextMenu`:



Public Member Functions

- override void [Show](#) ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, `Vector2` mouseWorld, [UISystem](#) ui↔System)

Shows the context menu in the theme graph editor

Additional Inherited Members

5.115.1 Detailed Description

Definition at line 235 of file `FlowPreviewLayoutGraphEditor.cs`.

5.115.2 Member Function Documentation

5.115.2.1 Show()

```

override void DungeonArchitect.Editor.Flow.Layout.DungeonGridFlowAbstractGraphContextMenu.↔
Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
  
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

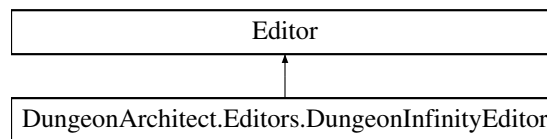
Definition at line 249 of file FlowPreviewLayoutGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/PreviewLayoutGraphEditor/FlowPreviewLayoutGraphEditor.cs

5.116 DungeonArchitect.Editors.DungeonInfinityEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.DungeonInfinityEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()
- virtual void **OnDisable** ()

5.116.1 Detailed Description

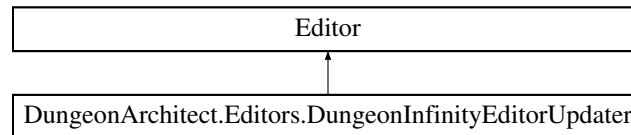
Definition at line 7 of file DungeonInfinityEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/↔
DungeonInfinityEditor.cs

5.117 DungeonArchitect.Editors.DungeonInfinityEditorUpdater Class Reference

Inheritance diagram for DungeonArchitect.Editors.DungeonInfinityEditorUpdater:



Protected Member Functions

- virtual void **OnEnable** ()
- virtual void **OnDisable** ()

5.117.1 Detailed Description

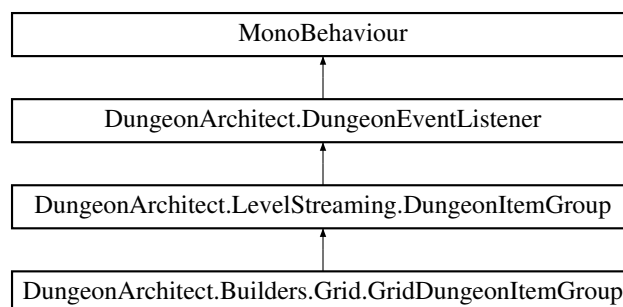
Definition at line 6 of file DungeonInfinityEditorUpdater.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/DungeonInfinityEditorUpdater.cs

5.118 DungeonArchitect.LevelStreaming.DungeonItemGroup Class Reference

Inheritance diagram for DungeonArchitect.LevelStreaming.DungeonItemGroup:



Public Member Functions

- override void **OnPostDungeonBuild** ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built
- override void **OnDungeonDestroyed** ([Dungeon](#) dungeon)

Parameters

model	The dungeon model

Protected Member Functions

- [DungeonItemGroupInfo](#) **GroupItems** (GameObject[] items, string groupName, [Dungeon](#) dungeon, int groupId)
- void **EditorDestroyObject** (Object obj)

5.118.1 Detailed Description

Definition at line 6 of file `DungeonItemGroup.cs`.

5.118.2 Member Function Documentation

5.118.2.1 OnPostDungeonBuild()

```
override void DungeonArchitect.LevelStreaming.DungeonItemGroup.OnPostDungeonBuild (  
    Dungeon dungeon,  
    DungeonModel model ) [virtual]
```

Called after the dungeon is completely built

Parameters

model	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 8 of file `DungeonItemGroup.cs`.

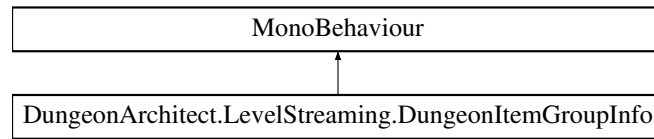
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/LevelStreaming/DungeonItemGroup.cs

5.119 DungeonArchitect.LevelStreaming.DungeonItemGroupInfo Class Reference

Meta-data added to group game objects. A group contains all the meshes that belong to a room / corridor

Inheritance diagram for `DungeonArchitect.LevelStreaming.DungeonItemGroupInfo`:



Public Attributes

- [Dungeon](#) **dungeon**
- int **groupId**
- string **groupType**

5.119.1 Detailed Description

Meta-data added to group game objects. A group contains all the meshes that belong to a room / corridor

Definition at line 11 of file `DungeonItemGroupInfo.cs`.

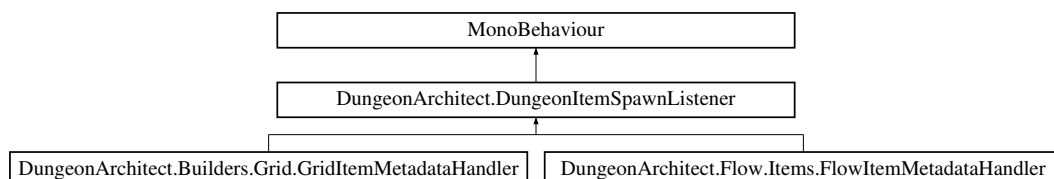
The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/LevelStreaming/DungeonItemGroupInfo.cs`

5.120 DungeonArchitect.DungeonItemSpawnListener Class Reference

Subclass this on your script and drop it on your dungeon game object to start inserting your own custom data into the spawned dungeon items

Inheritance diagram for `DungeonArchitect.DungeonItemSpawnListener`:



Public Member Functions

- virtual void **SetMetadata** (GameObject dungeonItem, [DungeonNodeSpawnData](#) spawnData)

5.120.1 Detailed Description

Subclass this on your script and drop it on your dungeon game object to start inserting your own custom data into the spawned dungeon items

Definition at line 9 of file DungeonItemSpawnListener.cs.

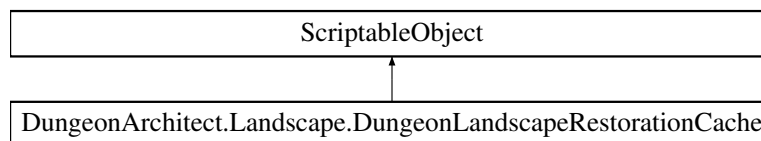
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/Impl/DungeonItemSpawnListener.cs

5.121 DungeonArchitect.Landscape.DungeonLandscapeRestorationCache↔ Class Reference

Before building a dungeon, we find the bounds of the dungeon and save the heightmap data within that bounds before we modify the landscape This way, the next rebuild of dungeon with another layout would first restore this data (thereby removing the older layout that was baked in the landscape) and apply the new layout on the landscape

Inheritance diagram for DungeonArchitect.Landscape.DungeonLandscapeRestorationCache:



Public Member Functions

- void **SaveLandscapeData** (Terrain terrain, Rect worldBounds)
- void **RestoreLandscapeData** (Terrain terrain, Rect worldBounds)

5.121.1 Detailed Description

Before building a dungeon, we find the bounds of the dungeon and save the heightmap data within that bounds before we modify the landscape This way, the next rebuild of dungeon with another layout would first restore this data (thereby removing the older layout that was baked in the landscape) and apply the new layout on the landscape

Definition at line 33 of file DungeonLandscapeRestorationCache.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Landscape/Dungeon↔ LandscapeRestorationCache.cs

5.122 DungeonArchitect.DungeonMarkerEmitter Class Reference

Marker Emitters let you emit your own markers anywhere in the map. Implement this class and add it to the [Dungeon](#) object to add your own markers right after the dungeon layout is created

Inheritance diagram for DungeonArchitect.DungeonMarkerEmitter:



Public Member Functions

- virtual void [EmitMarkers](#) ([DungeonBuilder](#) builder)
Called by the dungeon object right after the dungeon is created

5.122.1 Detailed Description

Marker Emitters let you emit your own markers anywhere in the map. Implement this class and add it to the [Dungeon](#) object to add your own markers right after the dungeon layout is created

Definition at line 11 of file `DungeonMarkerEmitter.cs`.

5.122.2 Member Function Documentation

5.122.2.1 EmitMarkers()

```
virtual void DungeonArchitect.DungeonMarkerEmitter.EmitMarkers (
    DungeonBuilder builder ) [virtual]
```

Called by the dungeon object right after the dungeon is created

Parameters

<i>builder</i>	reference to the builder object used to build the dungeon

Reimplemented in [DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter](#), [DungeonArchitect.Builders.Grid.MarkerEmitterGridWall](#), [DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator](#), [DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint](#), [DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace](#), and [DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier](#).

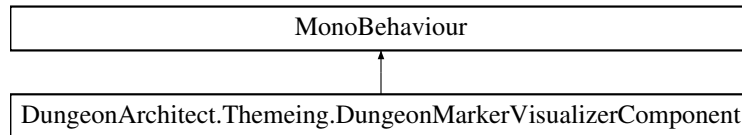
Definition at line 16 of file `DungeonMarkerEmitter.cs`.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Dungeon↵
MarkerEmitter.cs

5.123 DungeonArchitect.Themeing.DungeonMarkerVisualizerComponent Class Reference ↔

Inheritance diagram for DungeonArchitect.Themeing.DungeonMarkerVisualizerComponent:



Public Member Functions

- void **Clear** ()
- void **Build** ([ThemeEditorVisualizationState](#) state)

5.123.1 Detailed Description

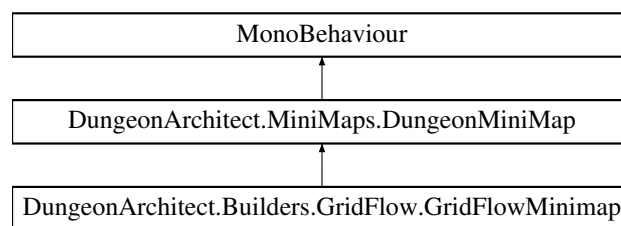
Definition at line 20 of file `DungeonMarkerVisualizerComponent.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/Visualization/DungeonMarkerVisualizerComponent.cs`

5.124 DungeonArchitect.MiniMaps.DungeonMiniMap Class Reference

Inheritance diagram for DungeonArchitect.MiniMaps.DungeonMiniMap:



Public Member Functions

- void **Initialize** ()

Public Attributes

- float **updateFrequency** = 0.05f
- bool **enableFogOfWar** = false
- RenderTexture **minimapTexture**
- Shader **compositeShader**

Protected Member Functions

- abstract void **CreateTextures** ([IntVector2](#) desiredSize, out Texture staticImage, out Texture fogOfWar, out Texture overlayImage, out [IntVector2](#) targetTextureSize)
- abstract void **UpdateStaticTexture** (Texture texture)
- abstract void **UpdateFogOfWarTexture** (Texture texture)
- abstract void **UpdateOverlayTexture** (Texture texture)

Protected Attributes

- Vector4 **uvTransform**

Properties

- abstract bool **SupportsFogOfWar** [get]

5.124.1 Detailed Description

Definition at line 5 of file DungeonMiniMap.cs.

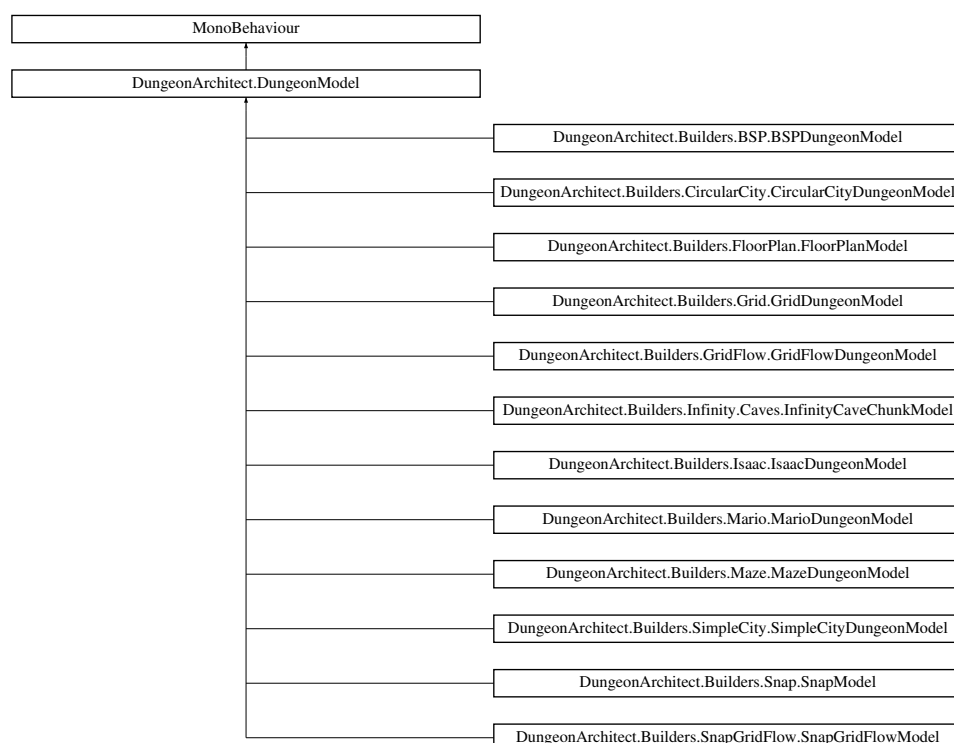
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/MiniMap/DungeonMiniMap.cs

5.125 DungeonArchitect.DungeonModel Class Reference

Abstract dungeon model. Create your own implementation of the model depending on your builder's needs

Inheritance diagram for DungeonArchitect.DungeonModel:



Public Member Functions

- virtual void **ResetModel** ()
- virtual [DungeonToolData](#) **CreateToolDataInstance** ()

Public Attributes

- [DungeonToolData](#) **ToolData**

5.125.1 Detailed Description

Abstract dungeon model. Create your own implementation of the model depending on your builder's needs

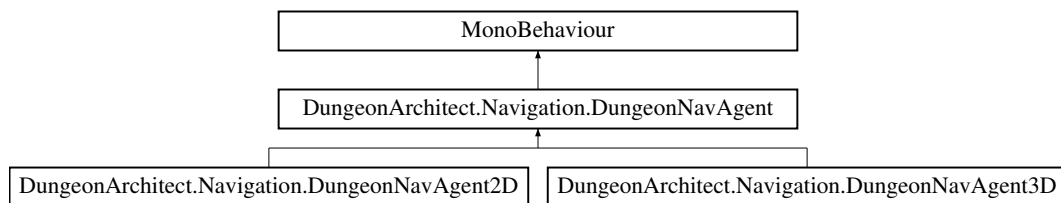
Definition at line 11 of file `DungeonModel.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/DungeonModel.cs`

5.126 DungeonArchitect.Navigation.DungeonNavAgent Class Reference

Inheritance diagram for `DungeonArchitect.Navigation.DungeonNavAgent`:



Public Member Functions

- abstract void **Resume** ()
- abstract void **Stop** ()
- abstract float **GetRemainingDistance** ()

Properties

- abstract Vector3 **Destination** [get, set]
- abstract Vector3 **Velocity** [get, set]
- abstract Vector3 **Direction** [get]

5.126.1 Detailed Description

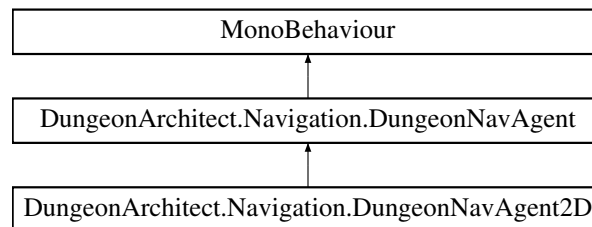
Definition at line 6 of file DungeonNavAgent.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/DungeonNavAgent.cs

5.127 DungeonArchitect.Navigation.DungeonNavAgent2D Class Reference

Inheritance diagram for DungeonArchitect.Navigation.DungeonNavAgent2D:



Public Member Functions

- override void **Stop** ()
- override void **Resume** ()
- override float **GetRemainingDistance** ()

Static Public Member Functions

- static [SharpNav.Geometry.Vector3](#) **ToSV3** (Vector3 v)
- static Vector3 **ToV3** ([SharpNav.Geometry.Vector3](#) v)

Public Attributes

- float **radius** = 0.5f
- float **height** = 1f
- float **maxAcceleration** = 8
- float **maxSpeed** = 3f
- float **collisionQueryRange** = 4
- float **pathOptimizationRange** = 15
- float **separationWeight** = 3
- Vector2 **navAgentCollisionOffset**
- float **updateFrequency** = 2

Properties

- [DungeonNavMesh](#) **NavMesh** [get]
- override Vector3 **Destination** [get, set]
- override Vector3 **Velocity** [get, set]
- override Vector3 **Direction** [get]
- float **DesiredSpeed** [get]

5.127.1 Detailed Description

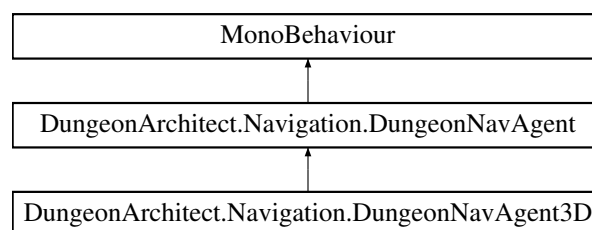
Definition at line 7 of file DungeonNavAgent2D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/SharpNav/DungeonNavAgent2D.cs

5.128 DungeonArchitect.Navigation.DungeonNavAgent3D Class Reference

Inheritance diagram for DungeonArchitect.Navigation.DungeonNavAgent3D:



Public Member Functions

- override void **Stop** ()
- override void **Resume** ()
- override float **GetRemainingDistance** ()

Static Public Member Functions

- static [SharpNav.Geometry.Vector3](#) **ToSV3** (Vector3 v)
- static Vector3 **ToV3** ([SharpNav.Geometry.Vector3](#) v)

Public Attributes

- float **radius** = 0.5f
- float **height** = 1f
- float **maxAcceleration** = 8
- float **maxSpeed** = 3f
- float **collisionQueryRange** = 4
- float **pathOptimizationRange** = 15
- float **separationWeight** = 3
- float **gravity** = -10
- float **updateFrequency** = 2

Properties

- [DungeonNavMesh](#) **NavMesh** [get]
- override Vector3 **Destination** [get, set]
- override Vector3 **Velocity** [get, set]
- override Vector3 **Direction** [get]
- float **DesiredSpeed** [get]

5.128.1 Detailed Description

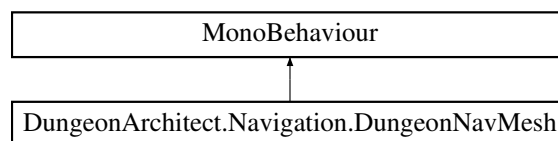
Definition at line 8 of file DungeonNavAgent3D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/SharpNav/DungeonNavAgent3D.cs

5.129 DungeonArchitect.Navigation.DungeonNavMesh Class Reference

Inheritance diagram for DungeonArchitect.Navigation.DungeonNavMesh:



Public Member Functions

- void **SetNavMeshVisible** (bool show)
- void **Build** ()

Static Public Member Functions

- static Vector3 **ToV3** (SVector3 v)

Public Attributes

- float **agentHeight** = 2
- float **agentRadius** = 0.5f
- float **agentClimbHeight** = 0.5f
- float **cellSize** = 0.2f
- int **maxCrowdAgents** = 50
- Mesh **visualization**
- Color **visualizationColor** = new Color(0, 0.5f, 1, 0.25f)
- bool **visualize2D** = false
- Crowd **crowd**

Properties

- [SharpNav.NavMesh](#) **NavMesh** [get]
- [SharpNav.NavMeshQuery](#) **NavMeshQuery** [get]
- [Crowd](#) **Crowd** [get]
- [SharpNav.PolyMesh](#) **PolyMesh** [get]
- [SharpNav.PolyMeshDetail](#) **PolyMeshDetail** [get]

Events

- OnNavmeshBuiltDelegate **OnNavmeshBuilt**

5.129.1 Detailed Description

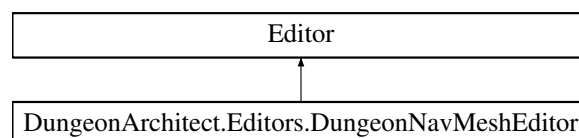
Definition at line 19 of file DungeonNavMesh.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/DungeonNavMesh.cs

5.130 DungeonArchitect.Editors.DungeonNavMeshEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.DungeonNavMeshEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.130.1 Detailed Description

Definition at line 12 of file DungeonNavMeshEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/DungeonNav↔ MeshEditor.cs

5.131 DungeonArchitect.DungeonNavMeshSourceCollector Class Reference

Static Public Member Functions

- static void **CollectSources** ([Dungeon](#) dungeon, DungeonNavMeshSourceType MeshSourceType, ref List<NavMeshBuildSource > sources)

5.131.1 Detailed Description

Definition at line 8 of file DungeonNavMeshSourceCollector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Navigation/DungeonNavMeshSourceCollector.cs

5.132 DungeonArchitect.DungeonNodeSpawnData Struct Reference

Public Attributes

- [DungeonThemeItem](#) **nodeData**
- Matrix4x4 **transform**
- [PropSocket](#) **socket**
- float **_sortDistance**

5.132.1 Detailed Description

Definition at line 8 of file DungeonSceneObjectSpawner.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/SceneProvider/DungeonSceneObjectSpawner.cs

5.133 DungeonArchitect.Editors.DungeonObjectTracker Class Reference

Tracks active dungeon objects in the scene and finds ones that have the active graph being edited This is used for real-time updates on the dungeon object as the graph is modified from the editor

Public Member Functions

- void **Update** ()
- void [RequestRebuild](#) ()
Rebuilds the dungeons that reference the theme graphs tracked by this object

Properties

- [Graph ActiveGraph](#) [get, set]
The active graph being edited by the theme graph editor
- [Dungeon? ActiveDungeon](#) [get]

5.133.1 Detailed Description

Tracks active dungeon objects in the scene and finds ones that have the active graph being edited This is used for real-time updates on the dungeon object as the graph is modified from the editor

Definition at line 482 of file DungeonThemeGraphEditor.cs.

5.133.2 Member Function Documentation

5.133.2.1 RequestRebuild()

```
void DungeonArchitect.Editors.DungeonObjectTracker.RequestRebuild ( )
```

Rebuilds the dungeons that reference the theme graphs tracked by this object

Definition at line 546 of file DungeonThemeGraphEditor.cs.

5.133.3 Property Documentation

5.133.3.1 ActiveGraph

```
Graph DungeonArchitect.Editors.DungeonObjectTracker.ActiveGraph [get], [set]
```

The active graph being edited by the theme graph editor

Definition at line 489 of file DungeonThemeGraphEditor.cs.

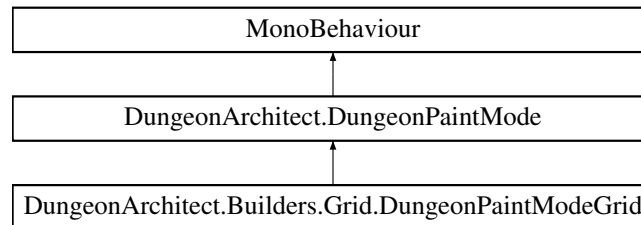
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Dungeon↔ ThemeGraphEditor.cs

5.134 DungeonArchitect.DungeonPaintMode Class Reference

Manage the editor paint mode so you can paint the layout of you dungeon. You should implement your own paint mode depending on your dungeon builder's data structures and requirements

Inheritance diagram for DungeonArchitect.DungeonPaintMode:



Public Member Functions

- [DungeonConfig GetDungeonConfig \(\)](#)
Gets the configuration of the dungeon
- [DungeonModel GetDungeonModel \(\)](#)
Gets the model used by the owning dungeon
- [Dungeon GetDungeon \(\)](#)
Gets the owning dungeon
- [T GetSiblingComponent< T > \(\)](#)

Protected Attributes

- [Dungeon](#) **dungeon**
- [DungeonModel](#) **dungeonModel**
- [DungeonConfig](#) **dungeonConfig**

5.134.1 Detailed Description

Manage the editor paint mode so you can paint the layout of you dungeon. You should implement your own paint mode depending on your dungeon builder's data structures and requirements

Definition at line 12 of file DungeonPaintMode.cs.

5.134.2 Member Function Documentation

5.134.2.1 GetDungeon()

`Dungeon` `DungeonArchitect.DungeonPaintMode.GetDungeon ( )`

Gets the owning dungeon

Returns

The owning dungeon

Definition at line 44 of file `DungeonPaintMode.cs`.

5.134.2.2 GetDungeonConfig()

`DungeonConfig` `DungeonArchitect.DungeonPaintMode.GetDungeonConfig ( )`

Gets the configuration of the dungeon

Returns

Definition at line 21 of file `DungeonPaintMode.cs`.

5.134.2.3 GetDungeonModel()

`DungeonModel` `DungeonArchitect.DungeonPaintMode.GetDungeonModel ( )`

Gets the model used by the owning dungeon

Returns

Definition at line 32 of file `DungeonPaintMode.cs`.

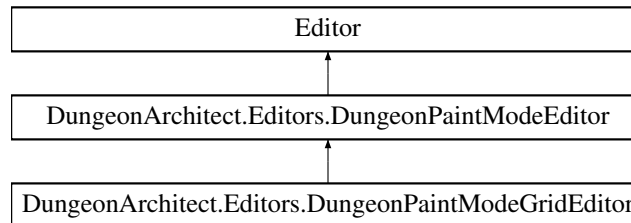
The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/DungeonPaintMode.cs`

5.135 DungeonArchitect.Editor.DungeonPaintModeEditor Class Reference

Custom property editor for the paint mode object

Inheritance diagram for DungeonArchitect.Editor.DungeonPaintModeEditor:



Protected Member Functions

- virtual void **OnEnable** ()
- virtual void **OnDisable** ()
- virtual void **SceneGUI** (SceneView sceneview)

5.135.1 Detailed Description

Custom property editor for the paint mode object

Definition at line 12 of file DungeonPaintModeEditor.cs.

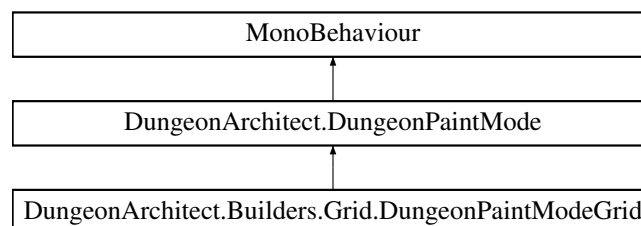
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/DungeonPaint↔
ModeEditor.cs

5.136 DungeonArchitect.Builders.Grid.DungeonPaintModeGrid Class Reference

Editor tooling for the grid based dungeon builder. Lets you paint with a grid based brush

Inheritance diagram for DungeonArchitect.Builders.Grid.DungeonPaintModeGrid:



Public Member Functions

- float **GetCursorHeight** ()
- void **SetElevationDelta** (int delta)
- [GridDungeonModel](#) **GetDungeonModelGrid** ()

Public Attributes

- int [cursorLogicalHeight](#) = 0
The height of the cursor in grid coordinates. Can also be changed with the mouse wheel in the editor when activated
- float [overlayOpacity](#) = 0.1f
The opacity of the overlay colored tiles
- bool [mode2D](#) = false
Indicates if the painting is to be done in 2D mode (for 2D dungeons) This flag is used for the editor tooling. The model still stores it in 3D
- int [brushSize](#) = 1
The size of the brush. This would create a brush of size NxN

Additional Inherited Members

5.136.1 Detailed Description

Editor tooling for the grid based dungeon builder. Lets you paint with a grid based brush

Definition at line 11 of file `DungeonPaintModeGrid.cs`.

5.136.2 Member Data Documentation

5.136.2.1 brushSize

```
int DungeonArchitect.Builders.Grid.DungeonPaintModeGrid.brushSize = 1
```

The size of the brush. This would create a brush of size NxN

Definition at line 32 of file `DungeonPaintModeGrid.cs`.

5.136.2.2 cursorLogicalHeight

```
int DungeonArchitect.Builders.Grid.DungeonPaintModeGrid.cursorLogicalHeight = 0
```

The height of the cursor in grid coordinates. Can also be changed with the mouse wheel in the editor when activated

Definition at line 16 of file `DungeonPaintModeGrid.cs`.

5.136.2.3 mode2D

```
bool DungeonArchitect.Builders.Grid.DungeonPaintModeGrid.mode2D = false
```

Indicates if the painting is to be done in 2D mode (for 2D dungeons) This flag is used for the editor tooling. The model still stores it in 3D

Definition at line 27 of file DungeonPaintModeGrid.cs.

5.136.2.4 overlayOpacity

```
float DungeonArchitect.Builders.Grid.DungeonPaintModeGrid.overlayOpacity = 0.1f
```

The opacity of the overlay colored tiles

Definition at line 21 of file DungeonPaintModeGrid.cs.

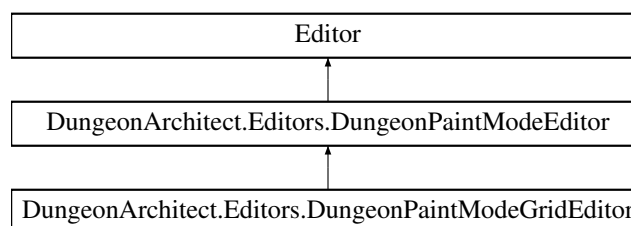
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/PaintTool/DungeonPaintModeGrid.cs

5.137 DungeonArchitect.Editors.DungeonPaintModeGridEditor Class Reference

Custom property editor for the Paint model game object

Inheritance diagram for DungeonArchitect.Editors.DungeonPaintModeGridEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- override void **SceneGUI** (SceneView sceneview)

5.137.1 Detailed Description

Custom property editor for the Paint model game object

Definition at line 14 of file DungeonPaintModeGridEditor.cs.

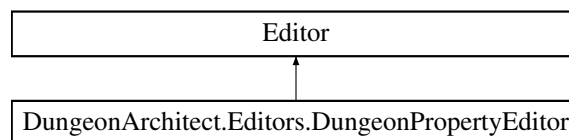
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Builders/Grid/DungeonPaint↔
ModeGridEditor.cs

5.138 DungeonArchitect.Eeditors.DungeonPropertyEditor Class Reference

Custom property editor for the dungeon game object

Inheritance diagram for DungeonArchitect.Eeditors.DungeonPropertyEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()
- virtual void **OnDisable** ()

5.138.1 Detailed Description

Custom property editor for the dungeon game object

Definition at line 39 of file DungeonPropertyEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/Dungeon↔
PropertyEditor.cs

5.139 DungeonArchitect.Editors.DungeonPropertyEditorHook Class Reference

Public Member Functions

- delegate void **OnDungeonBuilt** ([Dungeon](#) dungeon)

Static Public Member Functions

- static [DungeonPropertyEditorHook](#) **Get** ()
- static void **NotifyDungeonBuilt** ([Dungeon](#) dungeon)

Events

- OnDungeonBuilt **DungeonBuilt**

5.139.1 Detailed Description

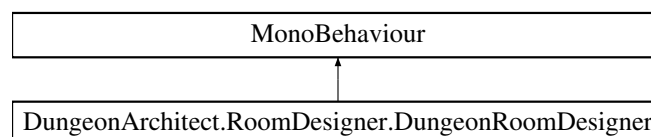
Definition at line 12 of file `DungeonPropertyEditor.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/DungeonPropertyEditor.cs`

5.140 DungeonArchitect.RoomDesigner.DungeonRoomDesigner Class Reference

Inheritance diagram for `DungeonArchitect.RoomDesigner.DungeonRoomDesigner`:



Public Member Functions

- void **GenerateLayout** ()
- void **CreateDoorPlatforms** ()
- void **FillSmallGaps** ()
- void **EmitMarkers** ([LevelMarkerList](#) markerList)

Public Attributes

- Vector3 **gridSize** = new Vector3(4, 2, 4)
- [IntVector](#) **roomPosition** = IntVector.Zero
- [IntVector](#) **roomSize** = new [IntVector](#)(2, 1, 2)
- [Dungeon](#) **dungeon**
- bool **realtimeUpdate** = true
- bool **generateBoundaryMarkers** = true
- [DungeonRoomDoorDesigner](#)[] **doors**

5.140.1 Detailed Description

Definition at line 26 of file `DungeonRoomDesigner.cs`.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Room↵
Designer/DungeonRoomDesigner.cs

5.141 DungeonArchitect.RoomDesigner.DungeonRoomDesigner↵ Constants Class Reference

Static Public Attributes

- static readonly string **Ground** = "Ground"
- static readonly string **Wall** = "Wall"
- static readonly string **WallHalf** = "WallHalf"
- static readonly string **Door** = "Door"
- static readonly string **Ceiling** = "Ceiling"

5.141.1 Detailed Description

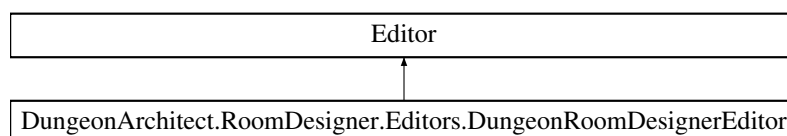
Definition at line 7 of file `DungeonRoomVoxel.cs`.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Room↵
Designer/DungeonRoomVoxel.cs

5.142 DungeonArchitect.RoomDesigner.Editors.DungeonRoom↵ DesignerEditor Class Reference

Inheritance diagram for `DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerEditor`:



Protected Member Functions

- virtual void **OnSceneGUI** ()

5.142.1 Detailed Description

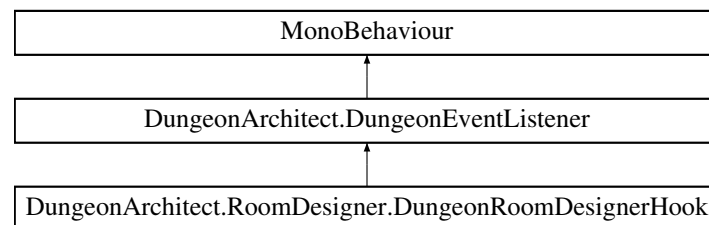
Definition at line 6 of file `DungeonRoomDesignerEditor.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/RoomDesigner/DungeonRoomDesignerEditor.cs`

5.143 DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook Class Reference

Inheritance diagram for `DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook`:



Public Member Functions

- override void **OnPostDungeonLayoutBuild** ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the layout is built in memory, but before the markers are emitted
- override void **OnDungeonMarkersEmitted** ([Dungeon](#) dungeon, [DungeonModel](#) model, [LevelMarkerList](#) markers)
*Called after all the markers have been emitted for the level (but before the theming engine is run on those markers)
 This gives you an opportunity to modify the markers*

5.143.1 Detailed Description

Definition at line 6 of file `DungeonRoomDesignerHook.cs`.

5.143.2 Member Function Documentation

5.143.2.1 OnDungeonMarkersEmitted()

```

override void DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook.OnDungeonMarkersEmitted (
    Dungeon dungeon,
    DungeonModel model,
    LevelMarkerList markers ) [virtual]
  
```

Called after all the markers have been emitted for the level (but before the theming engine is run on those markers)
 This gives you an opportunity to modify the markers

Parameters

<i>dungeon</i>	
<i>model</i>	

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 15 of file DungeonRoomDesignerHook.cs.

5.143.2.2 OnPostDungeonLayoutBuild()

```
override void DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook.OnPostDungeonLayoutBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
```

Called after the layout is built in memory, but before the markers are emitted

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

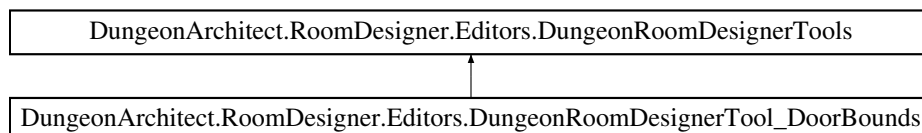
Definition at line 9 of file DungeonRoomDesignerHook.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Room↔
Designer/DungeonRoomDesignerHook.cs

5.144 DungeonArchitect.RoomDesigner.Editors.DungeonRoom↔ DesignerTool_DoorBounds Class Reference

Inheritance diagram for DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorBounds:



Public Member Functions

- override void **DrawSceneGUI** ([DungeonRoomDesigner](#) room)

Additional Inherited Members

5.144.1 Detailed Description

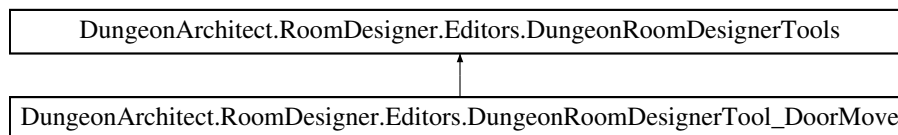
Definition at line 3 of file DungeonRoomDesignerTool_DoorBounds.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/RoomDesigner/↔ Tools/DungeonRoomDesignerTool_DoorBounds.cs

5.145 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorMove Class Reference

Inheritance diagram for DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_DoorMove:



Public Member Functions

- void **DrawDoorOutline** ([DungeonRoomDesigner](#) room, [DungeonRoomDoorDesigner](#) door)
- override void **DrawSceneGUI** ([DungeonRoomDesigner](#) room)

Additional Inherited Members

5.145.1 Detailed Description

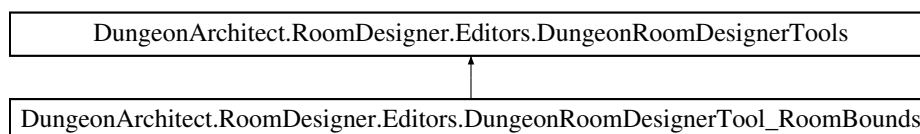
Definition at line 7 of file DungeonRoomDesignerTool_DoorMove.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/RoomDesigner/↔ Tools/DungeonRoomDesignerTool_DoorMove.cs

5.146 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomBounds Class Reference

Inheritance diagram for DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomBounds:



Public Member Functions

- override void **DrawSceneGUI** ([DungeonRoomDesigner](#) room)

Additional Inherited Members

5.146.1 Detailed Description

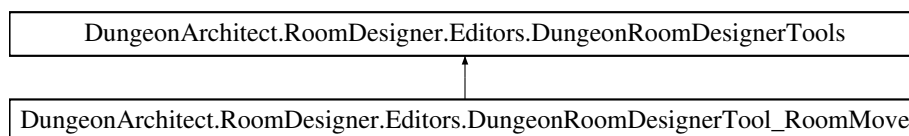
Definition at line 7 of file `DungeonRoomDesignerTool_RoomBounds.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/RoomDesigner/Tools/DungeonRoomDesignerTool_RoomBounds.cs`

5.147 `DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomMove` Class Reference

Inheritance diagram for `DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_RoomMove`:



Public Member Functions

- override void **DrawSceneGUI** ([DungeonRoomDesigner](#) room)

Additional Inherited Members

5.147.1 Detailed Description

Definition at line 6 of file `DungeonRoomDesignerTool_RoomMove.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/RoomDesigner/Tools/DungeonRoomDesignerTool_RoomMove.cs`

5.148 `DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerToolbar` Class Reference

Public Member Functions

- bool **Draw** ([DungeonRoomDesigner](#) room)

Properties

- int **MainToolIndex** [get, set]
- int **SubToolIndex** [get, set]

5.148.1 Detailed Description

Definition at line 6 of file DungeonRoomDesignerToolbar.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/RoomDesigner/DungeonRoomDesignerToolbar.cs

5.149 DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTools Class Reference

Inheritance diagram for DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTools:



Public Member Functions

- abstract void **DrawSceneGUI** ([DungeonRoomDesigner](#) room)

Protected Member Functions

- Vector3 **GetWorldCoord** ([IntVector](#) iv, Vector3 gridSize)
- void **RequestRebuild** ([DungeonRoomDesigner](#) room)

5.149.1 Detailed Description

Definition at line 5 of file DungeonRoomDesignerTool.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/RoomDesigner/DungeonRoomDesignerTool.cs

5.150 DungeonArchitect.RoomDesigner.DungeonRoomDoorDesigner Struct Reference

Public Attributes

- Vector3 **logicalCursorPosition**
- Vector3 **logicalPosition**
- Quaternion **rotation**
- [IntVector](#) **logicalSize**
- string **markerName**

5.150.1 Detailed Description

Definition at line 8 of file `DungeonRoomDesigner.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/RoomDesigner/DungeonRoomDesigner.cs`

5.151 DungeonArchitect.RoomDesigner.DungeonRoomMarkerEmitter Class Reference

Static Public Member Functions

- static void **EmitMarkers** ([DungeonRoomDesigner](#) room, [LevelMarkerList](#) markerList)

5.151.1 Detailed Description

Definition at line 6 of file `DungeonRoomMarkerEmitter.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/RoomDesigner/DungeonRoomMarkerEmitter.cs`

5.152 DungeonArchitect.RoomDesigner.DungeonRoomVoxel Class Reference

Public Member Functions

- **DungeonRoomVoxel** (int sizeX, int sizeY, int sizeZ)
- void **TagDoorCells** (Vector3 logicalPosition)
- bool **IsValidCoord** ([IntVector](#) coord)
- bool **IsValidCoord** (int x, int y, int z)
- void **SetState** ([IntVector](#) coord, DungeonRoomVoxelCellType cellType)
- void **SetData** ([IntVector](#) coord, DungeonRoomVoxelCellData cellData)
- bool **IsValidPlatform** ([IntVector](#) p)
- bool **ContainsData** ([IntVector](#) coord, DungeonRoomVoxelCellData cellData)
- void **SetState** ([IntVector](#) coord, DungeonRoomVoxelCellType cellType, bool lockState)
- bool **IsEmpty** (int x, int y, int z)
- void **EmitMarkers** ([LevelMarkerList](#) markerList, [IntVector](#) roomPosition, [DungeonRoomDoorDesigner](#)[] doors, Vector3 gridSize)
- void **IterateCells** (System.Action< [DungeonRoomVoxelCell](#), [IntVector](#) > callback)

Properties

- [DungeonRoomVoxelCell](#)[[,.](#)] **Cells** [get]

5.152.1 Detailed Description

Definition at line 42 of file `DungeonRoomVoxel.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Room↔ Designer/DungeonRoomVoxel.cs`

5.153 DungeonArchitect.RoomDesigner.DungeonRoomVoxelCell Class Reference

Public Attributes

- `DungeonRoomVoxelCellType` **cellType** = `DungeonRoomVoxelCellType.Empty`
- `bool` **stateLocked** = `false`
- `int` **cellData** = `(int)DungeonRoomVoxelCellData.None`

5.153.1 Detailed Description

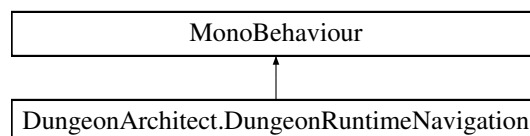
Definition at line 30 of file `DungeonRoomVoxel.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Room↔ Designer/DungeonRoomVoxel.cs`

5.154 DungeonArchitect.DungeonRuntimeNavigation Class Reference

Inheritance diagram for `DungeonArchitect.DungeonRuntimeNavigation`:



Public Member Functions

- `void` **BuildNavMesh** ()

Public Attributes

- bool [enableRuntimeNavigation](#) = false
Should dynamic navigation be created during runtime (For NPC AI)
- Vector3 **boundsPadding** = Vector3.zero
- bool **bakeTerrain** = true
- Terrain **terrain**

5.154.1 Detailed Description

Definition at line 15 of file DungeonRuntimeNavigation.cs.

5.154.2 Member Data Documentation

5.154.2.1 enableRuntimeNavigation

```
bool DungeonArchitect.DungeonRuntimeNavigation.enableRuntimeNavigation = false
```

Should dynamic navigation be created during runtime (For NPC AI)

Definition at line 20 of file DungeonRuntimeNavigation.cs.

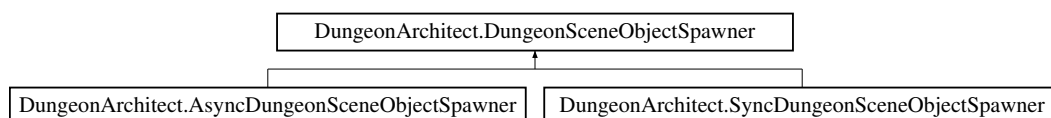
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Navigation/Dungeon↔RuntimeNavigation.cs

5.155 DungeonArchitect.DungeonSceneObjectSpawner Class Reference

Takes care of spawning the dungeon objects from the input list This allows us to use different strategies to spawn the objects (e.g. synchronous or async spawning over multiple frames)

Inheritance diagram for DungeonArchitect.DungeonSceneObjectSpawner:



Classes

- class [SpawnInfo](#)

Public Member Functions

- abstract void **Spawn** ([DungeonNodeSpawnData](#)[] spawnDataList, [DungeonSceneProvider](#) sceneProvider, [PMRandom](#) random, [IDungeonSceneObjectInstantiator](#) objectInstantiator, [DungeonItemSpawnListener](#)[] spawnListeners)
- virtual void **Tick** ()
- virtual void **Destroy** ()

Protected Member Functions

- GameObject **SpawnNodeItem** ([DungeonNodeSpawnData](#) data, [DungeonSceneProvider](#) sceneProvider, [PMRandom](#) random, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
- void **TagDungeonItemUserData** (GameObject dungeonItem, int cellID)
- void **NotifySpawnListeners** ([DungeonItemSpawnListener](#)[] spawnListeners, List< [SpawnInfo](#) > spawnList)

5.155.1 Detailed Description

Takes care of spawning the dungeon objects from the input list This allows us to use different strategies to spawn the objects (e.g. synchronous or async spawning over multiple frames)

Definition at line 20 of file `DungeonSceneObjectSpawner.cs`.

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

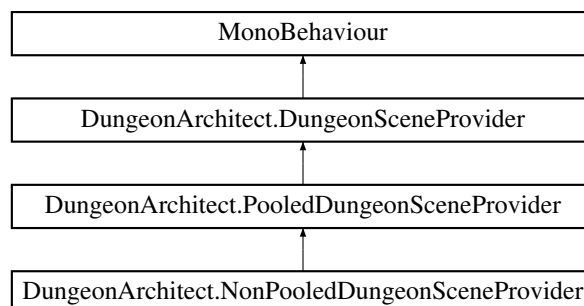
- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/DungeonSceneObjectSpawner.cs`

5.156 DungeonArchitect.DungeonSceneProvider Class Reference

A scene provider instantiates game objects into the scene.

Implementations can customize the instantiation process if needed (e.g. object pooling etc)

Inheritance diagram for `DungeonArchitect.DungeonSceneProvider`:



Public Member Functions

- virtual void [OnDungeonBuildStart](#) ()
Called when build is started
- virtual void [OnDungeonBuildStop](#) ()
Called after build has ended
- virtual GameObject [AddGameObject](#) ([GameObjectDungeonThemeItem](#) gameObjectProp, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
Request the creation of a game object
- virtual GameObject [AddGameObjectFromArray](#) ([GameObjectArrayDungeonThemeItem](#) gameObjectArrayProp, int index, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
Requests the creation of a game object from the provided list
- virtual GameObject [AddSprite](#) ([SpriteDungeonThemeItem](#) spriteProp, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
Request the creation of a sprite object
- virtual void [InvalidateNodeCache](#) (string nodeId)

Public Attributes

- GameObject [itemParent](#)
The parent for all spawned game objects. Assign this to create all spawned objects underneath it to avoid cluttering up the hierarchy

Protected Member Functions

- void [Initialize](#) ()
- GameObject [BuildGameObject](#) ([GameObjectDungeonThemeItem](#) gameObjectProp, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
- GameObject [BuildGameObjectFromArray](#) ([GameObjectArrayDungeonThemeItem](#) gameObjectArrayProp, int index, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
- GameObject [BuildGameObject](#) (GameObject template, string nodeId, bool affectsNavigation, Matrix4x4 transform, bool externallyManaged, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
- void [FlipSpriteTransform](#) (ref Matrix4x4 transform, Sprite sprite)
- void [FlipSpritePosition](#) (ref Matrix4x4 transform)
- void [FlipSpritePosition](#) (ref Vector3 position)
- GameObject [BuildSpriteObject](#) ([SpriteDungeonThemeItem](#) spriteData, Matrix4x4 transform, string nodeId)
- void [SetTransform](#) (Transform transform, Matrix4x4 matrix)

Protected Attributes

- [DungeonConfig](#) [config](#)
Dungeon config used by the builder
- [Dungeon](#) [dungeon](#)
The owning dungeon actor reference
- Vector3 [_position](#) = new Vector3()
- Quaternion [_rotation](#) = new Quaternion()
- Vector3 [_scale](#) = new Vector3()

5.156.1 Detailed Description

A scene provider instantiates game objects into the scene.

Implementations can customize the instantiation process if needed (e.g. object pooling etc)

Definition at line 14 of file `DungeonSceneProvider.cs`.

5.156.2 Member Function Documentation

5.156.2.1 AddGameObject()

```
virtual GameObject DungeonArchitect.DungeonSceneProvider.AddGameObject (
    GameObjectDungeonThemeItem gameObjectProp,
    Matrix4x4 transform,
    IDungeonSceneObjectInstantiator objectInstantiator ) [virtual]
```

Request the creation of a game object

Parameters

<i>gameObjectProp</i>	The template to use for instantiation
<i>transform</i>	The transform of the instantiated game object

Reimplemented in [DungeonArchitect.PooledDungeonSceneProvider](#).

Definition at line 33 of file `DungeonSceneProvider.cs`.

5.156.2.2 AddGameObjectFromArray()

```
virtual GameObject DungeonArchitect.DungeonSceneProvider.AddGameObjectFromArray (
    GameObjectArrayDungeonThemeItem gameObjectArrayProp,
    int index,
    Matrix4x4 transform,
    IDungeonSceneObjectInstantiator objectInstantiator ) [virtual]
```

Requests the creation of a game object from the provided list

Returns

The game object from array.

Parameters

<i>gameObjectArrayProp</i>	Game object array property.
<i>index</i>	Index.
<i>transform</i>	Transform.

Reimplemented in [DungeonArchitect.PooledDungeonSceneProvider](#).

Definition at line 42 of file DungeonSceneProvider.cs.

5.156.2.3 AddSprite()

```
virtual GameObject DungeonArchitect.DungeonSceneProvider.AddSprite (
    SpriteDungeonThemeItem spriteProp,
    Matrix4x4 transform,
    IDungeonSceneObjectInstantiator objectInstantiator ) [virtual]
```

Request the creation of a sprite object

Parameters

<i>spriteProp</i>	The sprite game object template reference
<i>transform</i>	The transform of the prop

Reimplemented in [DungeonArchitect.PooledDungeonSceneProvider](#).

Definition at line 49 of file DungeonSceneProvider.cs.

5.156.2.4 OnDungeonBuildStart()

```
virtual void DungeonArchitect.DungeonSceneProvider.OnDungeonBuildStart ( ) [virtual]
```

Called when build is started

Reimplemented in [DungeonArchitect.PooledDungeonSceneProvider](#), and [DungeonArchitect.NonPooledDungeonSceneProvider](#).

Definition at line 18 of file DungeonSceneProvider.cs.

5.156.2.5 OnDungeonBuildStop()

```
virtual void DungeonArchitect.DungeonSceneProvider.OnDungeonBuildStop ( ) [virtual]
```

Called after build has ended

Reimplemented in [DungeonArchitect.PooledDungeonSceneProvider](#), and [DungeonArchitect.NonPooledDungeonSceneProvider](#).

Definition at line 26 of file DungeonSceneProvider.cs.

5.156.3 Member Data Documentation

5.156.3.1 config

`DungeonConfig` `DungeonArchitect.DungeonSceneProvider.config` [protected]

`Dungeon` config used by the builder

Definition at line 55 of file `DungeonSceneProvider.cs`.

5.156.3.2 dungeon

`Dungeon` `DungeonArchitect.DungeonSceneProvider.dungeon` [protected]

The owning dungeon actor reference

Definition at line 60 of file `DungeonSceneProvider.cs`.

5.156.3.3 itemParent

`GameObject` `DungeonArchitect.DungeonSceneProvider.itemParent`

The parent for all spawned game objects. Assign this to create all spawned objects underneath it to avoid cluttering up the hierarchy

Definition at line 66 of file `DungeonSceneProvider.cs`.

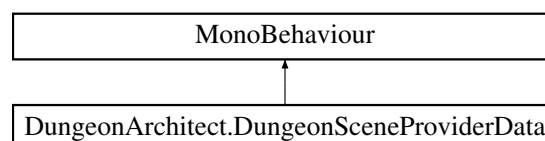
The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/DungeonSceneProvider.cs`

5.157 DungeonArchitect.DungeonSceneProviderData Class Reference

Meta-data added to each spawned game object in the scene. This is used to identify objects that belong to the dungeons, for later destruction and rebuilding

Inheritance diagram for `DungeonArchitect.DungeonSceneProviderData`:



Public Attributes

- string [NodeId](#)
The graph node id this game object was spawned from in the theme graph
- [Dungeon](#) [dungeon](#)
The dungeon this game object belongs to
- bool [affectsNavigation](#) = false
Indicates if the geometry in this node contributes to navigation mesh generation This flag reflects the state set in the theme graph's visual node affectsNavigation flag
- int [userData](#) = -1
The custom user data for the builder to use
- bool [externallyManaged](#) = false
If true, the theme engine will not destroy this object on rebuilds as the lifecycle is managed externally

5.157.1 Detailed Description

Meta-data added to each spawned game object in the scene. This is used to identify objects that belong to the dungeons, for later destruction and rebuilding

Definition at line 10 of file `DungeonSceneProviderData.cs`.

5.157.2 Member Data Documentation

5.157.2.1 affectsNavigation

```
bool DungeonArchitect.DungeonSceneProviderData.affectsNavigation = false
```

Indicates if the geometry in this node contributes to navigation mesh generation This flag reflects the state set in the theme graph's visual node affectsNavigation flag

Definition at line 26 of file `DungeonSceneProviderData.cs`.

5.157.2.2 dungeon

```
Dungeon DungeonArchitect.DungeonSceneProviderData.dungeon
```

The dungeon this game object belongs to

Definition at line 20 of file `DungeonSceneProviderData.cs`.

5.157.2.3 externallyManaged

```
bool DungeonArchitect.DungeonSceneProviderData.externallyManaged = false
```

If true, the theme engine will not destroy this object on rebuilds as the lifecycle is managed externally

Definition at line 36 of file DungeonSceneProviderData.cs.

5.157.2.4 NodeId

```
string DungeonArchitect.DungeonSceneProviderData.NodeId
```

The graph node id this game object was spawned from in the theme graph

Definition at line 15 of file DungeonSceneProviderData.cs.

5.157.2.5 userData

```
int DungeonArchitect.DungeonSceneProviderData.userData = -1
```

The custom user data for the builder to use

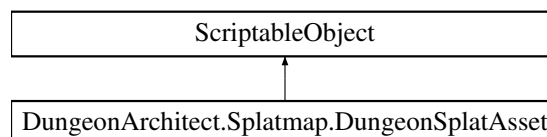
Definition at line 31 of file DungeonSceneProviderData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/SceneProvider/DungeonSceneProviderData.cs

5.158 DungeonArchitect.Splatmap.DungeonSplatAsset Class Reference

Inheritance diagram for DungeonArchitect.Splatmap.DungeonSplatAsset:



Public Attributes

- Texture2D[] **splatTextures** = new Texture2D[0]

5.158.1 Detailed Description

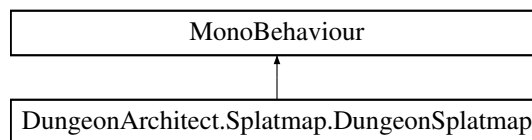
Definition at line 5 of file DungeonSplatAsset.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Splatmaps/DungeonSplatAsset.cs

5.159 DungeonArchitect.Splatmap.DungeonSplatmap Class Reference

Inheritance diagram for DungeonArchitect.Splatmap.DungeonSplatmap:



Public Attributes

- [DungeonSplatmapTextureInfo\[\]](#) **textures**
- [DungeonSplatAsset](#) **splatmap**

5.159.1 Detailed Description

Definition at line 18 of file DungeonSplatmap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Splatmaps/DungeonSplatmap.cs

5.160 DungeonArchitect.Splatmap.DungeonSplatmapTextureInfo Struct Reference

Public Attributes

- string **id**
- TextureFormat **textureFormat**
- int **textureSize**

5.160.1 Detailed Description

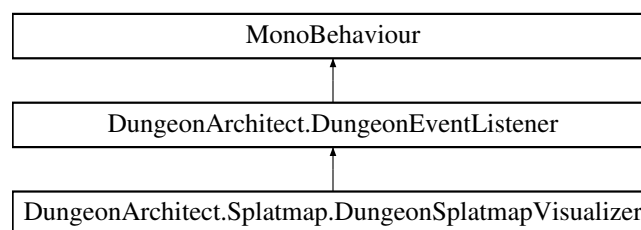
Definition at line 6 of file DungeonSplatmap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Splatmaps/DungeonSplatmap.cs

5.161 DungeonArchitect.Splatmap.DungeonSplatmapVisualizer Class Reference

Inheritance diagram for DungeonArchitect.Splatmap.DungeonSplatmapVisualizer:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built

Public Attributes

- [Renderer](#) **debugRenderer**

5.161.1 Detailed Description

Definition at line 5 of file DungeonSplatmapVisualizer.cs.

5.161.2 Member Function Documentation

5.161.2.1 OnPostDungeonBuild()

```

override void DungeonArchitect.Splatmap.DungeonSplatmapVisualizer.OnPostDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
  
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 8 of file DungeonSplatmapVisualizer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Splatmaps/↔ Debug/DungeonSplatmapVisualizer.cs

5.162 DungeonArchitect.Themeing.DungeonThemeData Class Reference

The data-structure for serializing the theme graph to disk

Public Member Functions

- void **BuildFromGraph** ([Graph](#) graph)

Public Attributes

- List< [DungeonThemeItem](#) > **Props** = new List<[DungeonThemeItem](#)>()

5.162.1 Detailed Description

The data-structure for serializing the theme graph to disk

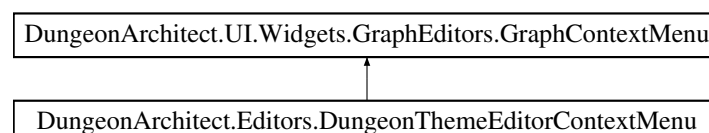
Definition at line 12 of file DungeonThemeData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/DungeonThemeData.cs

5.163 DungeonArchitect.Editors.DungeonThemeEditorContextMenu Class Reference

Inheritance diagram for DungeonArchitect.Editors.DungeonThemeEditorContextMenu:



Public Member Functions

- override void [Show](#) ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) ui↔System)

Shows the context menu in the theme graph editor

Additional Inherited Members

5.163.1 Detailed Description

Definition at line 23 of file `DungeonThemeEditorContextMenu.cs`.

5.163.2 Member Function Documentation

5.163.2.1 Show()

```
override void DungeonArchitect.Editors.DungeonThemeEditorContextMenu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

Definition at line 36 of file `DungeonThemeEditorContextMenu.cs`.

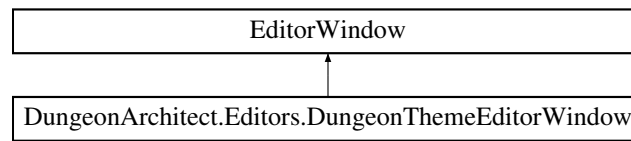
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Dungeon↔ThemeEditorContextMenu.cs

5.164 DungeonArchitect.Editors.DungeonThemeEditorWindow Class Reference

The main editor window for the Theme graph editor. This hosts the graph editor for managing the theme graph

Inheritance diagram for DungeonArchitect.Editors.DungeonThemeEditorWindow:



Public Member Functions

- void **Init** ([Graph](#) graph)
- void **OnDungeonBuiltByUser** ([Dungeon](#) dungeon)
- void **OnDungeonDestroyedByUser** ([Dungeon](#) dungeon)

Static Public Member Functions

- static void **ShowEditor** ()

Properties

- [DungeonThemeGraphEditor](#) **GraphEditor** [get]
- [UISystem](#) **uiSystem** [get]

5.164.1 Detailed Description

The main editor window for the Theme graph editor. This hosts the graph editor for managing the theme graph

Definition at line 20 of file `DungeonThemeEditorWindow.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/DungeonThemeEditorWindow.cs`

5.165 DungeonArchitect.Themeing.DungeonThemeEngine Class Reference

Public Member Functions

- **DungeonThemeEngine** ([DungeonThemeExecutionContext](#) context)
- void **ApplyTheme** ([LevelMarkerList](#) markers, List< [DungeonThemeData](#) > Themes)

5.165.1 Detailed Description

Definition at line 25 of file DungeonThemeEngine.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/DungeonThemeEngine.cs

5.166 DungeonArchitect.Themeing.DungeonThemeExecutionContext Struct Reference

Public Attributes

- [DungeonBuilder](#) **builder**
- [DungeonConfig](#) **config**
- [DungeonModel](#) **model**
- [SpatialConstraintProcessor](#) **spatialConstraintProcessor**
- [ThemeOverrideVolume\[\]](#) **themeOverrideVolumes**
- [DungeonSceneProvider](#) **sceneProvider**
- [DungeonSceneObjectSpawner](#) **objectSpawner**
- [DungeonItemSpawnListener\[\]](#) **spawnListeners**
- [IDungeonSceneObjectInstantiator](#) **objectInstantiator**

5.166.1 Detailed Description

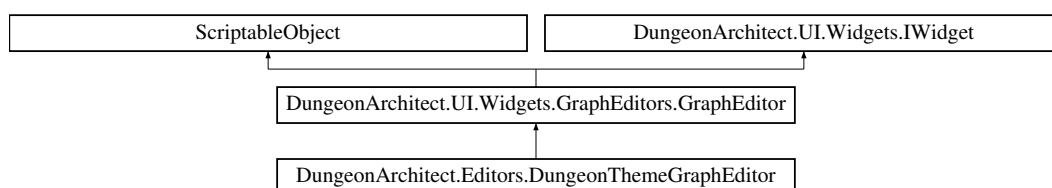
Definition at line 12 of file DungeonThemeEngine.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/DungeonThemeEngine.cs

5.167 DungeonArchitect.Editors.DungeonThemeGraphEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.DungeonThemeGraphEditor:



Public Member Functions

- override [GraphSchema](#) **GetGraphSchema** ()
- void [FocusCameraOnMarker](#) (string markerName, Rect editorBounds)
Moves the graph editor viewport to show the marker on the screen
- override void **Update** ()
- override void **HandleGraphStateChanged** ([UISystem](#) uiSystem)
- override void **Init** ([Graph](#) graph, Rect editorBounds, UnityEngine.Object assetObject, [UISystem](#) uiSystem)
Initializes the graph editor with the specified graph
- void **ClearMarkerVisualizer** ()
- void **UpdateMarkerVisualizer** ()
- override void **OnDestroy** ()
- override [GraphNode](#) **CreateNode** (Vector2 screenCoord, System.Type nodeType, [UISystem](#) uiSystem)
- override void **SortPinsForDrawing** ([GraphPin](#)[] pins)
- override void **OnNodeSelectionChanged** ([UISystem](#) uiSystem)
- override void **HandleNodePropertyChanged** ([GraphNode](#) node)

Public Attributes

- bool **realtimeUpdate** = true
- bool **visualizeMarkers** = true

Protected Member Functions

- override void **InitializeNodeRenderers** ([GraphNodeRendererFactory](#) nodeRenderers)
- override [IGraphLinkRenderer](#) **CreateGraphLinkRenderer** ()
- override void **DestroyNode** ([GraphNode](#) node, [UISystem](#) uiSystem)
- override [GraphContextMenu](#) **CreateContextMenu** ()
- override void **SortNodesForDeletion** ([GraphNode](#)[] nodesToDelete)
- override void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)
- override string **GetGraphNotInitializedMessage** ()

Properties

- [Dungeon?](#) **TrackedDungeon** [get]

Additional Inherited Members

5.167.1 Detailed Description

Definition at line 18 of file `DungeonThemeGraphEditor.cs`.

5.167.2 Member Function Documentation

5.167.2.1 FocusCameraOnMarker()

```
void DungeonArchitect.Editors.DungeonThemeGraphEditor.FocusCameraOnMarker (
    string markerName,
    Rect editorBounds )
```

Moves the graph editor viewport to show the marker on the screen

Parameters

<i>markerName</i>	The name of the marker to focus on
<i>editorBounds</i>	The bounds of the editor

Definition at line 64 of file DungeonThemeGraphEditor.cs.

5.167.2.2 Init()

```
override void DungeonArchitect.Editors.DungeonThemeGraphEditor.Init (
    Graph graph,
    Rect editorBounds,
    UnityEngine.Object assetObject,
    UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 103 of file DungeonThemeGraphEditor.cs.

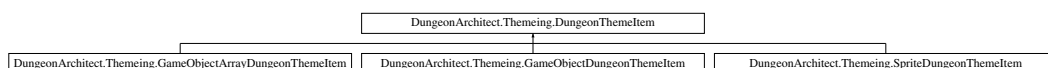
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/DungeonThemeGraphEditor.cs

5.168 DungeonArchitect.Themeing.DungeonThemeItem Class Reference

The data structure to hold information about a single node in the asset file

Inheritance diagram for DungeonArchitect.Themeing.DungeonThemeItem:



Public Attributes

- string [NodeId](#)
The unique guid of the node that generated this prop
- string [AttachToSocket](#)
The socket to attach to
- float [Affinity](#)
The probability of attachment
- bool [ConsumeOnAttach](#)
Should this prop consume the node (i.e. stop further processing of the sibling nodes)
- Matrix4x4 [Offset](#)
The offset to apply from the node's marker position
- List< [PropChildSocketData](#) > [ChildSockets](#) = new List<[PropChildSocketData](#)>()
The child socket markers emitted from this node
- DungeonThemeItemStaticMode [StaticState](#) = DungeonThemeItemStaticMode.Unchanged
Indicates if the object's static flag is to be set
- bool [affectsNavigation](#)
Flag to indicate if this node's geometry affects the navmesh
- bool [UseSelectionRule](#)
Flag to indicate if a selection rule script is used to determine if this prop is selected for insertion
- string [SelectorRuleClassName](#)
The script to to determine if this prop is selected for insertion. This holds the class of type [SelectorRule](#)
- bool [UseTransformRule](#)
Flag to indicate if a transformation rule script is used to determine the transform offset while inserting this mesh
- string [TransformRuleClassName](#)
The script that calculates the transform offset to be used when inserting this mesh. This holds a class of type [TransformationRule](#)
- bool [useSpatialConstraint](#) = false
Flag to indicate if spatial constraints are to be used
- [SpatialConstraintAsset](#) [spatialConstraint](#)
Spatial constraints lets you select a node based on nearby neighbor constraints
- bool [externallyManaged](#) = false
If externally managed, the theme engine will not destroy the object

5.168.1 Detailed Description

The data structure to hold information about a single node in the asset file

Definition at line 65 of file `DungeonThemeItems.cs`.

5.168.2 Member Data Documentation

5.168.2.1 affectsNavigation

```
bool DungeonArchitect.Themeing.DungeonThemeItem.affectsNavigation
```

Flag to indicate if this node's geometry affects the navmesh

Definition at line 104 of file `DungeonThemeItems.cs`.

5.168.2.2 Affinity

```
float DungeonArchitect.Themeing.DungeonThemeItem.Affinity
```

The probability of attachment

Definition at line 79 of file DungeonThemeItems.cs.

5.168.2.3 AttachToSocket

```
string DungeonArchitect.Themeing.DungeonThemeItem.AttachToSocket
```

The socket to attach to

Definition at line 74 of file DungeonThemeItems.cs.

5.168.2.4 ChildSockets

```
List<PropChildSocketData> DungeonArchitect.Themeing.DungeonThemeItem.ChildSockets = new List<PropChildSocketData>()
```

The child socket markers emitted from this node

Definition at line 94 of file DungeonThemeItems.cs.

5.168.2.5 ConsumeOnAttach

```
bool DungeonArchitect.Themeing.DungeonThemeItem.ConsumeOnAttach
```

Should this prop consume the node (i.e. stop further processing of the sibling nodes)

Definition at line 84 of file DungeonThemeItems.cs.

5.168.2.6 externallyManaged

```
bool DungeonArchitect.Themeing.DungeonThemeItem.externallyManaged = false
```

If externally managed, the theme engine will not destroy the object

Definition at line 139 of file DungeonThemeItems.cs.

5.168.2.7 NodeId

```
string DungeonArchitect.Themeing.DungeonThemeItem.NodeId
```

The unique guid of the node that generated this prop

Definition at line 69 of file DungeonThemeItems.cs.

5.168.2.8 Offset

```
Matrix4x4 DungeonArchitect.Themeing.DungeonThemeItem.Offset
```

The offset to apply from the node's marker position

Definition at line 89 of file DungeonThemeItems.cs.

5.168.2.9 SelectorRuleClassName

```
string DungeonArchitect.Themeing.DungeonThemeItem.SelectorRuleClassName
```

The script to to determine if this prop is selected for insertion. This holds the class of type [SelectorRule](#)

Definition at line 114 of file DungeonThemeItems.cs.

5.168.2.10 spatialConstraint

```
SpatialConstraintAsset DungeonArchitect.Themeing.DungeonThemeItem.spatialConstraint
```

Spatial constraints lets you select a node based on nearby neighbor constraints

Definition at line 134 of file DungeonThemeItems.cs.

5.168.2.11 StaticState

```
DungeonThemeItemStaticMode DungeonArchitect.Themeing.DungeonThemeItem.StaticState = DungeonThemeItemStaticMode.Unchanged
```

Indicates if the object's static flag is to be set

Definition at line 99 of file DungeonThemeItems.cs.

5.168.2.12 TransformRuleClassName

```
string DungeonArchitect.Themeing.DungeonThemeItem.TransformRuleClassName
```

The script that calculates the transform offset to be used when inserting this mesh. This holds a class of type [TransformationRule](#)

Definition at line 124 of file DungeonThemeItems.cs.

5.168.2.13 UseSelectionRule

```
bool DungeonArchitect.Themeing.DungeonThemeItem.UseSelectionRule
```

Flag to indicate if a selection rule script is used to determine if this prop is selected for insertion

Definition at line 109 of file DungeonThemeItems.cs.

5.168.2.14 useSpatialConstraint

```
bool DungeonArchitect.Themeing.DungeonThemeItem.useSpatialConstraint = false
```

Flag to indicate if spatial constraints are to be used

Definition at line 129 of file DungeonThemeItems.cs.

5.168.2.15 UseTransformRule

```
bool DungeonArchitect.Themeing.DungeonThemeItem.UseTransformRule
```

Flag to indicate if a transformation rule script is used to determine the transform offset while inserting this mesh

Definition at line 119 of file DungeonThemeItems.cs.

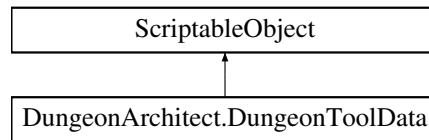
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/DungeonThemeItems.cs

5.169 DungeonArchitect.DungeonToolData Class Reference

Tool Data represented by the grid based builder

Inheritance diagram for DungeonArchitect.DungeonToolData:



Properties

- List< [IntVector](#) > **PaintedCells** [get]

5.169.1 Detailed Description

Tool Data represented by the grid based builder

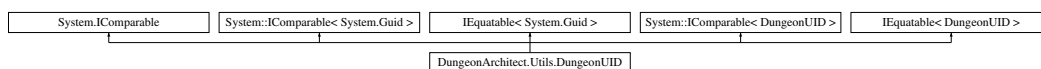
Definition at line 13 of file DungeonToolData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/DungeonToolData.cs

5.170 DungeonArchitect.Uutils.DungeonUID Struct Reference

Inheritance diagram for DungeonArchitect.Uutils.DungeonUID:



Public Member Functions

- bool **IsValid** ()
- int **CompareTo** (object obj)
- int **CompareTo** (System.Guid other)
- int **CompareTo** ([DungeonUID](#) other)
- bool **Equals** (System.Guid other)
- bool **Equals** ([DungeonUID](#) other)
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Static Public Member Functions

- static [DungeonUID](#) **NewUID** ()
- static implicit **operator System.Guid** ([DungeonUID](#) uid)
- static bool **operator==** ([DungeonUID](#) a, [DungeonUID](#) b)
- static bool **operator!=** ([DungeonUID](#) a, [DungeonUID](#) b)

Public Attributes

- System.Guid **Guid**

Static Public Attributes

- static readonly [DungeonUID](#) **Empty**

5.170.1 Detailed Description

Definition at line 8 of file DataUtils.cs.

5.170.2 Member Data Documentation

5.170.2.1 Empty

readonly [DungeonUID](#) `DungeonArchitect.Utils.DungeonUID.Empty` [static]

Initial value:

```
= new DungeonUID ()
{
    Guid = System.Guid.Empty
}
```

Definition at line 30 of file DataUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/DataUtils.cs

5.171 DungeonArchitect.DungeonUtils Class Reference

Static Public Member Functions

- static List< GameObject > **GetDungeonObjects** ([Dungeon](#) dungeon)
- static void **DestroyObject** (Object go)
- static Bounds **GetDungeonBounds** ([Dungeon](#) dungeon)

5.171.1 Detailed Description

Definition at line 7 of file DungeonUtils.cs.

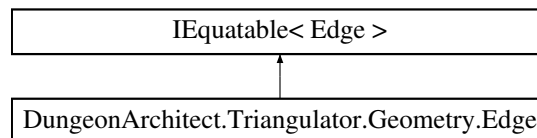
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Utils/DungeonUtils.cs

5.172 DungeonArchitect.Triangulator.Geometry.Edge Class Reference

[Edge](#) made from two point indexes

Inheritance diagram for DungeonArchitect.Triangulator.Geometry.Edge:



Public Member Functions

- [Edge](#) (int point1, int point2)
Initializes a new edge instance
- [Edge](#) ()
Initializes a new edge instance with start/end indexes of '0'
- bool [Equals](#) ([Edge](#) other)
Checks whether two edges are equal disregarding the direction of the edges

Public Attributes

- int [p1](#)
Start of edge index
- int [p2](#)
End of edge index

5.172.1 Detailed Description

[Edge](#) made from two point indexes

Definition at line 8 of file Edge.cs.

5.172.2 Constructor & Destructor Documentation

5.172.2.1 Edge() [1/2]

```

DungeonArchitect.Triangulator.Geometry.Edge.Edge (
    int point1,
    int point2 )
  
```

Initializes a new edge instance

Parameters

<i>point1</i>	Start edge vertex index
<i>point2</i>	End edge vertex index

Definition at line 23 of file Edge.cs.

5.172.2.2 Edge() [2/2]

```
DungeonArchitect.Triangulator.Geometry.Edge.Edge ( )
```

Initializes a new edge instance with start/end indexes of '0'

Definition at line 30 of file Edge.cs.

5.172.3 Member Function Documentation**5.172.3.1 Equals()**

```
bool DungeonArchitect.Triangulator.Geometry.Edge.Equals (
    Edge other )
```

Checks whether two edges are equal disregarding the direction of the edges

Parameters

<i>other</i>	

Returns

Definition at line 42 of file Edge.cs.

5.172.4 Member Data Documentation**5.172.4.1 p1**

```
int DungeonArchitect.Triangulator.Geometry.Edge.p1
```

Start of edge index

Definition at line 13 of file Edge.cs.

5.172.4.2 `p2`

```
int DungeonArchitect.Triangulator.Geometry.Edge.p2
```

End of edge index

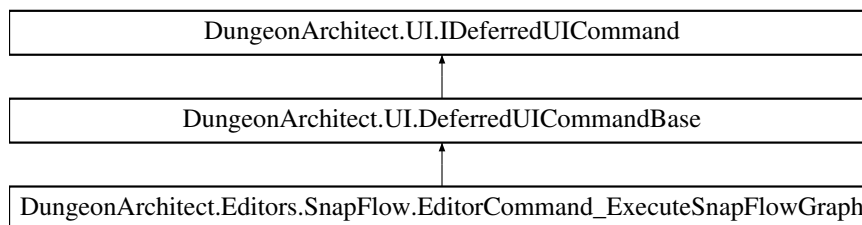
Definition at line 17 of file `Edge.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/Geometry/Edge.cs`

5.173 `DungeonArchitect.Editors.SnapFlow.EditorCommand_ExecuteSnapFlowGraph` Class Reference

Inheritance diagram for `DungeonArchitect.Editors.SnapFlow.EditorCommand_ExecuteSnapFlowGraph`:



Public Member Functions

- **`EditorCommand_ExecuteSnapFlowGraph`** ([SnapEditorWindow](#) window)
- override void **`Execute`** ([UISystem](#) uiSystem)

5.173.1 Detailed Description

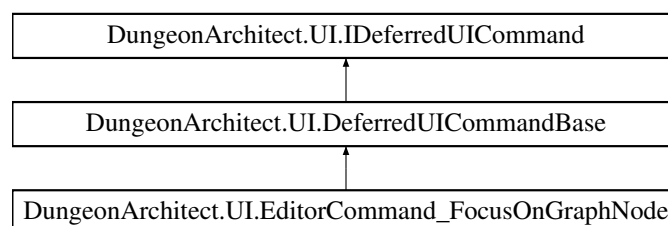
Definition at line 559 of file `SnapEditorWindow.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/SnapEditorWindow.cs`

5.174 `DungeonArchitect.UI.EditorCommand_FocusOnGraphNode` Class Reference

Inheritance diagram for `DungeonArchitect.UI.EditorCommand_FocusOnGraphNode`:



Public Member Functions

- **EditorCommand_FocusOnGraphNode** ([GraphEditor](#) graphEditor, [GraphNode](#) graphNode)
- override void **Execute** ([UISystem](#) uiSystem)

5.174.1 Detailed Description

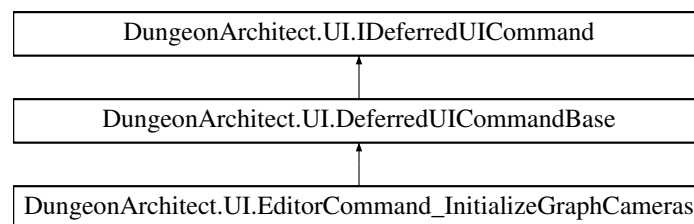
Definition at line 37 of file DeferredUICommands.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/DeferredUICommands.cs

5.175 DungeonArchitect.UI.EditorCommand_InitializeGraphCameras Class Reference

Inheritance diagram for DungeonArchitect.UI.EditorCommand_InitializeGraphCameras:



Public Member Functions

- **EditorCommand_InitializeGraphCameras** ([IWidget](#) host)
- override void **Execute** ([UISystem](#) uiSystem)

5.175.1 Detailed Description

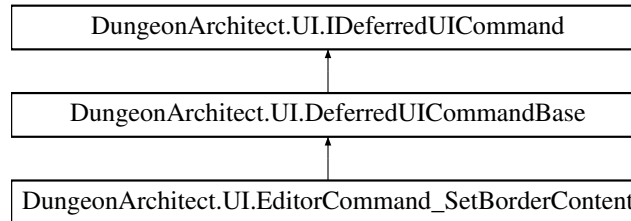
Definition at line 18 of file DeferredUICommands.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/DeferredUICommands.cs

5.176 DungeonArchitect.UI.EditorCommand_SetBorderContent Class Reference

Inheritance diagram for DungeonArchitect.UI.EditorCommand_SetBorderContent:



Public Member Functions

- **EditorCommand_SetBorderContent** ([BorderWidget](#) border, [IWidget](#) content)
- override void **Execute** ([UISystem](#) uiSystem)

5.176.1 Detailed Description

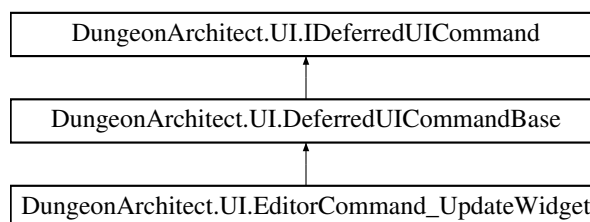
Definition at line 55 of file DeferredUICommands.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/DeferredUICommands.cs

5.177 DungeonArchitect.UI.EditorCommand_UpdateWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.EditorCommand_UpdateWidget:



Public Member Functions

- **EditorCommand_UpdateWidget** ([IWidget](#) content, Rect bounds)
- override void **Execute** ([UISystem](#) uiSystem)

5.177.1 Detailed Description

Definition at line 71 of file DeferredUICommands.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/DeferredUICommands.cs

5.178 DungeonArchitect.Eeditors.EditorDeltaTime Class Reference

Public Member Functions

- void **Tick** ()

Properties

- float **DeltaTime** = 0 [get, set]

5.178.1 Detailed Description

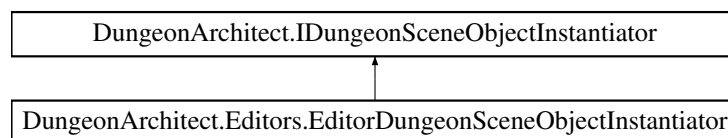
Definition at line 5 of file EditorDeltaTime.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/EditorDeltaTime.cs

5.179 DungeonArchitect.Eeditors.EditorDungeonSceneObjectInstantiator Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.EditorDungeonSceneObjectInstantiator:



Public Member Functions

- GameObject **Instantiate** (GameObject template, Vector3 position, Quaternion rotation, Vector3 scale, Transform parent)

5.179.1 Detailed Description

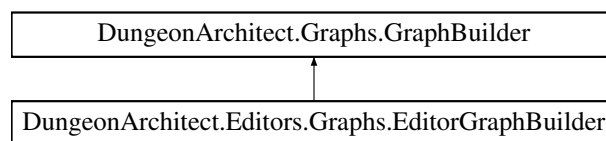
Definition at line 8 of file EditorDungeonSceneObjectInstantiator.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/EditorDungeon↵ SceneObjectInstantiator.cs

5.180 DungeonArchitect.Eeditors.Graphs.EditorGraphBuilder Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Graphs.EditorGraphBuilder:



Public Member Functions

- **EditorGraphBuilder** ([Graph](#) graph, Object assetObject, [UIPlatform](#) platform, [UIUndoSystem](#) undo)
- override [GraphNode](#) **CreateNode** (System.Type nodeType)
- override void **DestroyNode** ([GraphNode](#) node)
- override TLink **LinkNodes**< TLink > ([GraphPin](#) outputPin, [GraphPin](#) inputPin)

Additional Inherited Members

5.180.1 Detailed Description

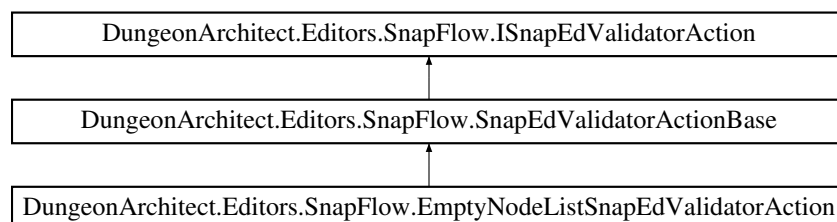
Definition at line 8 of file EditorGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/Graph/EditorGraph↵ Builder.cs

5.181 DungeonArchitect.Eeditors.SnapFlow.EmptyNodeListSnapEd↵ ValidatorAction Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.SnapFlow.EmptyNodeListSnapEdValidatorAction:



Public Member Functions

- override void **Execute** ([SnapEditorWindow](#) editor)

5.181.1 Detailed Description

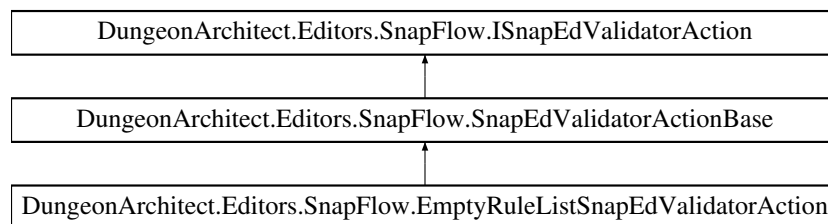
Definition at line 18 of file `DungeonFlowValidatorActions.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs`

5.182 `DungeonArchitect.Editors.SnapFlow.EmptyRuleListSnapEdValidatorAction` Class Reference

Inheritance diagram for `DungeonArchitect.Editors.SnapFlow.EmptyRuleListSnapEdValidatorAction`:



Public Member Functions

- override void **Execute** ([SnapEditorWindow](#) editor)

5.182.1 Detailed Description

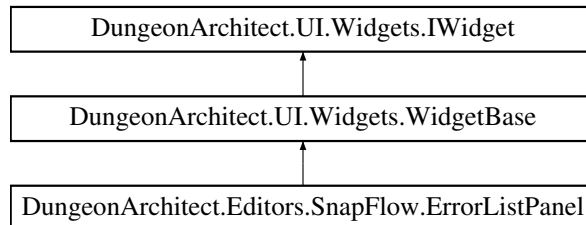
Definition at line 26 of file `DungeonFlowValidatorActions.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs`

5.183 DungeonArchitect.Editors.SnapFlow.ErrorListPanel Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.ErrorListPanel:



Public Member Functions

- **ErrorListPanel** ([DungeonFlowErrorList](#) errorList)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Public Attributes

- [ListViewWidget](#) < [DungeonFlowErrorEntry](#) > **ListView**

Static Public Attributes

- static readonly Color **ThemeColor** = new Color(0.3f, 0.2f, 0.2f)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Properties

- [DungeonFlowErrorList](#) **errorList** [get]

Additional Inherited Members

5.183.1 Detailed Description

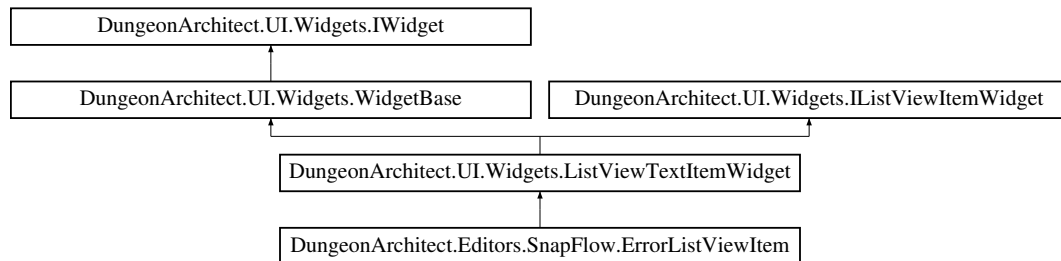
Definition at line 130 of file ErrorListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
Panels/ErrorListPanel.cs

5.184 DungeonArchitect.Editors.SnapFlow.ErrorListViewItem Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.ErrorListViewItem:



Public Member Functions

- **ErrorListViewItem** ([DungeonFlowErrorEntry](#) entry)
- override void **DrawText** ([UIRenderer](#) renderer, Rect bounds)

Additional Inherited Members

5.184.1 Detailed Description

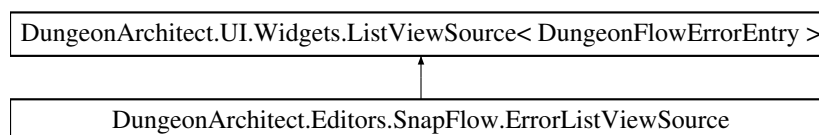
Definition at line 70 of file `ErrorListPanel.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵Panels/ErrorListPanel.cs`

5.185 DungeonArchitect.Editors.SnapFlow.ErrorListViewSource Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.ErrorListViewSource:



Public Member Functions

- **ErrorListViewSource** ([DungeonFlowErrorList](#) errorList)
- override [DungeonFlowErrorEntry](#)[] **GetItems** ()
- override [IWidget](#) **CreateWidget** ([DungeonFlowErrorEntry](#) item)

5.185.1 Detailed Description

Definition at line 48 of file ErrorListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔ Panels/ErrorListPanel.cs

5.186 DungeonArchitect.Editor.Flow.FlowExecNodeRendererBase.↔ ExecRuleNodeLayoutInfo Struct Reference

Public Attributes

- GUIContent **messageContent**
- Vector2 **messageSize**
- GUIStyle **messageStyle**
- bool **drawDescription**
- GUIContent **descContent**
- Vector2 **descSize**
- GUIStyle **descStyle**
- bool **drawErrorMessage**
- GUIContent **errorContent**
- Vector2 **errorSize**
- GUIStyle **errorStyle**

5.186.1 Detailed Description

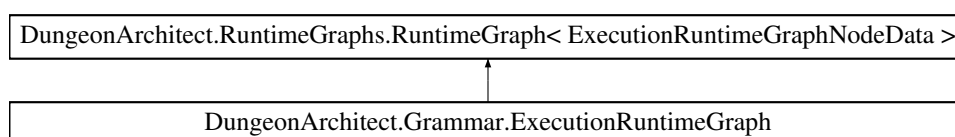
Definition at line 229 of file FlowExecNodeRendererBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔ GraphEditors/ExecGraphEditor/NodeRenderers/FlowExecNodeRendererBase.cs

5.187 DungeonArchitect.Grammar.ExecutionRuntimeGraph Class Reference

Inheritance diagram for DungeonArchitect.Grammar.ExecutionRuntimeGraph:



Static Public Member Functions

- static [ExecutionRuntimeGraph](#) **BuildFrom** ([GrammarExecGraph](#) graph, Dictionary< [GrammarProductionRule](#), [RuntimeGrammarProduction](#) > mapping)

Properties

- [RuntimeGraphNode](#)< [ExecutionRuntimeGraphNodeData](#) > **EntryNode** [get, set]

Additional Inherited Members

5.187.1 Detailed Description

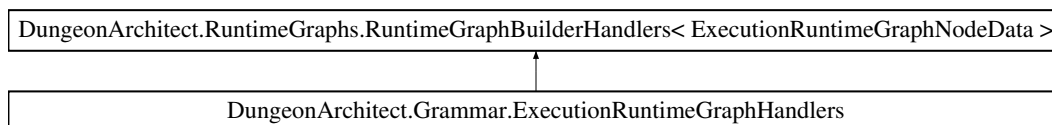
Definition at line 116 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs

5.188 DungeonArchitect.Grammar.ExecutionRuntimeGraphHandlers Class Reference

Inheritance diagram for DungeonArchitect.Grammar.ExecutionRuntimeGraphHandlers:



Static Public Member Functions

- static [ExecutionRuntimeGraphHandlers](#) **Create** (Dictionary< [GrammarProductionRule](#), [RuntimeGrammarProduction](#) > mapping)

Additional Inherited Members

5.188.1 Detailed Description

Definition at line 129 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs

5.189 DungeonArchitect.Grammar.ExecutionRuntimeGraphNodeData Class Reference

Public Attributes

- [RuntimeGrammarProduction](#) rule
- GrammarExecRuleRunMode **runMode**
- float **runProbability**
- int **iterateCount**
- int **minIterateCount**
- int **maxIterateCount**

5.189.1 Detailed Description

Definition at line 105 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs

5.190 DungeonArchitect.Editors.ExternalLinks Class Reference

Static Public Member Functions

- static void **LaunchUrl** (string url)

Static Public Attributes

- static readonly string **DiscordInvite** = "https://discord.gg/N3rHt4h"
- static readonly string **Documentation** = "https://docs.dungeonarchitect.dev/unity"
- static readonly string **ProductPage** = "https://u3d.as/nAL"

5.190.1 Detailed Description

Definition at line 5 of file ExternalLinks.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/ExternalLinks.cs

5.191 DungeonArchitect.Flow.Domains.Layout.FFAGConstraintsLink Class Reference

Public Member Functions

- **FFAGConstraintsLink** ([FlowLayoutGraphNode](#) node, [FlowLayoutGraphNode](#) incomingNode)

Public Attributes

- [FlowLayoutGraphNode](#) **Node**
- [FlowLayoutGraphNode](#) **IncomingNode**

5.191.1 Detailed Description

Definition at line 6 of file FlowLayoutGraphConstraints.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/FlowLayoutGraphConstraints.cs

5.192 DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowAg↵ PathingSystem Class Reference

Public Member Functions

- **FFlowAgPathingSystem** (long maxFramesToProcess)
- void **RegisterGrowthSystem** ([FlowLayoutGraphNode](#) startNode, [FlowLayoutStaticGrowthState](#) staticState, int count=1)
- void **Execute** (int numParallelSearches)

Properties

- bool **FoundResult** [get]
- bool **Timeout** [get]
- [FFlowLayoutPathingSystemResult](#) **Result** [get]

5.192.1 Detailed Description

Maintains a list of growth systems and runs them in parallel till the first solution is found. This also avoids a single solution to from getting stuck and taking a very long time, as multiple paths are being explored at the same time

Definition at line 338 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.193 DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowLayout↵ PathingSystemResult Class Reference

Public Member Functions

- **FFlowLayoutPathingSystemResult** ([FlowLayoutGrowthState](#) state, [FlowLayoutStaticGrowthState](#) static↵
State)

Public Attributes

- [FlowLayoutGrowthState](#) **State**
- [FlowLayoutStaticGrowthState](#) **StaticState**

5.193.1 Detailed Description

Definition at line 310 of file FlowLayoutGraphPathUtils.cs.

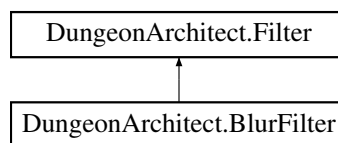
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.194 DungeonArchitect.Filter Interface Reference

A data filter applied over a 2D data array

Inheritance diagram for DungeonArchitect.Filter:



Public Member Functions

- `float[,]` **ApplyFilter** (`float[,]` data)

5.194.1 Detailed Description

A data filter applied over a 2D data array

Definition at line 8 of file Filter.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Terrain/↵
Filter/Filter.cs

5.195 DungeonArchitect.Builders.FloorPlan.FloorChunk Class Reference

Public Member Functions

- int **Area** ()
- int [GetLength](#) ()
- int **GetWidth** ()
- void [SetLength](#) (int Length)
- void **OffsetAlongLength** (int Offset)

Public Attributes

- int **Id**
- FloorChunkType **ChunkType**
- [Rectangle](#) **Bounds** = new [Rectangle](#)()
- List< [IntVector](#) > **BoundCells** = new List<[IntVector](#)>()
- bool **bReachable**
- float **Priority**
- bool **bEmitGroundMarker**
- bool **bEmitCeilingMarker**
- bool **bConnectDoors**
- bool **bCreateWalls**
- string **WallMarker** = ""
- string **GroundMarker** = ""
- string **CeilingMarker** = ""
- string **DoorMarker** = ""
- string **CenterMarker** = ""

5.195.1 Detailed Description

Definition at line 24 of file FloorPlanModel.cs.

5.195.2 Member Function Documentation

5.195.2.1 GetLength()

```
int DungeonArchitect.Builders.FloorPlan.FloorChunk.GetLength ( )
```

Gets the dimension of the largest side

Definition at line 58 of file FloorPlanModel.cs.

5.195.2.2 SetLength()

```
void DungeonArchitect.Builders.FloorPlan.FloorChunk.SetLength (
    int Length )
```

Sets the dimensions of the largest side

Definition at line 62 of file FloorPlanModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/FloorPlanModel.cs

5.196 DungeonArchitect.Builders.FloorPlan.FloorChunkDB Class Reference

Public Member Functions

- [FloorChunk](#) **Create** ()
- void **Register** ([FloorChunk](#) Chunk)
- void **GetChunks** (List< [FloorChunk](#) > OutChunks)
- void **GetChunks** (List< [FloorChunk](#) > OutChunks, FloorChunkType ChunkType)
- [FloorChunk](#) **GetChunk** (int Id)
- [FloorChunk](#) **GetChunkAt** (int x, int y, int z)
- [FloorChunk](#) **GetChunkAt** ([IntVector](#) Location)
- void **CacheChunkPositions** ()
- int **HASH** (int x, int y, int z)
- [FloorChunk](#)[] **GetAllChunks** ()

5.196.1 Detailed Description

Definition at line 87 of file FloorPlanModel.cs.

5.196.2 Member Function Documentation

5.196.2.1 CacheChunkPositions()

```
void DungeonArchitect.Builders.FloorPlan.FloorChunkDB.CacheChunkPositions ( )
```

Create the cache for faster access

Definition at line 154 of file FloorPlanModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/FloorPlanModel.cs

5.197 DungeonArchitect.Builders.FloorPlan.FloorDoorManager Class Reference

Public Member Functions

- void **RegisterDoor** ([IntVector](#) A, [IntVector](#) B)
- bool **ContainsDoorVolume** ([Vector3](#) WorldLocation, List< [DungeonArchitect.Volume](#) > DoorVolumes)
- bool **ContainsDoor** ([IntVector](#) A, [IntVector](#) B)
- void **Clear** ()

5.197.1 Detailed Description

Definition at line 224 of file FloorPlanModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/FloorPlanModel.cs

5.198 DungeonArchitect.RoomDesigner.FloorIsland Class Reference

Static Public Member Functions

- static [FloorIsland MergeIslands](#) ([FloorIsland](#)[] islands)
Merges the islands in the same level
- static [FloorIsland](#)[] **FindIslands** ([DungeonRoomVoxel](#) voxelWorld, int y)

Properties

- List< [IntVector](#) > **IslandCells** [get]

5.198.1 Detailed Description

Definition at line 155 of file DungeonRoomDesigner.cs.

5.198.2 Member Function Documentation

5.198.2.1 MergeIslands()

```
static FloorIsland DungeonArchitect.RoomDesigner.FloorIsland.MergeIslands (
    FloorIsland[] islands ) [static]
```

Merges the islands in the same level

Definition at line 166 of file DungeonRoomDesigner.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Room↵
Designer/DungeonRoomDesigner.cs

5.199 DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder.Floor↵ IslandNode Class Reference

Public Attributes

- int **IslandId**
- FloorChunk **Chunk**
- IntVector **Location**

5.199.1 Detailed Description

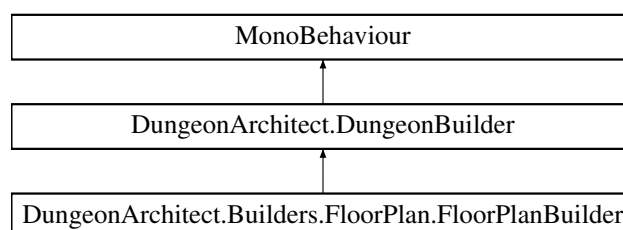
Definition at line 295 of file FloorPlanBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/Floor↵
PlanBuilder.cs

5.200 DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder:



Classes

- class [FloorIslandNode](#)

Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)
- override void [EmitMarkers](#) ()
Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Additional Inherited Members

5.200.1 Detailed Description

Definition at line 16 of file FloorPlanBuilder.cs.

5.200.2 Member Function Documentation

5.200.2.1 BuildDungeon()

```
override void DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 32 of file FloorPlanBuilder.cs.

5.200.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder.EmitMarkers ( ) [virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

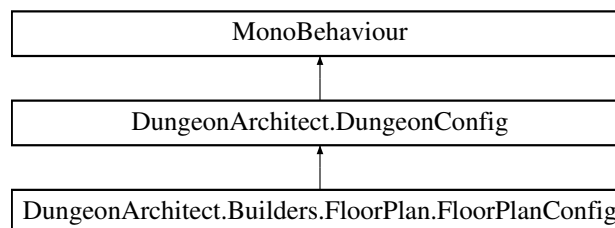
Definition at line 56 of file FloorPlanBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/FloorPlanBuilder.cs

5.201 DungeonArchitect.Builders.FloorPlan.FloorPlanConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.FloorPlan.FloorPlanConfig:



Public Attributes

- Vector3 **BuildingSize**
- Vector3 **GridSize** = new Vector3(4, 2, 4)
- int **MinRoomSize** = 2
- int **MaxRoomSize** = 3
- int **HallWidth** = 1
- int **MinRoomChunkArea** = 24
- int **RoomSplitProbabilityOffset**
- [FloorPlanCorridorTool](#)[] **manualHallwayPoints**

Additional Inherited Members

5.201.1 Detailed Description

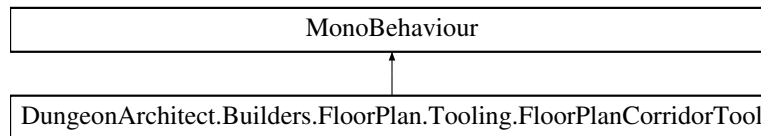
Definition at line 6 of file FloorPlanConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/FloorPlanConfig.cs

5.202 DungeonArchitect.Builders.FloorPlan.Tooling.FloorPlanCorridorTool Class Reference [↔](#)

Inheritance diagram for DungeonArchitect.Builders.FloorPlan.Tooling.FloorPlanCorridorTool:



Public Attributes

- [Dungeon](#) **dungeon**
- bool **dynamicUpdate** = true

5.202.1 Detailed Description

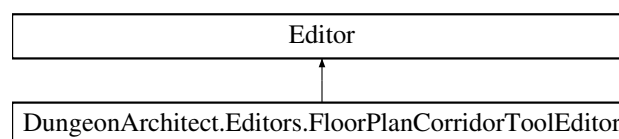
Definition at line 5 of file FloorPlanCorridorTool.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/[↔](#) Tooling/FloorPlanCorridorTool.cs

5.203 DungeonArchitect.Editors.FloorPlanCorridorToolEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.FloorPlanCorridorToolEditor:



Public Member Functions

- override void **OnInspectorGUI** ()
- virtual void **OnUpdate** (SceneView sceneView)

Protected Member Functions

- void **OnTransformModified** ([FloorPlanCorridorTool](#) tool)

5.203.1 Detailed Description

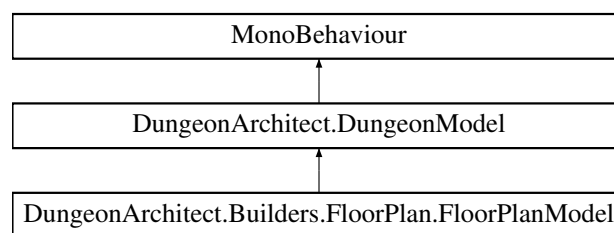
Definition at line 11 of file FloorPlanCorridorToolEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Builders/FloorPlan/FloorPlanCorridorToolEditor.cs

5.204 DungeonArchitect.Builders.FloorPlan.FloorPlanModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.FloorPlan.FloorPlanModel:



Public Attributes

- [FloorPlanConfig](#) Config
- [FloorChunk\[\]](#) Chunks

Additional Inherited Members

5.204.1 Detailed Description

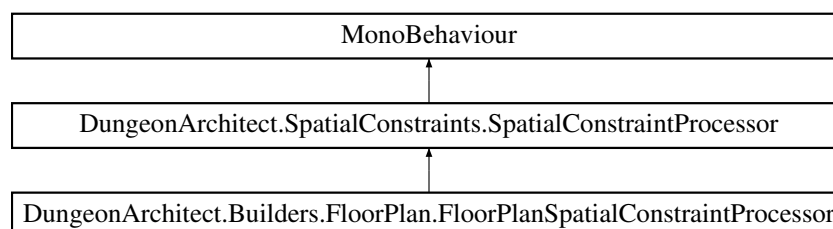
Definition at line 7 of file FloorPlanModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/FloorPlanModel.cs

5.205 DungeonArchitect.Builders.FloorPlan.FloorPlanSpatialConstraintProcessor Class Reference

Inheritance diagram for DungeonArchitect.Builders.FloorPlan.FloorPlanSpatialConstraintProcessor:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.205.1 Detailed Description

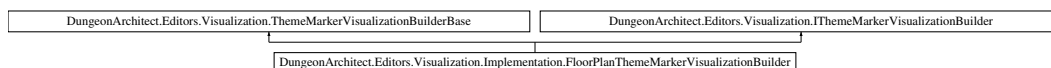
Definition at line 5 of file FloorPlanSpatialConstraintProcessor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/FloorPlanner/FloorPlanSpatialConstraintProcessor.cs

5.206 DungeonArchitect.Editor.Visualization.Implementation.FloorPlanThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for [DungeonArchitect.Editor.Visualization.Implementation.FloorPlanThemeMarkerVisualizationBuilder](#):



Public Member Functions

- bool **Build** ([Dungeon](#) dungeon, string markerName, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)

Additional Inherited Members

5.206.1 Detailed Description

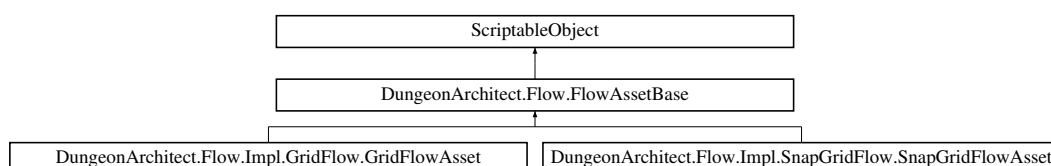
Definition at line 7 of file FloorPlanThemeMarkerVisualizationBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/MarkerVisualizers/Implementations/FloorPlanThemeMarkerVisualizationBuilder.cs

5.207 DungeonArchitect.Flow.FlowAssetBase Class Reference

Inheritance diagram for [DungeonArchitect.Flow.FlowAssetBase](#):



Public Attributes

- [FlowExecGraph](#) `execGraph`

5.207.1 Detailed Description

Definition at line 7 of file FlowAssetBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Flow↔AssetBase.cs

5.208 DungeonArchitect.Flow.Domains.FlowDomainDataRegistry Class Reference

Public Member Functions

- `T Get< T > ()`
- `void Set< T > (T data)`
- [FlowDomainDataRegistry](#) `Clone ()`

5.208.1 Detailed Description

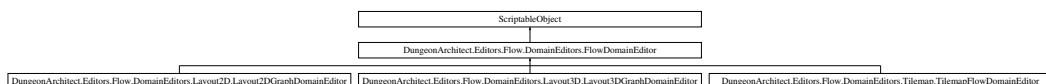
Definition at line 11 of file FlowDomainData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Flow↔DomainData.cs

5.209 DungeonArchitectEditors.Flow.DomainEditors.FlowDomainEditor Class Reference

Inheritance diagram for DungeonArchitectEditors.Flow.DomainEditors.FlowDomainEditor:



Public Member Functions

- virtual void **Init** ([IFlowDomain](#) domain, [FlowEditorConfig](#) editorConfig, [UISystem](#) uiSystem)
- bool **IsInitialized** ()
- abstract void **UpdateNodePreview** ([FlowExecTaskState](#) taskState)
- virtual void **Update** ()
- virtual void **Destroy** ()
- virtual void **Invalidate** ()
- virtual void **SetReadOnly** (bool readOnly)
- virtual bool **RequiresRepaint** ()
- virtual void **HandleInput** ([UISystem](#) uiSystem)

Properties

- [FlowEditorConfig](#) **EditorConfig** [get]
- [IFlowDomain](#) **FlowDomain** [get]
- abstract [IWidget](#) **Content** [get, protected set]
- abstract bool **StateValid** [get]

5.209.1 Detailed Description

Definition at line 9 of file FlowDomainEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Domain↔
Editors/FlowDomainEditor.cs

5.210 DungeonArchitect.Flow.Domains.FlowDomainExtensions Class Reference

Public Member Functions

- T **GetExtension**< T > ()

5.210.1 Detailed Description

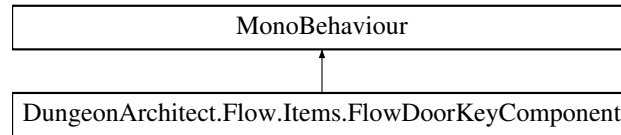
Definition at line 9 of file FlowDomainExtensions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Flow↔
DomainExtensions.cs

5.211 DungeonArchitect.Flow.Items.FlowDoorKeyComponent Class Reference

Inheritance diagram for DungeonArchitect.Flow.Items.FlowDoorKeyComponent:



Public Attributes

- string **keyId**
- string[] **validLockIds** = new string[0]
- [FlowDoorLockComponent](#)[] **lockRefs**

5.211.1 Detailed Description

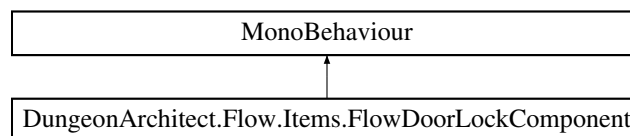
Definition at line 5 of file `FlowDoorKeyComponent.cs`.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/Components/FlowDoorKeyComponent.cs

5.212 DungeonArchitect.Flow.Items.FlowDoorLockComponent Class Reference

Inheritance diagram for DungeonArchitect.Flow.Items.FlowDoorLockComponent:



Public Attributes

- string **lockId**
- string[] **validKeyIds** = new string[0]
- [FlowDoorKeyComponent](#)[] **validKeyRefs** = new [FlowDoorKeyComponent](#)[0]

5.212.1 Detailed Description

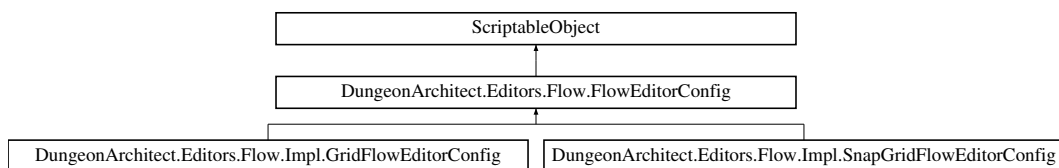
Definition at line 5 of file FlowDoorLockComponent.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/↔ Components/FlowDoorLockComponent.cs

5.213 DungeonArchitect.Eeditors.Flow.FlowEditorConfig Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.FlowEditorConfig:



Public Attributes

- bool **randomizeSeed** = true
- int **seed** = 0

Properties

- abstract [DungeonBuilder](#) **FlowBuilder** [get]

5.213.1 Detailed Description

Definition at line 5 of file FlowEditorConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/FlowEditor↔ Config.cs

5.214 DungeonArchitect.Eeditors.Flow.FlowEditorUtils Class Reference

Static Public Member Functions

- static void **InitAsset** ([FlowAssetBase](#) asset, [UIPlatform](#) platform)

5.214.1 Detailed Description

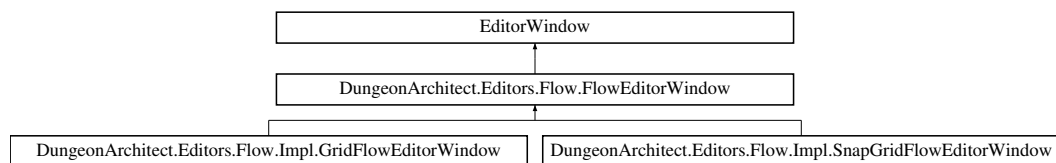
Definition at line 11 of file FlowEditorUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Utils/FlowEditorUtils.cs

5.215 DungeonArchitect.Editors.Flow.FlowEditorWindow Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.FlowEditorWindow:



Public Member Functions

- virtual void **Init** ([FlowAssetBase](#) flowAsset)
- virtual void **SetReadOnly** (bool readOnly)
- void **HandleExecuteButtonPressed** ()

Public Attributes

- [FlowAssetBase](#) flowAsset

Protected Member Functions

- abstract [FlowEditorConfig](#) **CreateEditorConfig** ()
- abstract [FlowExecNodeOutputRegistry](#) **GetLinkedDungeonNodeOutputRegistry** ()
- abstract bool **IsDomainStateInvalid** ()
- abstract void **InitDomains** ()
- virtual void **AddDomainExtenders** ([FlowDomainExtensions](#) domainExtensions)
- virtual void **OnEnable** ()
- virtual void **OnDisable** ()
- void **RegisterDomainEditor** ([FlowDomainEditor](#) domainEditor)
- virtual void **UpdateDomainPreview** ([FlowExecTaskState](#) taskState)
- virtual void **OnDestroy** ()
- virtual void **Update** ()

Protected Attributes

- [UISystem](#) **uiSystem**
- [UIRenderer](#) **renderer**
- [List< IDeferredUICommand >](#) **deferredCommands** = new [List<IDeferredUICommand>\(\)](#)
- [GraphPanel< FlowExecGraphEditor >](#) **execGraphPanel**
- [FlowEditorConfig](#) **editorConfig** = null

Properties

- abstract [IWidget](#) **DomainLayoutWidget** [get, set]
- abstract string **WindowTitle** [get]

5.215.1 Detailed Description

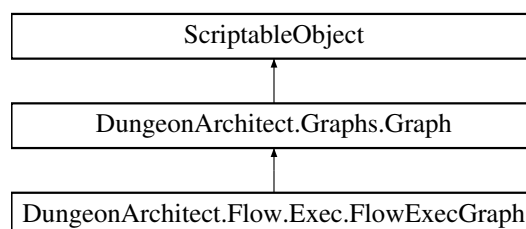
Definition at line 20 of file FlowEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/FlowEditor↔
Window.cs

5.216 DungeonArchitect.Flow.Exec.FlowExecGraph Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecGraph:



Public Member Functions

- override void **OnEnable** ()

Public Attributes

- [FlowExecResultGraphNode](#) **resultNode**

Additional Inherited Members

5.216.1 Detailed Description

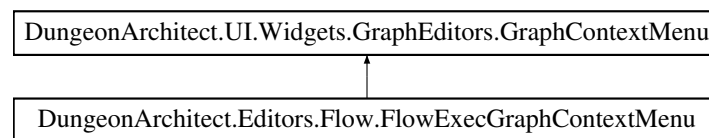
Definition at line 7 of file FlowExecGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/FlowExecGraph.cs

5.217 DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu:



Public Member Functions

- **FlowExecGraphContextMenu** ([FlowExecGraphEditor](#) host)
- override void **Show** ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) ui↔
System)

Shows the context menu in the theme graph editor

Additional Inherited Members

5.217.1 Detailed Description

Definition at line 179 of file FlowExecGraphEditor.cs.

5.217.2 Member Function Documentation

5.217.2.1 Show()

```

override void DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
  
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

Definition at line 202 of file FlowExecGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/ExecGraphEditor/FlowExecGraphEditor.cs

5.218 DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu↔ UserData Class Reference

Public Member Functions

- **FlowExecGraphContextMenuUserData** ([UISystem](#) uiSystem, FlowExecGraphEditorAction action)
- **FlowExecGraphContextMenuUserData** ([UISystem](#) uiSystem, FlowExecGraphEditorAction action, System.Type nodeHandlerType)

Properties

- FlowExecGraphEditorAction **Action** [get, set]
- System.Type **NodeHandlerType** [get, set]
- [UISystem](#) **uiSystem** [get, set]

5.218.1 Detailed Description

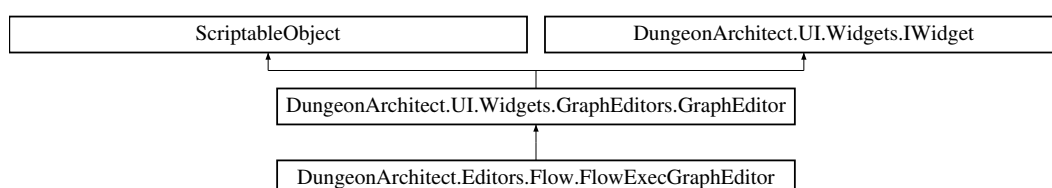
Definition at line 160 of file FlowExecGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/ExecGraphEditor/FlowExecGraphEditor.cs

5.219 DungeonArchitect.Editors.Flow.FlowExecGraphEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.FlowExecGraphEditor:



Public Member Functions

- override void [Init](#) ([Graph](#) graph, Rect editorBounds, UnityEngine.Object assetObject, [UISystem](#) uiSystem)
Initializes the graph editor with the specified graph
- override [GraphSchema](#) [GetGraphSchema](#) ()

Public Attributes

- [IFlowDomain](#)[] [Domains](#) = new [IFlowDomain](#)[0]

Protected Member Functions

- override [GraphContextMenu](#) [CreateContextMenu](#) ()
- override void [InitializeNodeRenderers](#) ([GraphNodeRendererFactory](#) nodeRenderers)
- override [IGraphLinkRenderer](#) [CreateGraphLinkRenderer](#) ()
- override void [OnMenuItemClicked](#) (object userdata, [GraphContextMenuEvent](#) e)
- override string [GetGraphNotInitializedMessage](#) ()

Additional Inherited Members

5.219.1 Detailed Description

Definition at line 12 of file FlowExecGraphEditor.cs.

5.219.2 Member Function Documentation

5.219.2.1 Init()

```
override void DungeonArchitect.Editors.Flow.FlowExecGraphEditor.Init (  
    Graph graph,  
    Rect editorBounds,  
    UnityEngine.Object assetObject,  
    UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

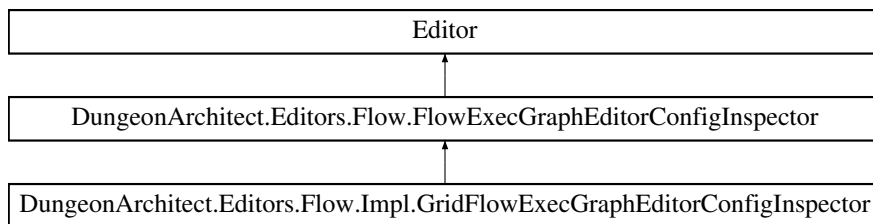
Definition at line 17 of file FlowExecGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/ExecGraphEditor/FlowExecGraphEditor.cs

5.220 DungeonArchitect.Editor.Flow.FlowExecGraphEditorConfigInspector Class Reference↔

Inheritance diagram for DungeonArchitect.Editor.Flow.FlowExecGraphEditorConfigInspector:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()
- abstract void **DrawDungeonProperty** ()

Protected Attributes

- SerializedObject **subject**

5.220.1 Detailed Description

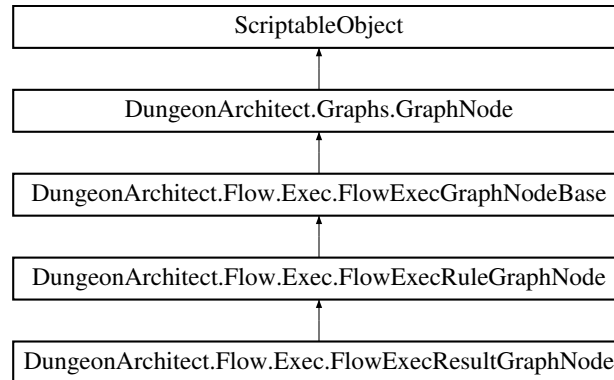
Definition at line 7 of file FlowEditorInspectors.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Flow↔
EditorInspectors.cs

5.221 DungeonArchitect.Flow.Exec.FlowExecGraphNodeBase Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecGraphNodeBase:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)

Additional Inherited Members

5.221.1 Detailed Description

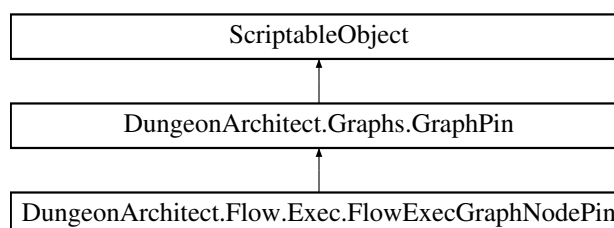
Definition at line 6 of file FlowExecGraphNodeBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Nodes/FlowExecGraphNodeBase.cs

5.222 DungeonArchitect.Flow.Exec.FlowExecGraphNodePin Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecGraphNodePin:



Public Member Functions

- override bool [ContainsPoint](#) (Vector2 worldPoint)
Checks if a point is inside the pin

Public Attributes

- Vector2 **Padding** = new Vector2(10, 10)

Additional Inherited Members

5.222.1 Detailed Description

Definition at line 7 of file FlowExecGraphNodePin.cs.

5.222.2 Member Function Documentation

5.222.2.1 ContainsPoint()

```
override bool DungeonArchitect.Flow.Exec.FlowExecGraphNodePin.ContainsPoint (
    Vector2 worldPoint ) [virtual]
```

Checks if a point is inside the pin

Parameters

<i>worldPoint</i>	The point to test in world coordinates

Returns

true, if inside the bounds of this pin, false otherwise

Reimplemented from [DungeonArchitect.Graphs.GraphPin](#).

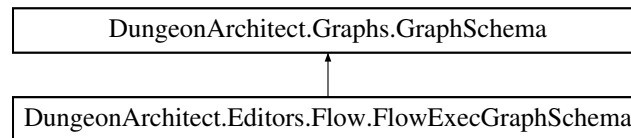
Definition at line 11 of file FlowExecGraphNodePin.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↵
Graph/Nodes/FlowExecGraphNodePin.cs

5.223 DungeonArchitect.Editors.Flow.FlowExecGraphSchema Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.FlowExecGraphSchema:



Public Member Functions

- override bool [CanCreateLink](#) ([GraphPin](#) output, [GraphPin](#) input, out string errorMessage)

5.223.1 Detailed Description

Definition at line 115 of file FlowExecGraphEditor.cs.

5.223.2 Member Function Documentation

5.223.2.1 CanCreateLink()

```

override bool DungeonArchitect.Editors.Flow.FlowExecGraphSchema.CanCreateLink (
    GraphPin output,
    GraphPin input,
    out string errorMessage ) [virtual]
  
```

Parameters

<i>output</i>	The pin from which the link originates and goes out
<i>input</i>	The pin where the link points to
<i>errorMessage</i>	

Returns

true, if the link is allowed, false otherwise

Reimplemented from [DungeonArchitect.Graphs.GraphSchema](#).

Definition at line 117 of file FlowExecGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔ GraphEditors/ExecGraphEditor/FlowExecGraphEditor.cs

5.224 DungeonArchitect.Flow.Exec.FlowExecGraphUtils Class Reference

Static Public Member Functions

- static [FlowExecRuleGraphNode\[\]](#) **GetIncomingNodes** ([FlowExecRuleGraphNode](#) node)

5.224.1 Detailed Description

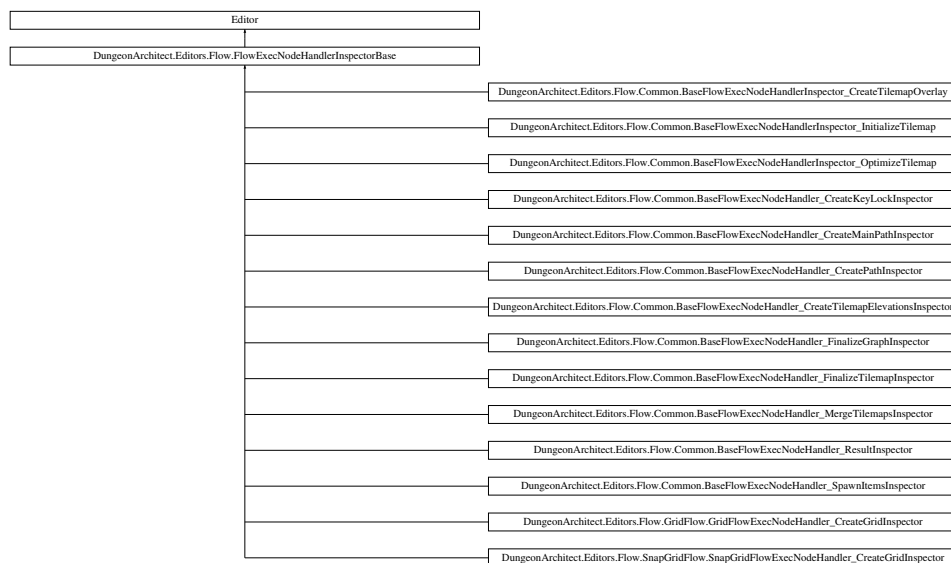
Definition at line 22 of file FlowExecGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↵
Graph/FlowExecGraph.cs

5.225 DungeonArchitect.Eeditors.Flow.FlowExecNodeHandlerInspector↵ Base Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.FlowExecNodeHandlerInspectorBase:



Public Member Functions

- [FlowInspectorMonoScriptProperty](#)< T > **CreateScriptProperty**< T > (string className)
- void **DrawProperty** (string name)
- void **DrawProperties** (params string[] names)
- void **DrawHeader** (string title)
- void **DrawProperty** (string name, bool includeChildren)
- virtual void **HandleInspectorGUI** ()
- override void **OnInspectorGUI** ()

Protected Member Functions

- SerializedProperty **GetProperty** (string name)
- virtual void **OnEnable** ()
- virtual void **DrawMiscProperties** ()

Protected Attributes

- SerializedObject **subject**

5.225.1 Detailed Description

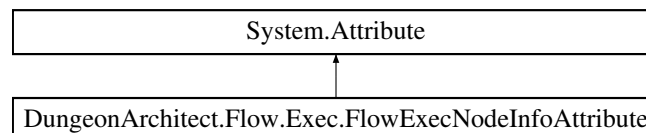
Definition at line 9 of file FlowExecNodeInspectors.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/FlowExecNodeInspectors.cs

5.226 DungeonArchitect.Flow.Exec.FlowExecNodeInfoAttribute Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecNodeInfoAttribute:



Public Member Functions

- FlowExecNodeInfoAttribute** (string title)
- FlowExecNodeInfoAttribute** (string title, string menuPrefix)
- FlowExecNodeInfoAttribute** (string title, string menuPrefix, float weight)

Static Public Member Functions

- static [FlowExecNodeInfoAttribute](#) **GetHandlerAttribute** (System.Type type)

Properties

- string **Title** [get]
- string **MenuPrefix** [get]
- float **Weight** [get]

5.226.1 Detailed Description

Definition at line 55 of file FlowExecTask.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTask.cs

5.227 DungeonArchitect.Flow.Exec.FlowExecNodeOutputRegistry Class Reference

Public Member Functions

- void **Clear** ()
- void **Register** (string nodeId, [FlowTaskExecOutput](#) state)
- [FlowTaskExecOutput](#) **Get** (string nodeId)

5.227.1 Detailed Description

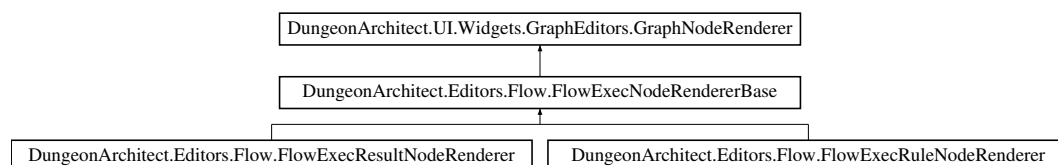
Definition at line 85 of file FlowExecTask.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTask.cs

5.228 DungeonArchitectEditors.Flow.FlowExecNodeRendererBase Class Reference

Inheritance diagram for DungeonArchitectEditors.Flow.FlowExecNodeRendererBase:



Classes

- struct [ExecRuleNodeLayoutInfo](#)

Public Member Functions

- override void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)
- void **UpdateNodeBounds** ([GraphNode](#) node, float zoomLevel)

Static Public Member Functions

- static GUIStyle **GetNodeStyle** ([GraphNode](#) node, float zoomLevel)

Protected Member Functions

- abstract string **GetCaption** ([GraphNode](#) node)
- abstract Color **GetPinColor** ([GraphNode](#) node)
- virtual Color **GetBodyColor** ([GraphNode](#) node)
- [FlowExecTask](#) **GetHandler** ([GraphNode](#) node)
- [GridFlowGraphNodeExecutionStatus](#) **GetNodeExecutionState** ([GraphNode](#) node)
- virtual Vector2 **GetContentScreenSize** ([GraphNode](#) node, GUIStyle style)
- virtual string **GetDescText** ([GraphNode](#) node)

5.228.1 Detailed Description

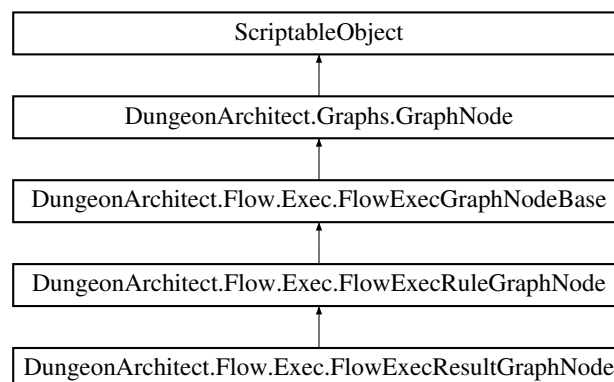
Definition at line 11 of file FlowExecNodeRendererBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/ExecGraphEditor/NodeRenderers/FlowExecNodeRendererBase.cs

5.229 DungeonArchitect.Flow.Exec.FlowExecResultGraphNode Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecResultGraphNode:



Additional Inherited Members

5.229.1 Detailed Description

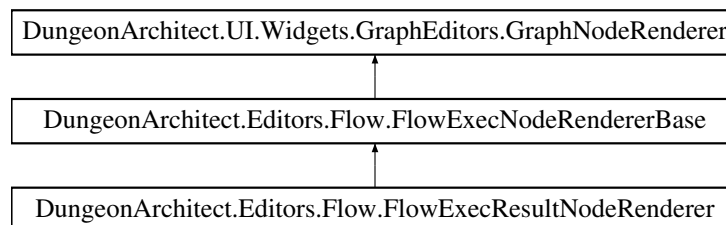
Definition at line 3 of file FlowExecResultGraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Nodes/FlowExecResultGraphNode.cs

5.230 DungeonArchitect.Eeditors.Flow.FlowExecResultNodeRenderer Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.FlowExecResultNodeRenderer:



Protected Member Functions

- override string **GetCaption** ([GraphNode](#) node)
- override Color **GetPinColor** ([GraphNode](#) node)
- override Color **GetBodyColor** ([GraphNode](#) node)

Additional Inherited Members

5.230.1 Detailed Description

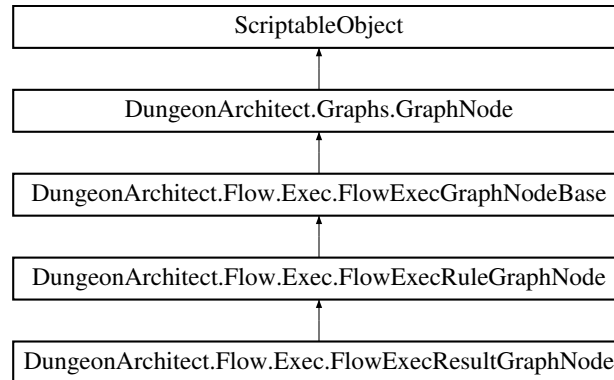
Definition at line 6 of file FlowExecResultNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/ExecGraphEditor/NodeRenderers/FlowExecResultNodeRenderer.cs

5.231 DungeonArchitect.Flow.Exec.FlowExecRuleGraphNode Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecRuleGraphNode:



Public Attributes

- [FlowExecTask](#) **task**
- [GridFlowGraphNodeExecutionStatus](#) **executionStatus**

Additional Inherited Members

5.231.1 Detailed Description

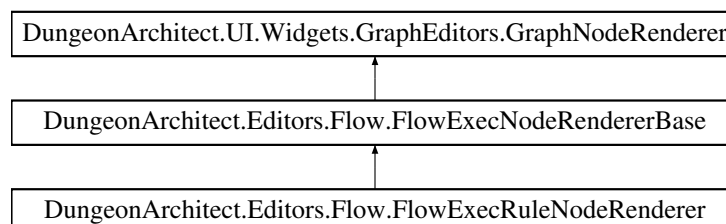
Definition at line 25 of file FlowExecRuleGraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Nodes/FlowExecRuleGraphNode.cs

5.232 DungeonArchitectEditors.Flow.FlowExecRuleNodeRenderer Class Reference

Inheritance diagram for DungeonArchitectEditors.Flow.FlowExecRuleNodeRenderer:



Protected Member Functions

- override string **GetDescText** ([GraphNode](#) node)
- override string **GetCaption** ([GraphNode](#) node)
- override Color **GetPinColor** ([GraphNode](#) node)
- override Color **GetBodyColor** ([GraphNode](#) node)

Additional Inherited Members

5.232.1 Detailed Description

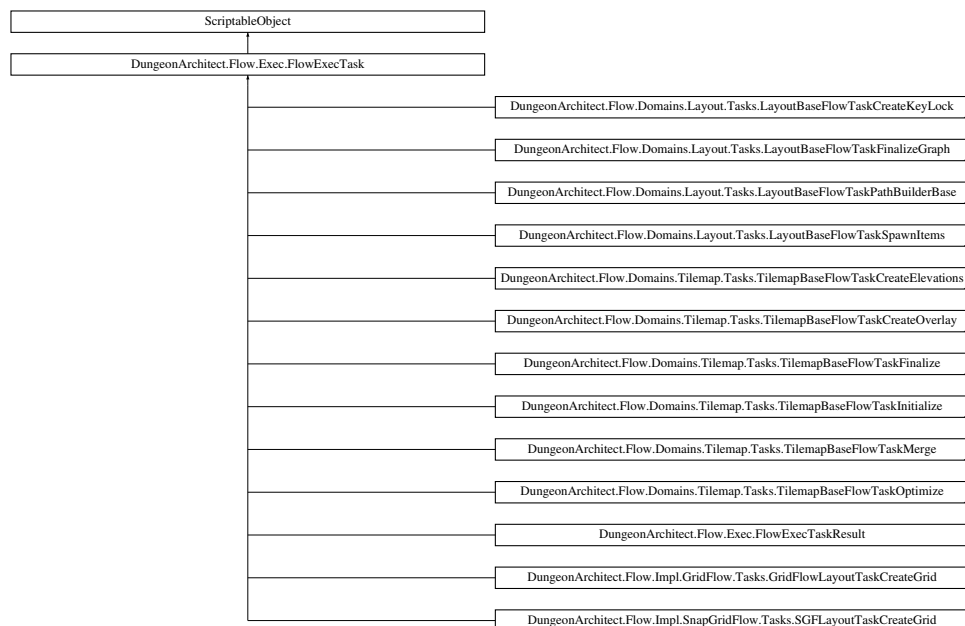
Definition at line 7 of file FlowExecRuleNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/ExecGraphEditor/NodeRenderers/FlowExecRuleNodeRenderer.cs

5.233 DungeonArchitect.Flow.Exec.FlowExecTask Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecTask:



Public Member Functions

- abstract [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- string **description** = ""

5.233.1 Detailed Description

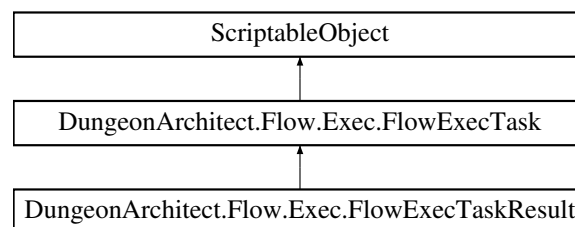
Definition at line 48 of file FlowExecTask.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTask.cs

5.234 DungeonArchitect.Flow.Exec.FlowExecTaskResult Class Reference

Inheritance diagram for DungeonArchitect.Flow.Exec.FlowExecTaskResult:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Additional Inherited Members

5.234.1 Detailed Description

Definition at line 4 of file FlowExecTaskResult.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTaskResult.cs

5.235 DungeonArchitect.Flow.Exec.FlowExecTaskState Class Reference

Public Member Functions

- [ICloneable](#) **GetState** (System.Type type)
- T **GetState**< T > ()
- void **SetState** (System.Type type, [ICloneable](#) state)
- [FlowExecTaskState](#) **Clone** ()
- System.Type[] **GetRegisteredStateTypes** ()

Protected Attributes

- Dictionary< System.Type, ICloneable > **states** = new Dictionary<Type, ICloneable>()

5.235.1 Detailed Description

Definition at line 112 of file FlowExecTask.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTask.cs

5.236 DungeonArchitect.Flow.Exec.FlowExecTaskUtils Class Reference

Static Public Member Functions

- static [FlowExecTaskState](#)[] **GetIncomingStates** ([FlowExecRuleGraphNode](#) currentNode, [FlowExecNodeOutputRegistry](#) nodeOutputRegistry)

5.236.1 Detailed Description

Definition at line 5 of file FlowExecTaskUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTaskUtils.cs

5.237 DungeonArchitect.Flow.Exec.FlowExecutionContext Class Reference

Properties

- System.Random **Random** [get, set]
- [FlowExecGraph](#) **ExecGraph** [get, set]
- [FlowExecNodeOutputRegistry](#) **NodeOutputRegistry** [get, set]
- [FlowDomainExtensions](#) **DomainExtensions** [get, set]
- HashSet< [FlowExecRuleGraphNode](#) > **Visited** [get]

5.237.1 Detailed Description

Definition at line 7 of file FlowExecutor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Flow↔
Executor.cs

5.238 DungeonArchitect.Flow.Exec.FlowExecutor Class Reference

Public Member Functions

- bool **Execute** ([FlowExecGraph](#) execGraph, System.Random random, [FlowDomainExtensions](#) domain↔ Extensions, int numTries, out [FlowExecNodeOutputRegistry](#) nodeOutputRegistry)

5.238.1 Detailed Description

Definition at line 21 of file FlowExecutor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Flow↔ Executor.cs

5.239 DungeonArchitect.Flow.Items.FlowGraphItemCustomInfo Struct Reference

Public Member Functions

- **FlowGraphItemCustomInfo** (string itemType, string text, Color textColor, Color backgroundColor)

Public Attributes

- string **itemType**
- string **text**
- Color **textColor**
- Color **backgroundColor**

Static Public Attributes

- static readonly [FlowGraphItemCustomInfo](#) **Default** = new [FlowGraphItemCustomInfo](#)("custom", "", Color.↔ white, Color.black)

5.239.1 Detailed Description

Definition at line 82 of file FlowItem.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/Flow↔ Item.cs

5.240 DungeonArchitect.Editor.Flow.FlowInspectorMonoScript↔ Property< T > Class Template Reference

Public Member Functions

- **FlowInspectorMonoScriptProperty** (string propertyValue)
- void **Draw** (System.Action< string > ClassSetter)
- void **Destroy** ()

Properties

- string **ClassName** [get]
- MonoScript **ScriptCache** [get, set]

5.240.1 Detailed Description

Definition at line 119 of file FlowExecNodeInspectors.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Flow↔
ExecNodeInspectors.cs

5.241 DungeonArchitect.Flow.Items.FlowItem Class Reference

Public Member Functions

- [FlowItem](#) **Clone** ()
- T **GetDomainData**< T > ()
- void **SetDomainData**< T > (T data)

Public Attributes

- [DungeonUID](#) **itemId**
- FlowGraphItemType [type](#)
The item type
- string **markerName** = ""
- List< [DungeonUID](#) > [referencedItemIds](#) = new List<[DungeonUID](#)>()
Reference to other items (e.g. key locks from other nodes)
- bool **editorSelected** = false
- [FlowGraphItemCustomInfo](#) **customInfo** = FlowGraphItemCustomInfo.Default
- [FlowDomainDataRegistry](#) **domainData** = new [FlowDomainDataRegistry](#)()

5.241.1 Detailed Description

Definition at line 22 of file FlowItem.cs.

5.241.2 Member Data Documentation

5.241.2.1 referencedItemIds

```
List<DungeonUID> DungeonArchitect.Flow.Items.FlowItem.referencedItemIds = new List<DungeonUID>()
```

Reference to other items (e.g. key locks from other nodes)

Definition at line 36 of file FlowItem.cs.

5.241.2.2 type

```
FlowGraphItemType DungeonArchitect.Flow.Items.FlowItem.type
```

The item type

Definition at line 29 of file FlowItem.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/FlowItem.cs

5.242 DungeonArchitect.Flow.Items.FlowItemMetadata Class Reference

Public Attributes

- FlowGraphItemType **itemType**
- [DungeonUID](#) **itemId** = [DungeonUID.Empty](#)
- [DungeonUID\[\]](#) **referencedItems** = new [DungeonUID](#)[0]

5.242.1 Detailed Description

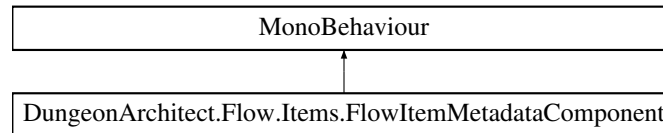
Definition at line 8 of file FlowItemMetadataHandler.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/FlowItemMetadata/FlowItemMetadataHandler.cs

5.243 DungeonArchitect.Flow.Items.FlowItemMetadataComponent Class Reference

Inheritance diagram for DungeonArchitect.Flow.Items.FlowItemMetadataComponent:



Public Attributes

- FlowGraphItemType **itemType**
- string **itemId**
- string[] **referencedItemIds** = new string[0]

5.243.1 Detailed Description

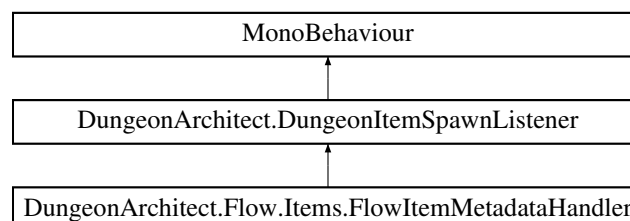
Definition at line 5 of file FlowItemMetadataComponent.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/↔ Metadata/FlowItemMetadataComponent.cs

5.244 DungeonArchitect.Flow.Items.FlowItemMetadataHandler Class Reference

Inheritance diagram for DungeonArchitect.Flow.Items.FlowItemMetadataHandler:



Public Member Functions

- override void **SetMetadata** (GameObject dungeonItem, [DungeonNodeSpawnData](#) spawnData)

5.244.1 Detailed Description

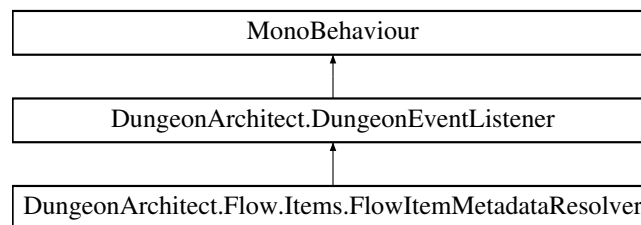
Definition at line 15 of file FlowItemMetadataHandler.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/↔ Metadata/FlowItemMetadataHandler.cs

5.245 DungeonArchitect.Flow.Items.FlowItemMetadataResolver Class Reference

Inheritance diagram for DungeonArchitect.Flow.Items.FlowItemMetadataResolver:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built

5.245.1 Detailed Description

Definition at line 6 of file FlowItemMetadataResolver.cs.

5.245.2 Member Function Documentation

5.245.2.1 OnPostDungeonBuild()

```

override void DungeonArchitect.Flow.Items.FlowItemMetadataResolver.OnPostDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
  
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 37 of file FlowItemMetadataResolver.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/↔ Metadata/FlowItemMetadataResolver.cs

5.246 DungeonArchitect.Flow.Items.FlowItemUtils Class Reference

Static Public Member Functions

- static string **GetFlowItemText** ([FlowItem](#) item)
- static void **GetFlowItemColor** ([FlowItem](#) item, out Color colorBackground, out Color colorText)

5.246.1 Detailed Description

Definition at line 5 of file FlowItemUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Items/Flow↔ ItemUtils.cs

5.247 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Flow↔ Layout3DConstants Class Reference

Static Public Attributes

- static readonly Color **InactiveNodeColor** = new Color(0, 0, 0, 0.05f)
- static readonly Color **LinkColor** = new Color(0, 0, 0, 0.9f)
- static readonly Color **LinkOneWayColor** = new Color(1, 0.2f, 0, 0.9f)
- static readonly Color **LinkItemRefColor** = new Color(1, 0, 0, 0.9f)
- static readonly float **LinkHeadThicknessMultiplier** = 4.0f
- static readonly float **ItemNodeScaleMultiplier** = 0.3f

5.247.1 Detailed Description

Definition at line 23 of file FlowLayoutToolGraph3D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraph3D.cs

5.248 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayout3DRenderSettings Class Reference [↔](#)

Public Member Functions

- **FlowLayout3DRenderSettings** (float nodeRadius)

Properties

- float **NodeRadius** = 0.5f [get]
- float **InactiveNodeRadius** = 0.1f [get]
- float **ItemRadius** = 0.2f [get]
- float **LinkThickness** = 0.10f [get]

5.248.1 Detailed Description

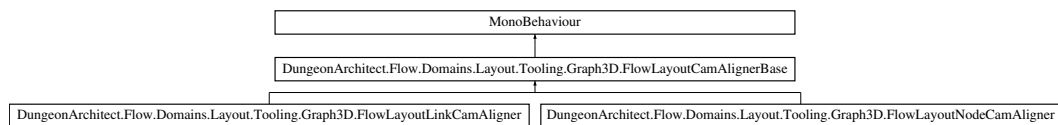
Definition at line 7 of file FlowLayoutToolGraph3D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraph3D.cs

5.249 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutCamAlignerBase Class Reference [↔](#)

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutCamAlignerBase:



Public Member Functions

- void **AlignToCam** ()

Protected Member Functions

- Vector3 **GetCameraPosition** ()
- abstract void **AlignToCamImpl** (Vector3 cameraPosition)

5.249.1 Detailed Description

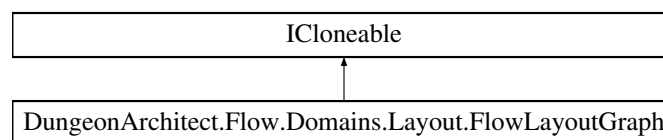
Definition at line 6 of file FlowLayoutCamAlignerBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/UnityRenderer/FlowLayoutCamAlignerBase.cs

5.250 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph:



Public Member Functions

- void **RemoveNode** ([FlowLayoutGraphNode](#) node)
- void **AddNode** ([FlowLayoutGraphNode](#) node)
- void **RemoveLink** ([FlowLayoutGraphLink](#) link)
- [FlowLayoutGraphNode](#) **CreateNode** ()
- [FlowLayoutGraphNode](#) **GetNode** ([DungeonUID](#) nodeId)
- [FlowLayoutGraphLink](#) **GetLink** ([FlowLayoutGraphNode](#) sourceNode, [FlowLayoutGraphNode](#) destNode)
- [FlowLayoutGraphLink](#) **GetLink** ([FlowLayoutGraphNode](#) sourceNode, [FlowLayoutGraphNode](#) destNode, bool ignoreDirection)
- [FlowLayoutGraphLink](#) **GetLink** ([DungeonUID](#) sourceNodeId, [DungeonUID](#) destNodeId, bool ignore↔
Direction)
- [FlowLayoutGraphLink](#)[] **GetLinks** ([DungeonUID](#) sourceNodeId, [DungeonUID](#) destNodeId)
- [FlowLayoutGraphLink](#)[] **GetLinks** ([DungeonUID](#) sourceNodeId, [DungeonUID](#) destNodeId, bool ignore↔
Direction)
- [FlowLayoutGraphLink](#) **MakeLink** ([FlowLayoutGraphNode](#) sourceNode, [FlowLayoutGraphNode](#) destNode)
- void **BreakLink** ([FlowLayoutGraphNode](#) sourceNode, [FlowLayoutGraphNode](#) destNode)
- void **BreakAllOutgoingLinks** ([FlowLayoutGraphNode](#) node)
- void **BreakAllIncomingLinks** ([FlowLayoutGraphNode](#) node)
- void **BreakAllLinks** ([FlowLayoutGraphNode](#) node)
- void **Clear** ()
- [FlowLayoutGraphNode](#)[] **GetOutgoingNodes** ([FlowLayoutGraphNode](#) node)
- [FlowLayoutGraphNode](#)[] **GetIncomingNodes** ([FlowLayoutGraphNode](#) node)
- [FlowLayoutGraphLink](#)[] **GetOutgoingLinks** ([FlowLayoutGraphNode](#) node)
- [FlowLayoutGraphLink](#)[] **GetIncomingLinks** ([FlowLayoutGraphNode](#) node)
- [FlowLayoutGraphNode](#)[] **GetConnectedNodes** ([FlowLayoutGraphNode](#) node)
- [DungeonUID](#)[] **GetConnectedNodes** ([DungeonUID](#) nodeId)
- object **Clone** ()
- [FlowItem](#)[] **GetAllItems** ()

Public Attributes

- List< [FlowLayoutGraphNode](#) > **Nodes** = new List<[FlowLayoutGraphNode](#)>()
- List< [FlowLayoutGraphLink](#) > **Links** = new List<[FlowLayoutGraphLink](#)>()

5.250.1 Detailed Description

Definition at line 10 of file FlowLayoutGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/FlowLayoutGraph.cs

5.251 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLink Class Reference

Public Member Functions

- [FlowLayoutGraphLink](#) **Clone** ()
- void **ReverseDirection** ()

Public Attributes

- [DungeonUID](#) **linkId**
- [DungeonUID](#) **source**
- [DungeonUID](#) **destination**
- [FlowLayoutGraphLinkState](#) **state** = new [FlowLayoutGraphLinkState](#)()
- [DungeonUID](#) **sourceSubNode**
- [DungeonUID](#) **destinationSubNode**

5.251.1 Detailed Description

Definition at line 42 of file FlowLayoutGraphLink.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/FlowLayoutGraphLink.cs

5.252 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLink↔ State Class Reference

Public Member Functions

- [FlowLayoutGraphLinkState](#) **Clone** ()
- void **AddItem** ([FlowItem](#) item)

Public Attributes

- FlowLayoutGraphLinkType **type** = FlowLayoutGraphLinkType.Unconnected
- List< FlowItem > **items** = new List<FlowItem>()

5.252.1 Detailed Description

Definition at line 16 of file FlowLayoutGraphLink.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/FlowLayoutGraphLink.cs

5.253 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNode Class Reference

Public Member Functions

- FlowLayoutGraphNode **Clone** ()
- FlowItem **CreateItem**< T > ()
- void **AddItem** (FlowItem item)
- T **GetDomainData**< T > ()
- void **SetDomainData**< T > (T data)

Public Attributes

- DungeonUID **nodeId**
- Vector3 **position** = Vector3.zero
- bool **active** = false
- Color **color** = Color.green
- Vector3 **coord** = Vector3.zero
- string **pathName** = ""
- List< FlowItem > **items** = new List<FlowItem>()
- int **pathIndex** = -1
- int **pathLength** = 0
- bool **mainPath** = false
- List< FlowLayoutGraphNode > **MergedCompositeNodes** = new List<FlowLayoutGraphNode>()
- FlowDomainDataRegistry **domainData** = new FlowDomainDataRegistry()

5.253.1 Detailed Description

Definition at line 10 of file FlowLayoutGraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/FlowLayoutGraphNode.cs

5.254 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNodeGroup Class Reference

Public Member Functions

- [FlowLayoutGraphNodeGroup](#) **Clone** ()

Public Attributes

- [DungeonUID](#) **GroupId** = DungeonUID.Empty
- List< [DungeonUID](#) > **GroupNodes** = new List<[DungeonUID](#)>()

5.254.1 Detailed Description

Definition at line 93 of file FlowLayoutGraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/FlowLayoutGraphNode.cs

5.255 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGraphPathUtils Class Reference

Static Public Member Functions

- static void **FinalizePath** ([FlowLayoutStaticGrowthState](#) staticState, [FlowLayoutGrowthState](#) state)

5.255.1 Detailed Description

Definition at line 77 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.256 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphQuery Class Reference

Public Member Functions

- [FlowLayoutGraphQuery](#) ([FlowLayoutGraph](#) graph)
- [FlowLayoutGraph](#) **GetGraph** ()
- T **GetGraphOfType**< T > ()
- [FlowLayoutGraphNode](#) **GetNode** ([DungeonUID](#) nodeId)
- [FlowLayoutGraphLink](#) **GetLink** ([DungeonUID](#) linkId)
- [FlowLayoutGraphNode](#) **GetSubNode** ([DungeonUID](#) nodeId)
- [DungeonUID](#) **GetNodeAtCoord** (Vector3 coord)
- void **Rebuild** ()

Properties

- [FlowLayoutGraphTraversal](#) **Traversal** [get]
- [FlowLayoutGraph](#) **Graph** [get]

5.256.1 Detailed Description

Definition at line 179 of file FlowLayoutGraphQuery.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/FlowLayoutGraphQuery.cs

5.257 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph↔ Traversal Class Reference

Classes

- struct [FNodeInfo](#)

Public Member Functions

- void **Build** ([FlowLayoutGraph](#) graph)
- [FNodeInfo](#)[] **GetOutgoingNodes** ([DungeonUID](#) nodeId)
- [FNodeInfo](#)[] **GetIncomingNodes** ([DungeonUID](#) nodeId)
- [FNodeInfo](#)[] **GetConnectedNodes** ([DungeonUID](#) nodeId)
- bool **GetTeleportNode** ([DungeonUID](#) nodeId, out [DungeonUID](#) connectedNodeId)

5.257.1 Detailed Description

Definition at line 8 of file FlowLayoutGraphQuery.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/FlowLayoutGraphQuery.cs

5.258 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Flow↔ LayoutGraphUnityVisualizer Class Reference

Public Member Functions

- GameObject **Build** ([SxWorld](#) world)

5.258.1 Detailed Description

Definition at line 101 of file FlowLayoutToolUnityRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tooling/Grid3D/UnityRenderer/FlowLayoutToolUnityRenderer.cs

5.259 **DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Flow↵ LayoutGraphUnityVisualizerObject** Class Reference

Public Member Functions

- void **Build** ([SxRenderCommand](#) command, Transform parent, [ISxSceneNode](#) node)
- void **Destroy** ()

Public Attributes

- GameObject **gameObject**

5.259.1 Detailed Description

Definition at line 9 of file FlowLayoutToolUnityRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tooling/Grid3D/UnityRenderer/FlowLayoutToolUnityRenderer.cs

5.260 **DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils** Class Reference

Classes

- struct [NodeWeightAssignInfo](#)

Static Public Member Functions

- static [FlowLayoutGraphNode](#)[] **FindNodesOnPath** ([FlowLayoutGraph](#) graph, string pathName)
- static [FlowLayoutGraphNode](#)[] **FindNodesWithItemType** ([FlowLayoutGraph](#) graph, FlowGraphItemType itemType)
- static [FlowLayoutGraphNode](#) **FindNodeWithItemType** ([FlowLayoutGraph](#) graph, FlowGraphItemType itemType)
- static bool **ContainsItem** (List< [FlowItem](#) > items, FlowGraphItemType itemType)
- static bool **CanReachNode** ([FlowLayoutGraphQuery](#) graphQuery, [DungeonUID](#) startNode, [DungeonUID](#) endNode, bool ignoreDirection, bool ignoreOneWayDoors, bool traverseTeleporters, Func< [FlowLayoutGraphTraversal.FNode](#), bool > canTraverse)
- static Dictionary< [FlowLayoutGraphNode](#), int > **CalculateWeights** ([FlowLayoutGraph](#) graph, int locked↵
Weight)
- static [FlowLayoutGraphNode](#)[] **FilterNodes** ([FlowLayoutGraphNode](#)[] nodes, int minWeight, int maxWeight, Dictionary< [FlowLayoutGraphNode](#), int > weights)

5.260.1 Detailed Description

Definition at line 9 of file FlowLayoutGraphUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/FlowLayoutGraphUtils.cs

5.261 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayout↔ GrowthState Class Reference

Public Member Functions

- [FlowLayoutGrowthState](#) Clone ()

Public Attributes

- List< [FlowLayoutGrowthStatePathItem](#) > **Path** = new List<[FlowLayoutGrowthStatePathItem](#)>()
- HashSet< [DungeonUID](#) > **Visited** = new HashSet<[DungeonUID](#)>()
- List< [FlowLayoutGraphNodeGroup](#) > **NodeGroups** = new List<[FlowLayoutGraphNodeGroup](#)>()
- [FlowLayoutGraphNode](#) **TailNode** = null

5.261.1 Detailed Description

Definition at line 51 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.262 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayout↔ GrowthStatePathItem Class Reference

Public Member Functions

- [FlowLayoutGrowthStatePathItem](#) Clone ()

Public Attributes

- [DungeonUID](#) **NodeId**
- [DungeonUID](#) **PreviousNodeId**

5.262.1 Detailed Description

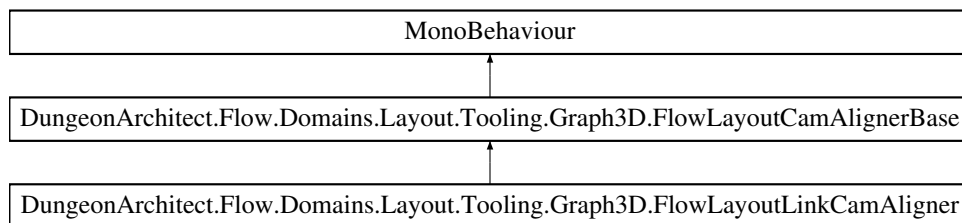
Definition at line 38 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.263 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Flow↔ LayoutLinkCamAligner Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutLinkCamAligner:



Public Attributes

- Transform **startTransform**
- Transform **endTransform**
- float **thickness**
- float **startRadius**
- float **endRadius**
- bool **oneWay**

Protected Member Functions

- override void **AlignToCamImpl** (Vector3 cameraPosition)

Additional Inherited Members

5.263.1 Detailed Description

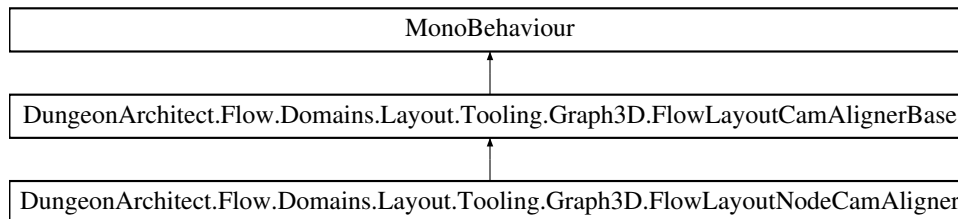
Definition at line 7 of file FlowLayoutLinkCamAligner.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/UnityRenderer/FlowLayoutLinkCamAligner.cs

5.264 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutNodeCamAligner Class Reference ↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutNodeCamAligner:



Protected Member Functions

- override void **AlignToCamImpl** (Vector3 cameraPosition)

Additional Inherited Members

5.264.1 Detailed Description

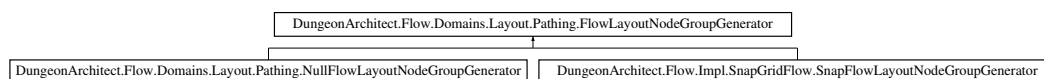
Definition at line 5 of file FlowLayoutNodeCamAligner.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/UnityRenderer/FlowLayoutNodeCamAligner.cs

5.265 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutNodeGroupGenerator Class Reference ↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutNodeGroupGenerator:



Public Member Functions

- abstract FlowLayoutPathNodeGroup[] **Generate** (FlowLayoutGraphQuery graphQuery, FlowLayoutGraphNode currentNode, System.Random random, HashSet< DungeonUID > visited)
- virtual int **GetMinNodeGroupSize** ()

5.265.1 Detailed Description

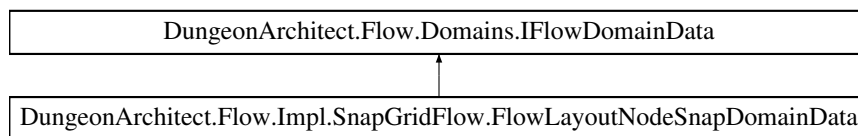
Definition at line 280 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.266 DungeonArchitect.Flow.Impl.SnapGridFlow.FlowLayoutNodeSnapDomainData Class Reference↔

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.FlowLayoutNodeSnapDomainData:



Public Member Functions

- [IFlowDomainData](#) Clone ()

Public Attributes

- string[] **Categories** = new string[0]

5.266.1 Detailed Description

Definition at line 415 of file SnapGridFlowLayoutGraphSupport.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔ Flow/SnapGridFlowLayoutGraphSupport.cs

5.267 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathNodeGroup Class Reference↔

Public Attributes

- bool **IsGroup** = false
- float **Weight** = 1.0f
- List< [DungeonUID](#) > **GroupNodes** = new List<[DungeonUID](#)>()
- List< [DungeonUID](#) > **GroupEdgeNodes** = new List<[DungeonUID](#)>()

5.267.1 Detailed Description

Definition at line 271 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.268 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayout↵ PathStackFrame Class Reference

Public Attributes

- [FlowLayoutGraphNode](#) **CurrentNode**
- [FlowLayoutGraphNode](#) **IncomingNode**
- [FlowLayoutGrowthState](#) **State** = new [FlowLayoutGrowthState](#)()

5.268.1 Detailed Description

Definition at line 304 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.269 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayout↵ PathStackGrowthTask Class Reference

Static Public Member Functions

- static void **Execute** ([FlowLayoutPathStackFrame](#) inFrameState, [FlowLayoutStaticGrowthState](#) staticState, [StackSystem](#)< [FlowLayoutPathStackFrame](#), [FlowLayoutStaticGrowthState](#), [FFlowLayoutPathingSystemResult](#) > stackSystem)

5.269.1 Detailed Description

Definition at line 434 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.270 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutStaticGrowthState Class Reference

Public Attributes

- [FlowLayoutGraph](#) **Graph**
- [FlowLayoutGraphQuery](#) **GraphQuery**
- [FlowLayoutGraphNode](#) **HeadNode** = null
- List< [FlowLayoutGraphNode](#) > **SinkNodes** = new List<[FlowLayoutGraphNode](#)>()
- System.Random **Random**
- int **MinPathSize**
- int **MaxPathSize**
- Color **NodeColor**
- string **PathName**
- string **StartNodePathNameOverride** = ""
- string **EndNodePathNameOverride** = ""
- [IFlowLayoutGraphConstraints](#) **GraphConstraint**
- [FlowLayoutNodeGroupGenerator](#) **NodeGroupGenerator**
- [IFlowLayoutNodeCreationConstraint](#) **NodeCreationConstraint**

5.270.1 Detailed Description

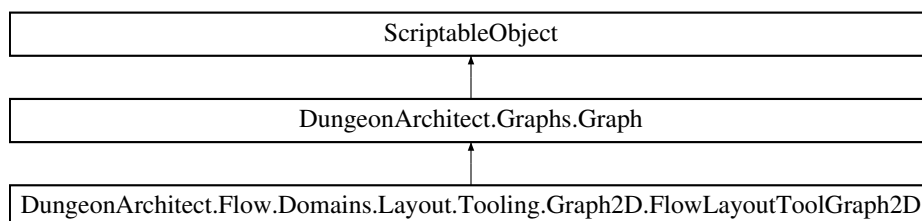
Definition at line 21 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/[FlowLayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs](#) 

5.271 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2D Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2D:



Public Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.271.1 Detailed Description

Definition at line 6 of file FlowLayoutToolGraph2D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid2D/FlowLayoutToolGraph2D.cs

5.272 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.Flow↔ LayoutToolGraph2DBuilder Class Reference

Static Public Member Functions

- static void **Build** (FlowLayoutGraph layoutGraph, GraphBuilder graphBuilder)

5.272.1 Detailed Description

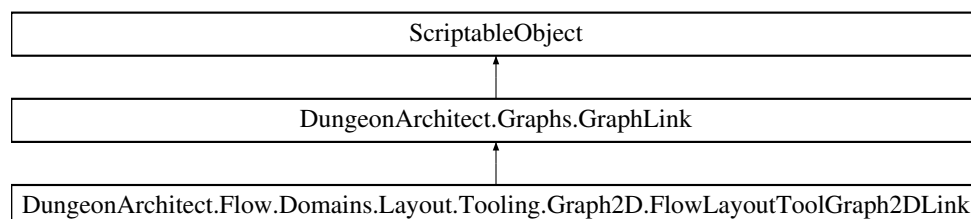
Definition at line 7 of file FlowLayoutToolGraph2DBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid2D/FlowLayoutToolGraph2DBuilder.cs

5.273 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.Flow↔ LayoutToolGraph2DLink Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DLink:



Public Attributes

- FlowLayoutGraphLinkState layoutLinkState

Additional Inherited Members

5.273.1 Detailed Description

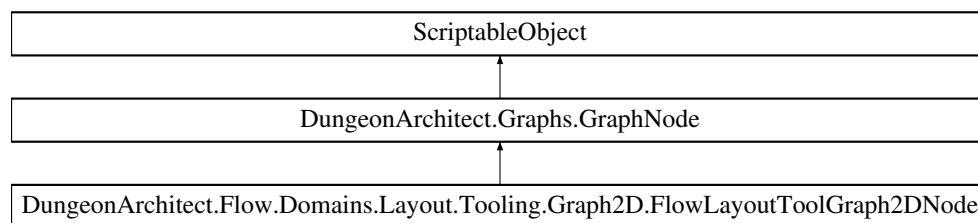
Definition at line 5 of file FlowLayoutToolGraph2DLink.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid2D/FlowLayoutToolGraph2DLink.cs

5.274 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.Flow↔ LayoutToolGraph2DNode Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)

Properties

- [FlowLayoutGraphNode](#) **LayoutNode** [get, set]

Additional Inherited Members

5.274.1 Detailed Description

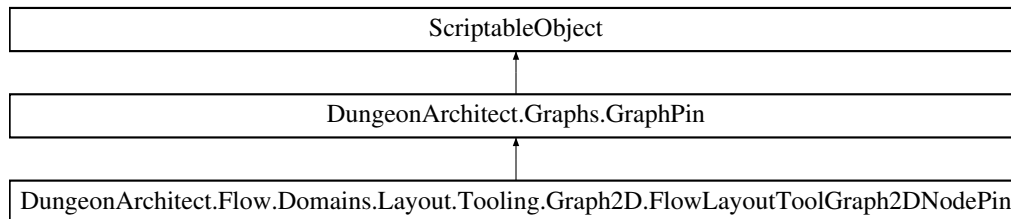
Definition at line 6 of file FlowLayoutToolGraph2DNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid2D/FlowLayoutToolGraph2DNode.cs

5.275 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNodePin Class Reference ↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNodePin:



Public Member Functions

- override bool [ContainsPoint](#) (Vector2 worldPoint)
Checks if a point is inside the pin

Public Attributes

- Vector2 **Padding** = new Vector2(0, 0)

Additional Inherited Members

5.275.1 Detailed Description

Definition at line 6 of file FlowLayoutToolGraph2DNodePin.cs.

5.275.2 Member Function Documentation

5.275.2.1 ContainsPoint()

```

override bool DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNodePin.ContainsPoint (
    Vector2 worldPoint ) [virtual]
  
```

Checks if a point is inside the pin

Parameters

<i>worldPoint</i>	The point to test in world coordinates

Returns

true, if inside the bounds of this pin, false otherwise

Reimplemented from [DungeonArchitect.Graphs.GraphPin](#).

Definition at line 10 of file FlowLayoutToolGraph2DNodePin.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid2D/FlowLayoutToolGraph2DNodePin.cs

5.276 **DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DUtils Class Reference**↔

Static Public Member Functions

- static [FlowItem](#)[] **GetAllItems** ([FlowLayoutToolGraph2D](#) graph)

5.276.1 Detailed Description

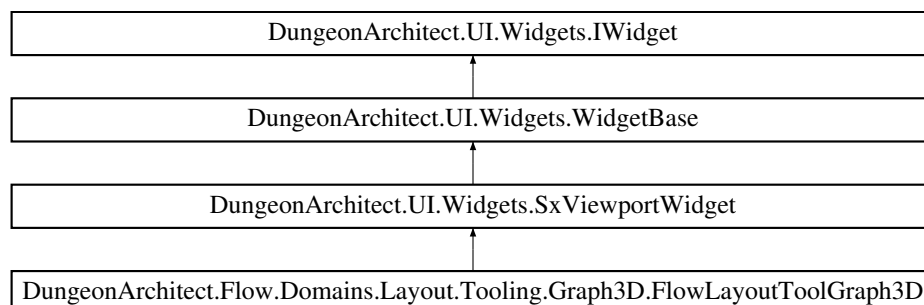
Definition at line 58 of file FlowLayoutToolGraph2DBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid2D/FlowLayoutToolGraph2DBuilder.cs

5.277 **DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutToolGraph3D Class Reference**↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.FlowLayoutToolGraph3D:



Public Member Functions

- void **RecenterView** ()
- void **Build** ([FlowLayoutGraph](#) graph)

Additional Inherited Members

5.277.1 Detailed Description

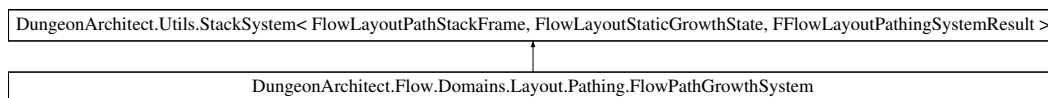
Definition at line 33 of file FlowLayoutToolGraph3D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraph3D.cs

5.278 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowPath↔ GrowthSystem Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Pathing.FlowPathGrowthSystem:



Public Member Functions

- **FlowPathGrowthSystem** ([FlowLayoutStaticGrowthState](#) staticState)

Additional Inherited Members

5.278.1 Detailed Description

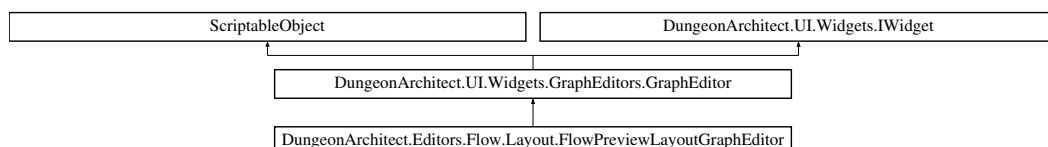
Definition at line 326 of file FlowLayoutGraphPathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs

5.279 DungeonArchitectEditors.Flow.Layout.FlowPreviewLayoutGraph↔ Editor Class Reference

Inheritance diagram for DungeonArchitectEditors.Flow.Layout.FlowPreviewLayoutGraphEditor:



Public Member Functions

- override void **Init** ([Graph](#) graph, Rect editorBounds, UnityEngine.Object assetObject, [UISystem](#) uiSystem)
Initializes the graph editor with the specified graph
- void **SelectNodeAtCoord** ([IntVector2](#) nodeCoord, [UISystem](#) uiSystem)
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)
Handles user input (mouse and keyboard)
- void **SelectNodeItem** (System.Guid itemId)
- void **SelectNodeItem** ([FlowItem](#) newSelectedItem)
- override void **Draw** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
Renders the graph editor in the editor window

Protected Member Functions

- override [GraphContextMenu](#) **CreateContextMenu** ()
- override void **InitializeNodeRenderers** ([GraphNodeRendererFactory](#) nodeRenderers)
- override [IGraphLinkRenderer](#) **CreateGraphLinkRenderer** ()
- override void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)
- override string **GetGraphNotInitializedMessage** ()

Events

- OnGridFlowAbstractItemSelectionChanged **ItemSelectionChanged**

Additional Inherited Members

5.279.1 Detailed Description

Definition at line 14 of file FlowPreviewLayoutGraphEditor.cs.

5.279.2 Member Function Documentation

5.279.2.1 Draw()

```
override void DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor.Draw (
    UISystem uiSystem,
    UIRenderer renderer ) [virtual]
```

Renders the graph editor in the editor window

Parameters

<i>bounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 171 of file FlowPreviewLayoutGraphEditor.cs.

5.279.2.2 HandleInput()

```
override void DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor.HandleInput (
    Event _e,
    UISystem uiSystem ) [virtual]
```

Handles user input (mouse and keyboard)

Parameters

<i>e</i>	

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 97 of file FlowPreviewLayoutGraphEditor.cs.

5.279.2.3 Init()

```
override void DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor.Init (
    Graph graph,
    Rect editorBounds,
    UnityEngine.Object assetObject,
    UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 21 of file FlowPreviewLayoutGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↵
GraphEditors/PreviewLayoutGraphEditor/FlowPreviewLayoutGraphEditor.cs

5.280 DungeonArchitect.Editor.Flow.Layout.FlowPreviewLayoutItemRenderer Class Reference

Static Public Member Functions

- static float **GetItemScaleFactor** (Vector2 mousePosition, Rect itemBounds)
- static void **DrawItem** (UIRenderer renderer, GraphRendererContext rendererContext, GraphCamera camera, FlowItem item, Rect itemBounds, float textScaleFactor)

Properties

- static float **ItemRadiusFactor** [get]
- static float **ItemHoverScaleFactor** [get]

5.280.1 Detailed Description

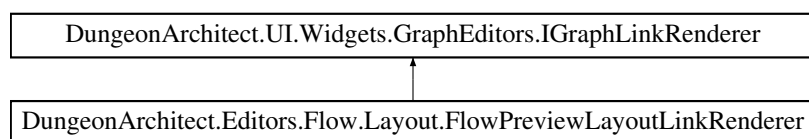
Definition at line 11 of file FlowPreviewLayoutItemRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/GraphEditors/PreviewLayoutGraphEditor/Renderers/FlowPreviewLayoutItemRenderer.cs

5.281 DungeonArchitect.Editor.Flow.Layout.FlowPreviewLayoutLinkRenderer Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Layout.FlowPreviewLayoutLinkRenderer:



Public Member Functions

- void **DrawGraphLink** (UIRenderer renderer, GraphRendererContext rendererContext, GraphLink link, GraphCamera camera)

Public Attributes

- float **padding** = 4
- Color **lineColorDirected** = new Color(1, 1, 1, 1)
- Color **lineColorUndirected** = new Color(1, 1, 1, 0.25f)
- Color **lineColorOneWay** = new Color(1, 0.5f, 0, 1)
- float **lineThickness** = 3

Events

- OnFlowLayoutGraphItemRendered **GridFlowLayoutGraphItemRendered**

5.281.1 Detailed Description

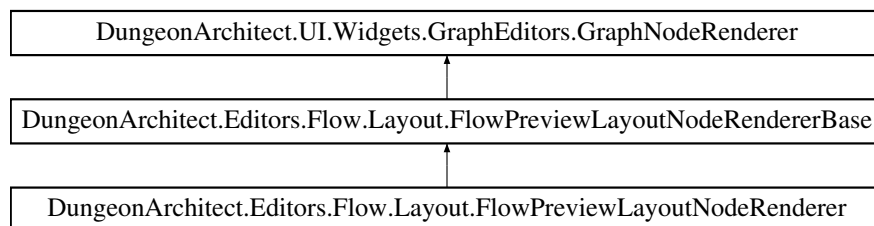
Definition at line 10 of file FlowPreviewLayoutLinkRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/PreviewLayoutGraphEditor/Renderers/FlowPreviewLayoutLinkRenderer.cs

5.282 DungeonArchitect.Editor.Flow.Layout.FlowPreviewLayoutNode↔ Renderer Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Layout.FlowPreviewLayoutNodeRenderer:



Protected Member Functions

- override string **GetCaption** ([GraphNode](#) node)
- override Color **GetBodyColor** ([GraphNode](#) node)
- override void **DrawNodeBody** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

Events

- OnFlowLayoutGraphItemRendered **FlowLayoutGraphItemRendered**

Additional Inherited Members

5.282.1 Detailed Description

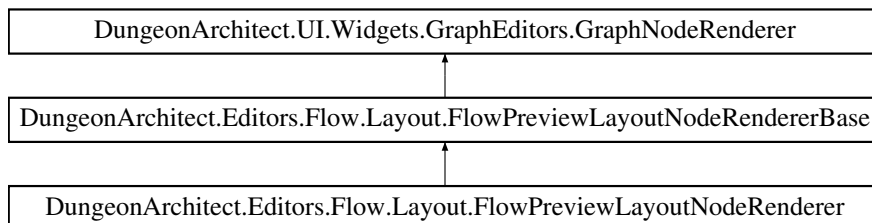
Definition at line 11 of file FlowPreviewLayoutNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔
GraphEditors/PreviewLayoutGraphEditor/Renderers/FlowPreviewLayoutNodeRenderer.cs

5.283 DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRendererBase Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRendererBase:



Public Member Functions

- override void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

Static Public Member Functions

- static GUIStyle **GetNodeStyle** ([GraphNode](#) node, float zoomLevel)
- static void **DrawCircle** ([UIRenderer](#) renderer, Rect bounds, Color bodyColor, Color borderColor, float border)

Protected Member Functions

- abstract string **GetCaption** ([GraphNode](#) node)
- virtual Color **GetBodyColor** ([GraphNode](#) node)
- virtual Vector2 **GetContentSize** ([GraphNode](#) node, GUIStyle style)
- virtual void **DrawNodeContent** ([UIRenderer](#) renderer, [GraphNode](#) node, GUIStyle style, Rect bounds, Color textColor)
- virtual void **DrawNodeBody** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

5.283.1 Detailed Description

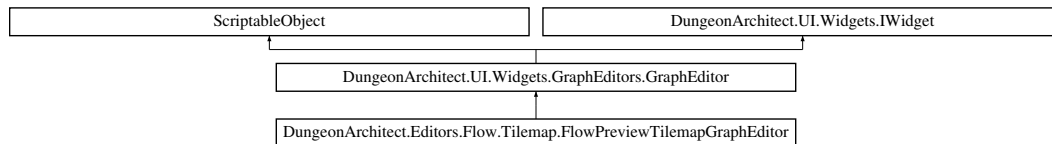
Definition at line 10 of file FlowPreviewLayoutNodeRendererBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔ GraphEditors/PreviewLayoutGraphEditor/Renderers/FlowPreviewLayoutNodeRendererBase.cs

5.284 DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor:



Public Member Functions

- override void [Draw](#) ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
Renders the graph editor in the editor window
- override void [HandleInput](#) (Event e, [UISystem](#) uiSystem)
Handles user input (mouse and keyboard)
- void **UpdateGridSpacing** ()

Protected Member Functions

- override [GraphContextMenu](#) **CreateContextMenu** ()
- override [IGraphLinkRenderer](#) **CreateGraphLinkRenderer** ()
- override string **GetGraphNotInitializedMessage** ()
- override void **InitializeNodeRenderers** ([GraphNodeRendererFactory](#) nodeRenderers)
- override void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)

Events

- OnFlowPreviewTileClicked **TileClicked**

Additional Inherited Members

5.284.1 Detailed Description

Definition at line 14 of file FlowPreviewTilemapGraphEditor.cs.

5.284.2 Member Function Documentation

5.284.2.1 Draw()

```

override void DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor.Draw (
    UISystem uiSystem,
    UIRenderer renderer ) [virtual]
  
```

Renders the graph editor in the editor window

Parameters

<i>bounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 46 of file FlowPreviewTilemapGraphEditor.cs.

5.284.2.2 HandleInput()

```
override void DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor.HandleInput
(
    Event _e,
    UISystem uiSystem ) [virtual]
```

Handles user input (mouse and keyboard)

Parameters

<i>e</i>	

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

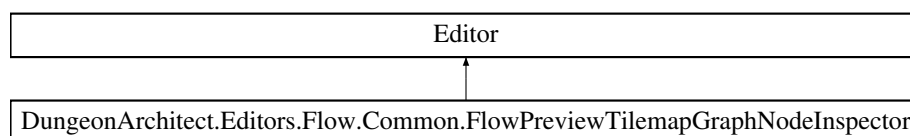
Definition at line 85 of file FlowPreviewTilemapGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↵
GraphEditors/PreviewTilemapGraphEditor/FlowPreviewTilemapGraphEditor.cs

5.285 DungeonArchitect.Editors.Flow.Common.FlowPreviewTilemap↵ GraphNodeInspector Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.Common.FlowPreviewTilemapGraphNodeInspector:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()

5.285.1 Detailed Description

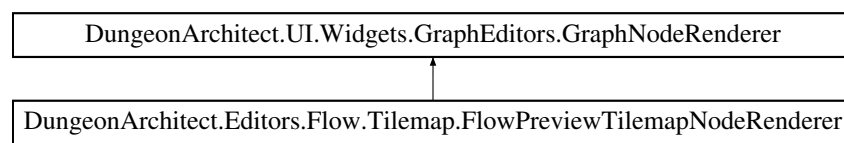
Definition at line 8 of file FlowPreviewTilemapGraphNodeInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Common/↔ Tilemap/FlowPreviewTilemapGraphNodeInspector.cs

5.286 DungeonArchitect.Editor.Flow.Tilemap.FlowPreviewTilemap↔ NodeRenderer Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Tilemap.FlowPreviewTilemapNodeRenderer:



Public Member Functions

- override void **Draw** (UIRenderer renderer, GraphRendererContext rendererContext, GraphNode node, GraphCamera camera)
- override void **Release** ()

Events

- OnFlowLayoutGraphItemRendered **FlowAbstractGraphItemRendered**

Additional Inherited Members

5.286.1 Detailed Description

Definition at line 14 of file FlowPreviewTilemapNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Widgets/↔ GraphEditors/PreviewTilemapGraphEditor/FlowPreviewTilemapNodeRenderer.cs

5.287 DungeonArchitect.Flow.Exec.FlowTaskExecContext Class Reference

Public Attributes

- System.Random **Random**

Properties

- [FlowDomainExtensions](#) **DomainExtensions** [get, set]

5.287.1 Detailed Description

Definition at line 22 of file FlowExecTask.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTask.cs

5.288 DungeonArchitect.Flow.Exec.FlowTaskExecInput Class Reference

Public Member Functions

- [FlowExecTaskState](#) **CloneInputState** ()

Public Attributes

- [FlowTaskExecOutput](#)[] **IncomingTaskOutputs**

5.288.1 Detailed Description

Definition at line 28 of file FlowExecTask.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTask.cs

5.289 DungeonArchitect.Flow.Exec.FlowTaskExecOutput Class Reference

Public Attributes

- [FlowExecTaskState](#) **State** = new [FlowExecTaskState](#)()
- FlowTaskExecutionResult **ExecutionResult** = FlowTaskExecutionResult.FailHalt
- FlowTaskExecutionFailureReason **FailureReason** = FlowTaskExecutionFailureReason.Unknown
- string **ErrorMessage** = ""

5.289.1 Detailed Description

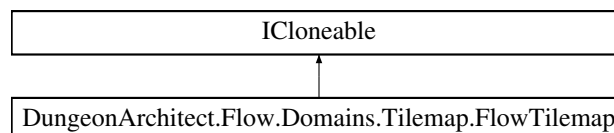
Definition at line 40 of file FlowExecTask.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↔
Graph/Tasks/FlowExecTask.cs

5.290 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemap Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.FlowTilemap:



Public Member Functions

- **FlowTilemap** (int width, int height)
- object **Clone** ()

Public Attributes

- int **Width**
- int **Height**
- [FlowTilemapCellDatabase](#) **Cells**
- [FlowTilemapEdgeDatabase](#) **Edges**

5.290.1 Detailed Description

Definition at line 229 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.291 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCell Class Reference

Public Member Functions

- [FlowTilemapCell Clone](#) ()
- void **Clear** ()

Public Attributes

- FlowTilemapCellType **CellType** = FlowTilemapCellType.Empty
- [FlowTilemapCustomCellInfo CustomCellInfo](#) = null
- [DungeonUID Item](#) = DungeonUID.Empty
- string[] **Tags** = new string[0]
- [FlowTilemapCellOverlay Overlay](#)
- [IntVector2 NodeCoord](#)
- [IntVector2 TileCoord](#)
- bool **UseCustomColor** = false
- Color **CustomColor** = Color.white
- bool **MainPath** = false
- bool **LayoutCell** = false
- int **DistanceFromMainPath** = int.MaxValue
- float **Height** = 0
- object **Userdata** = null

5.291.1 Detailed Description

Definition at line 137 of file FlowTilemap.cs.

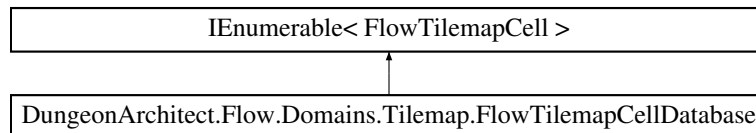
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.292 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCell Database Class Reference

This class gives a 2D grid view for an underlying 1D array Unity serialization requires a 1-dimensional array, hence the need for this class

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabase:



Public Member Functions

- **FlowTilemapCellDatabase** (int width, int height)
- [FlowTilemapCell](#) **GetCell** (int x, int y)

Properties

- [FlowTilemapCell](#) **this[int x, int y]** [get, set]

5.292.1 Detailed Description

This class gives a 2D grid view for an underlying 1D array Unity serialization requires a 1-dimensional array, hence the need for this class

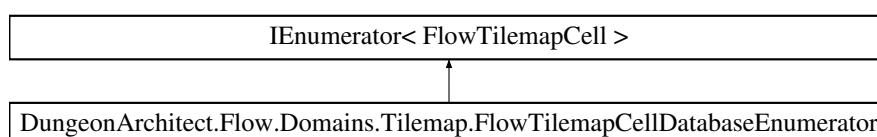
Definition at line 371 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/[Tilemap/FlowTilemap.cs](#)

5.293 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCell DatabaseEnumerator Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabaseEnumerator:



Public Member Functions

- **FlowTilemapCellDatabaseEnumerator** ([FlowTilemapCell](#)[] cells)
- void **Dispose** ()
- bool **MoveNext** ()
- void **Reset** ()

Properties

- [FlowTilemapCell](#) **Current** [get]

5.293.1 Detailed Description

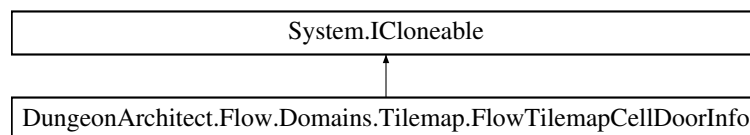
Definition at line 433 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.294 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo↔ Info Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo:



Public Member Functions

- object **Clone** ()

Public Attributes

- bool **locked** = false
- bool **oneWay** = false
- [IntVector2](#) **nodeA**
- [IntVector2](#) **nodeB**

5.294.1 Detailed Description

Definition at line 195 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.295 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlay Class Reference

Public Member Functions

- [FlowTilemapCellOverlay](#) Clone ()

Public Attributes

- string **markerName**
- Color **color**
- bool [tileBlockingOverlay](#) = true
Specifies if the overlay blocks the tile (like a rock overlay) or doesn't block a tile (like grass overlay), so items can be placed on top of it
- [FlowTilemapCellOverlayMergeConfig](#) **mergeConfig**

Properties

- float **noiseValue** [get, set]

5.295.1 Detailed Description

Definition at line 53 of file FlowTilemap.cs.

5.295.2 Member Data Documentation

5.295.2.1 tileBlockingOverlay

```
bool DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlay.tileBlockingOverlay = true
```

Specifies if the overlay blocks the tile (like a rock overlay) or doesn't block a tile (like grass overlay), so items can be placed on top of it

Definition at line 62 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.296 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlayMergeConfig Class Reference

Public Member Functions

- [FlowTilemapCellOverlayMergeConfig Clone](#) ()

Public Attributes

- float **minHeight** = 0
- float **maxHeight** = 0
- FlowTilemapCellOverlayMergeWallOverlayRule **wallOverlayRule** = FlowTilemapCellOverlayMergeWallOverlayRule.KeepWallAndOverlay 
- float **markerHeightOffsetForLayoutTiles** = 0
- float **markerHeightOffsetForNonLayoutTiles** = 0
- bool **removeElevationMarker** = false

5.296.1 Detailed Description

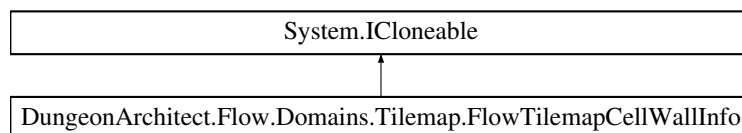
Definition at line 88 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/ Tilemap/FlowTilemap.cs

5.297 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellWallInfo Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellWallInfo:



Public Member Functions

- object **Clone** ()

Public Attributes

- List< [IntVector2](#) > **owningNodes** = new List<[IntVector2](#)>()

5.297.1 Detailed Description

Definition at line 214 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵↵ Tilemap/FlowTilemap.cs

5.298 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCustom↵↵ CellInfo Class Reference

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **name**
- Color **defaultColor** = Color.white

5.298.1 Detailed Description

Definition at line 29 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵↵ Tilemap/FlowTilemap.cs

5.299 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistance↵↵ Field Class Reference

Public Member Functions

- **FlowTilemapDistanceField** (FlowTilemap tilemap)

Public Attributes

- FlowTilemapDistanceFieldCell[,] **distanceCells**

5.299.1 Detailed Description

Definition at line 548 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.300 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistance↔ FieldCell Class Reference

Public Attributes

- int **DistanceFromEdge** = int.MaxValue
- int **DistanceFromDoor** = int.MaxValue

5.300.1 Detailed Description

Definition at line 542 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.301 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdge Class Reference

Public Member Functions

- [FlowTilemapEdge Clone](#) ()

Public Attributes

- FlowTilemapEdgeType **EdgeType** = FlowTilemapEdgeType.Empty
- [DungeonUID](#) **Item** = DungeonUID.Empty
- [IntVector2](#) **EdgeCoord**
- bool **HorizontalEdge** = true
- object **Userdata** = null

5.301.1 Detailed Description

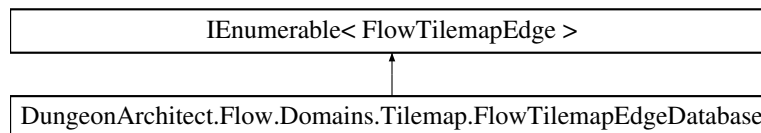
Definition at line 112 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.302 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdge↔ Database Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabase:



Public Member Functions

- **FlowTilemapEdgeDatabase** (int tilemapWidth, int tilemapHeight)
- **FlowTilemapEdge GetHorizontal** (int x, int y)
- **FlowTilemapEdge GetVertical** (int x, int y)
- void **SetHorizontal** (int x, int y, **FlowTilemapEdge** edge)
- void **SetVertical** (int x, int y, **FlowTilemapEdge** edge)

5.302.1 Detailed Description

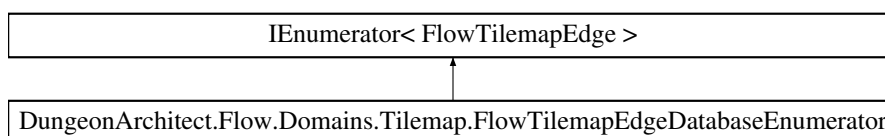
Definition at line 278 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemap.cs

5.303 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdge↔ DatabaseEnumerator Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabaseEnumerator:



Public Member Functions

- **FlowTilemapEdgeDatabaseEnumerator** ([FlowTilemapEdge](#)[] edgesH, [FlowTilemapEdge](#)[] edgesV)
- void **Dispose** ()
- bool **MoveNext** ()
- void **Reset** ()

Properties

- [FlowTilemapEdge](#) **Current** [get]

5.303.1 Detailed Description

Definition at line 480 of file FlowTilemap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵ Tilemap/FlowTilemap.cs

5.304 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderer Class Reference

Renders the tilemap on to a render texture

Static Public Member Functions

- static void **Render** (RenderTexture tilemapTexture, [FlowTilemap](#) tilemap, int tileSize, [FlowTilemapRenderResources](#) resources, System.Func< [FlowTilemapCell](#), bool > FuncCellSelected)

5.304.1 Detailed Description

Renders the tilemap on to a render texture

Definition at line 16 of file FlowTilemapRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵ Tilemap/FlowTilemapRenderer.cs

5.305 DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRender↵ Resources Class Reference

Public Attributes

- Texture2D **iconOneWayDoor** = Texture2D.whiteTexture
- [TexturedMaterialInstances](#) **materials**

5.305.1 Detailed Description

Definition at line 7 of file FlowTilemapRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/FlowTilemapRenderer.cs

5.306 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemap↔ ToolBuildContext Class Reference

Public Attributes

- FlowTilemap tilemap
- FlowLayoutGraph LayoutGraph
- GraphBuilder graphBuilder
- FlowLayoutGraphNode selectedNode
- FlowItem selectedItem

5.306.1 Detailed Description

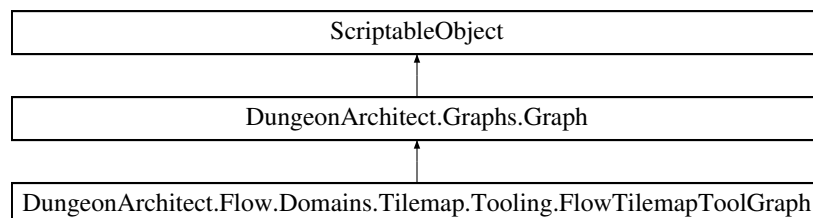
Definition at line 7 of file FlowTilemapToolGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/Tooling/FlowTilemapToolGraphBuilder.cs

5.307 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemap↔ ToolGraph Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraph:



Public Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.307.1 Detailed Description

Definition at line 6 of file FlowTilemapToolGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/Tooling/FlowTilemapToolGraph.cs

5.308 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemap↔ ToolGraphBuilder Class Reference

Static Public Member Functions

- static void **Build** ([FlowTilemapToolBuildContext](#) context)

5.308.1 Detailed Description

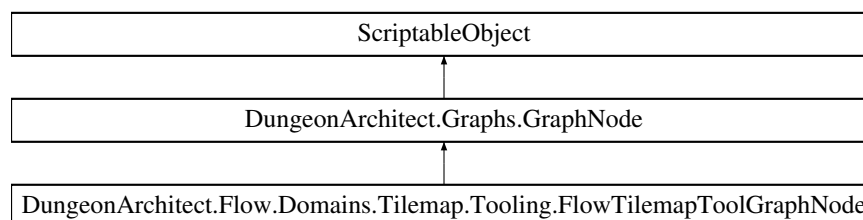
Definition at line 17 of file FlowTilemapToolGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/Tooling/FlowTilemapToolGraphBuilder.cs

5.309 DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemap↔ ToolGraphNode Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- void **SetTilemap** ([FlowTilemap](#) tilemap)

Public Attributes

- int **tileRenderSize** = 12

Properties

- [FlowTilemap](#) **Tilemap** [get]
- [FlowLayoutGraph](#) **LayoutGraph** [get, set]
- [FlowLayoutGraphNode](#) **SelectedNode** [get, set]
- [FlowItem](#) **SelectedItem** [get, set]
- bool **RequestRecreatePreview** [get, set]

Additional Inherited Members

5.309.1 Detailed Description

Definition at line 8 of file FlowTilemapToolGraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/Tooling/FlowTilemapToolGraphNode.cs

5.310 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph↔ Traversal.FNodeInfo Struct Reference

Public Attributes

- [DungeonUID](#) **NodeId**
- [DungeonUID](#) **LinkId**
- bool **Outgoing**

5.310.1 Detailed Description

Definition at line 170 of file FlowLayoutGraphQuery.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/FlowLayoutGraphQuery.cs

5.311 DungeonArchitect.UI.Widgets.SxViewportWidget.FrameTime Class Reference

Public Member Functions

- void **Tick** (double timeSinceStartup)

Properties

- float **DeltaTime** = 0 [get, set]
- bool **SkipNextFrameTime** = false [get, set]

5.311.1 Detailed Description

Definition at line 62 of file SxViewportWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Rendering/SxViewportWidget.cs

5.312 DungeonArchitect.Flow.Impl.SnapGridFlow.FsgfModuleAssemblyBuilder Class Reference

Static Public Member Functions

- static void **Build** (Vector3 inChunkSize, [SgfModuleDatabaseItem](#) inModuleInfo, out [SgfModuleAssembly](#) outAssembly)
- static void **Build** ([FlowLayoutGraphQuery](#) inGraphQuery, [FlowLayoutPathNodeGroup](#) group, [FFAGConstraintsLink](#)[] incomingNodes, out [SgfModuleAssembly](#) outAssembly)
- static void **Rotate90Cw** ([SgfModuleAssembly](#) inAssembly, out [SgfModuleAssembly](#) outAssembly)

5.312.1 Detailed Description

Definition at line 169 of file SnapGridFlowModuleAssembly.cs.

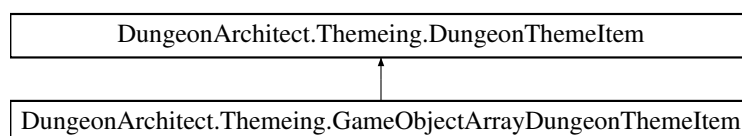
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGridFlow/Module/SnapGridFlowModuleAssembly.cs

5.313 DungeonArchitect.Themeing.GameObjectArrayDungeonThemeItem Class Reference

Game Object node data asset attributes

Inheritance diagram for DungeonArchitect.Themeing.GameObjectArrayDungeonThemeItem:



Public Attributes

- `GameObject[]` **Templates**

5.313.1 Detailed Description

Game Object node data asset attributes

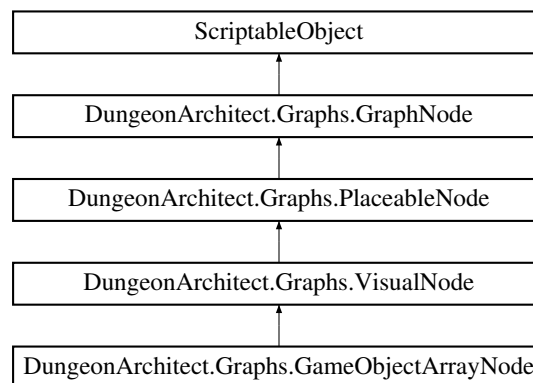
Definition at line 153 of file `DungeonThemeltems.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/DungeonThemeltems.cs`

5.314 DungeonArchitect.Graphs.GameObjectArrayNode Class Reference

Inheritance diagram for `DungeonArchitect.Graphs.GameObjectArrayNode`:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- override void **CopyFrom** ([GraphNode](#) node)

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- `GameObject[]` **Templates**

Additional Inherited Members

5.314.1 Detailed Description

Definition at line 8 of file `GameObjectArrayNode.cs`.

5.314.2 Member Function Documentation

5.314.2.1 CopyFrom()

```
override void DungeonArchitect.Graphs.GameObjectArrayNode.CopyFrom (
    GraphNode node ) [virtual]
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented from [DungeonArchitect.Graphs.GraphNode](#).

Definition at line 20 of file GameObjectArrayNode.cs.

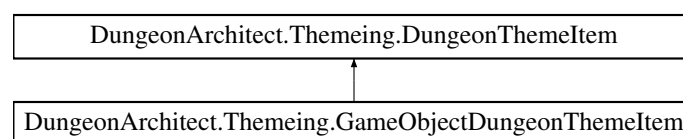
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/GraphNodes/GameObjectArrayNode.cs

5.315 DungeonArchitect.Themeing.GameObjectDungeonThemeItem Class Reference

Game Object node data asset attributes

Inheritance diagram for DungeonArchitect.Themeing.GameObjectDungeonThemeItem:



Public Attributes

- GameObject **Template**

5.315.1 Detailed Description

Game Object node data asset attributes

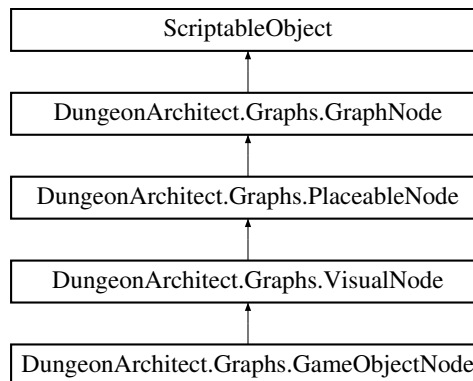
Definition at line 145 of file DungeonThemeItems.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/DungeonThemeItems.cs

5.316 DungeonArchitect.Graphs.GameObjectNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.GameObjectNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- override void **CopyFrom** ([GraphNode](#) node)
Called when the node is copied.
The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- [GameObject](#) **Template**

Additional Inherited Members

5.316.1 Detailed Description

Definition at line 9 of file GameObjectNode.cs.

5.316.2 Member Function Documentation

5.316.2.1 CopyFrom()

```

override void DungeonArchitect.Graphs.GameObjectNode.CopyFrom (
    GraphNode node ) [virtual]
  
```

Called when the node is copied.
 The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented from [DungeonArchitect.Graphs.GraphNode](#).

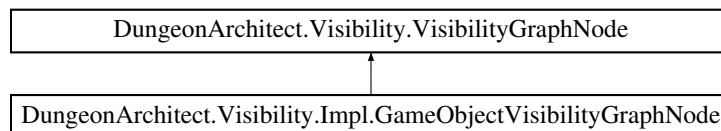
Definition at line 21 of file GameObjectNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/GraphNodes/GameObjectNode.cs

5.317 DungeonArchitect.Visibility.Impl.GameObjectVisibilityGraphNode Class Reference

Inheritance diagram for DungeonArchitect.Visibility.Impl.GameObjectVisibilityGraphNode:



Public Member Functions

- **GameObjectVisibilityGraphNode** (GameObject gameObject)
- **GameObjectVisibilityGraphNode** (GameObject[] gameObjects)
- override void **SetVisibleImpl** (bool visible)
- override Bounds **CalculateBounds** ()

Additional Inherited Members

5.317.1 Detailed Description

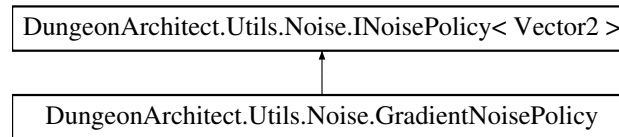
Definition at line 6 of file GameObjectVisibilityGraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/VisibilityGraph/↔ Impl/GameObjectVisibilityGraphNode.cs

5.318 DungeonArchitect.Utills.Noise.GradientNoisePolicy Class Reference

Inheritance diagram for DungeonArchitect.Utills.Noise.GradientNoisePolicy:



Public Member Functions

- float **Sample** (float x, float y, [INoiseTable< Vector2 > NoiseTable](#))
- Vector2 **GetRandom** (System.Random random)

5.318.1 Detailed Description

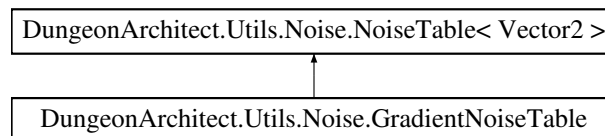
Definition at line 112 of file GradientNoise.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Noise/GradientNoise.cs

5.319 DungeonArchitect.Utills.Noise.GradientNoiseTable Class Reference

Inheritance diagram for DungeonArchitect.Utills.Noise.GradientNoiseTable:



Protected Member Functions

- override [INoisePolicy< Vector2 > CreateNoisePolicy](#) ()

Additional Inherited Members

5.319.1 Detailed Description

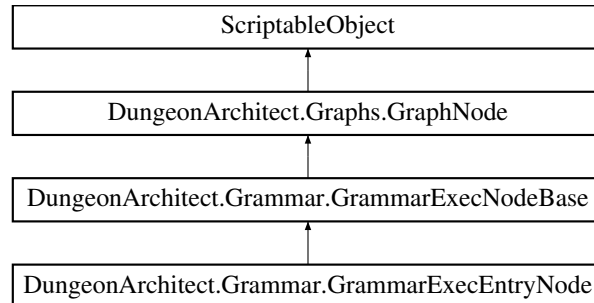
Definition at line 143 of file GradientNoise.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Noise/GradientNoise.cs

5.320 DungeonArchitect.Grammar.GrammarExecEntryNode Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarExecEntryNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)

Additional Inherited Members

5.320.1 Detailed Description

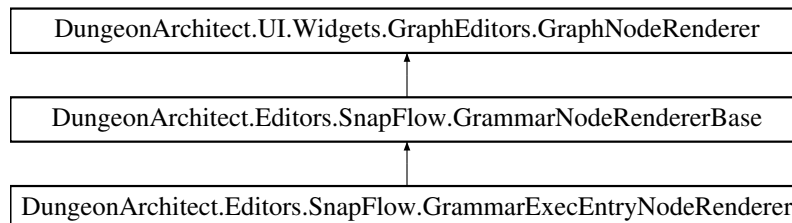
Definition at line 6 of file GrammarExecEntryNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Execution/Nodes/GrammarExecEntryNode.cs

5.321 DungeonArchitect.Editors.SnapFlow.GrammarExecEntryNode↔ Renderer Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarExecEntryNodeRenderer:



Protected Member Functions

- override string **GetCaption** ([GraphNode](#) node)
- override Color **GetPinColor** ([GraphNode](#) node)
- override Color **GetBodyColor** ([GraphNode](#) node)

Additional Inherited Members

5.321.1 Detailed Description

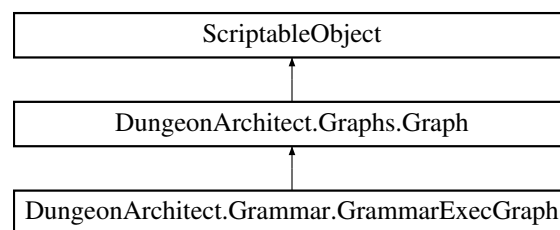
Definition at line 6 of file GrammarExecEntryNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
GraphEditors/NodeRenderers/GrammarExecEntryNodeRenderer.cs

5.322 DungeonArchitect.Grammar.GrammarExecGraph Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarExecGraph:



Public Member Functions

- override void **OnEnable** ()

Public Attributes

- [GrammarExecEntryNode](#) **entryNode**

Additional Inherited Members

5.322.1 Detailed Description

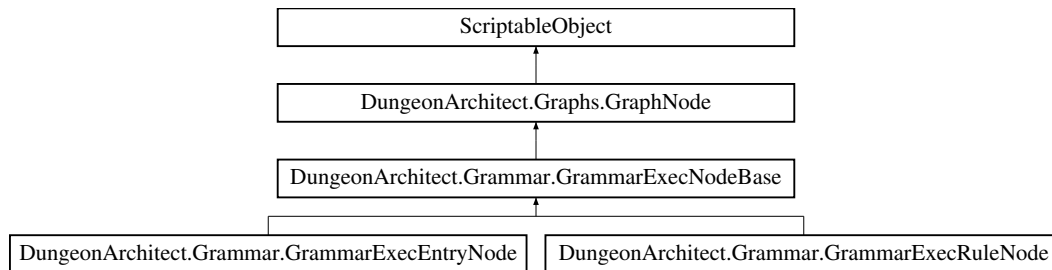
Definition at line 6 of file GrammarExecGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔
Execution/GrammarExecGraph.cs

5.323 DungeonArchitect.Grammar.GrammarExecNodeBase Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarExecNodeBase:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)

Additional Inherited Members

5.323.1 Detailed Description

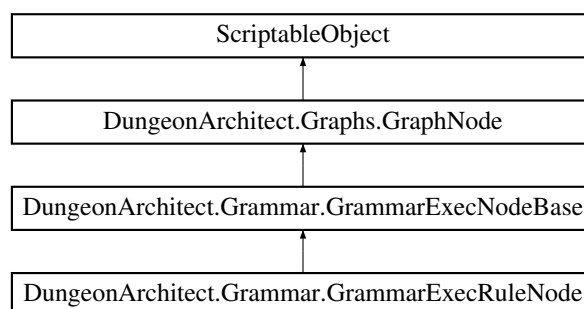
Definition at line 7 of file GrammarExecNodeBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Execution/Nodes/GrammarExecNodeBase.cs

5.324 DungeonArchitect.Grammar.GrammarExecRuleNode Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarExecRuleNode:



Public Attributes

- [GrammarProductionRule](#) **rule**
- GrammarExecRuleRunMode **runMode**
- float **runProbability** = 1.0f
- int **iterateCount** = 3
- int **minIterateCount** = 3
- int **maxIterateCount** = 5

Additional Inherited Members

5.324.1 Detailed Description

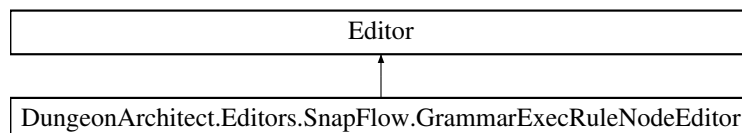
Definition at line 15 of file GrammarExecRuleNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Execution/Nodes/GrammarExecRuleNode.cs

5.325 DungeonArchitect.Editor.SnapFlow.GrammarExecRuleNode↔ Editor Class Reference

Inheritance diagram for DungeonArchitect.Editor.SnapFlow.GrammarExecRuleNodeEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.325.1 Detailed Description

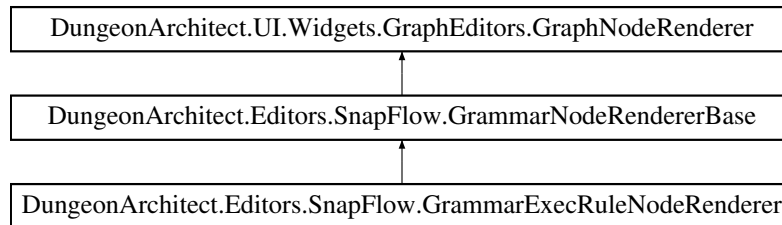
Definition at line 8 of file GrammarExecRuleNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Snap/Grammar↔ ExecRuleNodeEditor.cs

5.326 DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeRenderer Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeRenderer:



Protected Member Functions

- override string **GetCaption** ([GraphNode](#) node)
- override Color **GetPinColor** ([GraphNode](#) node)
- override Color **GetBodyColor** ([GraphNode](#) node)
- override Vector2 **GetContentScreenSize** ([GraphNode](#) node, GUIStyle style)
- override void **DrawNodeContent** ([UIRenderer](#) renderer, [GraphNode](#) node, GUIStyle style, Rect bounds)

Additional Inherited Members

5.326.1 Detailed Description

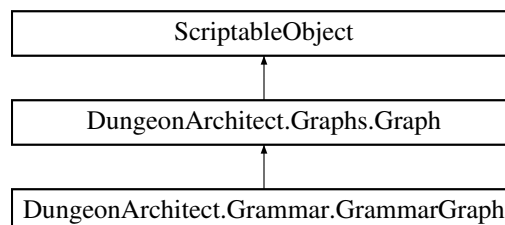
Definition at line 9 of file GrammarExecRuleNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
GraphEditors/NodeRenderers/GrammarExecRuleNodeRenderer.cs

5.327 DungeonArchitect.Grammar.GrammarGraph Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarGraph:



Public Member Functions

- override void **OnEnable** ()

Public Attributes

- bool **useProceduralScript** = false
- string **generatorScriptClass**
- [KeyValueData](#) **editorData** = new [KeyValueData](#)()

Additional Inherited Members

5.327.1 Detailed Description

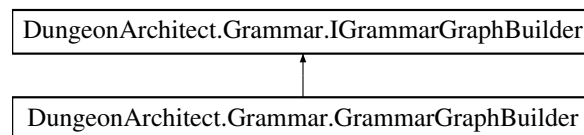
Definition at line 7 of file GrammarGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Grammar/GrammarGraph.cs

5.328 DungeonArchitect.Grammar.GrammarGraphBuilder Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarGraphBuilder:



Public Member Functions

- **GrammarGraphBuilder** ([GrammarGraph](#) grammarGraph, [GrammarNodeType\[\]](#) nodeTypes, [GraphBuilder](#) graphBuilder)
- int **CreateNode** (string nodeName, int executionIndex)
- bool **LinkNodes** (int nodeAId, int nodeBId)
- void **ClearGraph** ()

5.328.1 Detailed Description

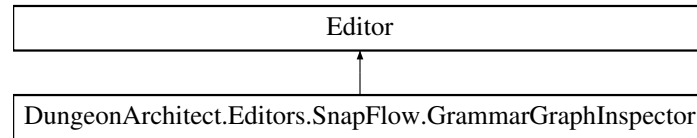
Definition at line 12 of file GrammarGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Grammar/GraphBuillder/GrammarGraphBuilder.cs

5.329 DungeonArchitect.Editors.SnapFlow.GrammarGraphInspector Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarGraphInspector:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()

5.329.1 Detailed Description

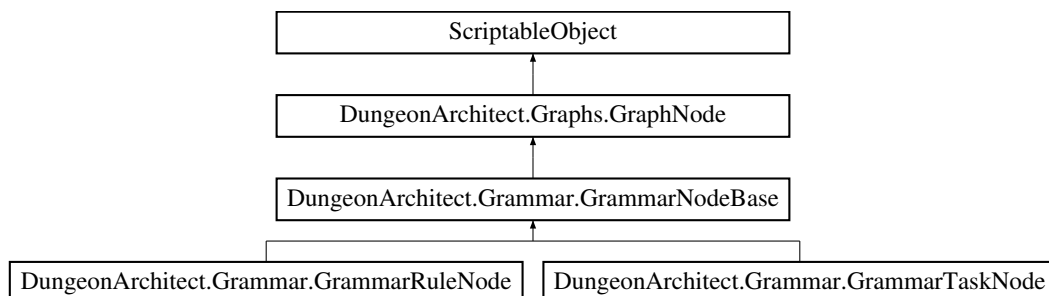
Definition at line 14 of file GrammarGraphInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Snap/GrammarGraphInspector.cs

5.330 DungeonArchitect.Grammar.GrammarNodeBase Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarNodeBase:



Additional Inherited Members

5.330.1 Detailed Description

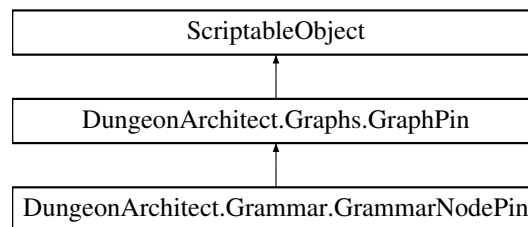
Definition at line 5 of file GrammarNodeBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Grammar/Nodes/GrammarNodeBase.cs

5.331 DungeonArchitect.Grammar.GrammarNodePin Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarNodePin:



Public Member Functions

- override bool [ContainsPoint](#) (Vector2 worldPoint)
Checks if a point is inside the pin

Public Attributes

- Vector2 **Padding** = new Vector2(10, 10)

Additional Inherited Members

5.331.1 Detailed Description

Definition at line 7 of file GrammarNodePin.cs.

5.331.2 Member Function Documentation

5.331.2.1 ContainsPoint()

```

override bool DungeonArchitect.Grammar.GrammarNodePin.ContainsPoint (
    Vector2 worldPoint ) [virtual]
  
```

Checks if a point is inside the pin

Parameters

<i>worldPoint</i>	The point to test in world coordinates

Returns

true, if inside the bounds of this pin, false otherwise

Reimplemented from [DungeonArchitect.Graphs.GraphPin](#).

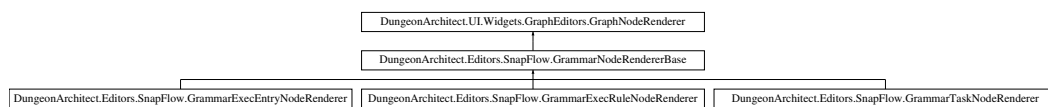
Definition at line 11 of file GrammarNodePin.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Grammar/Nodes/GrammarNodePin.cs

5.332 DungeonArchitect.Editors.SnapFlow.GrammarNodeRendererBase Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarNodeRendererBase:



Public Member Functions

- override void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)
- void **UpdateNodeBounds** ([GraphNode](#) node, float zoomLevel)

Static Public Member Functions

- static GUIStyle **GetNodeStyle** ([GraphNode](#) node, float zoomLevel)

Protected Member Functions

- abstract string **GetCaption** ([GraphNode](#) node)
- abstract Color **GetPinColor** ([GraphNode](#) node)
- virtual Color **GetBodyColor** ([GraphNode](#) node)
- virtual Vector2 **GetContentScreenSize** ([GraphNode](#) node, GUIStyle style)
- virtual void **DrawNodeContent** ([UIRenderer](#) renderer, [GraphNode](#) node, GUIStyle style, Rect bounds)

5.332.1 Detailed Description

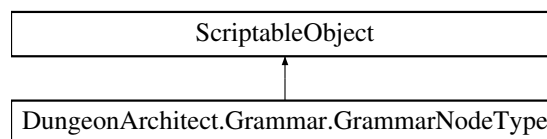
Definition at line 12 of file GrammarNodeRendererBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔ GraphEditors/NodeRenderers/GrammarNodeRendererBase.cs

5.333 DungeonArchitect.Grammar.GrammarNodeType Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarNodeType:



Public Attributes

- string **nodeName**
- string **description**
- Color **nodeColor** = new Color(0.2f, 0.3f, 0.3f)
- bool **wildcard** = false

5.333.1 Detailed Description

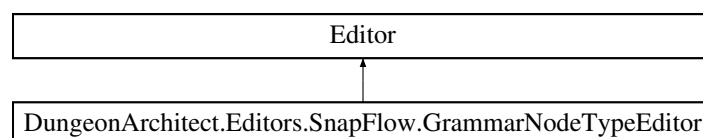
Definition at line 5 of file GrammarNodeType.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Grammar↔ NodeType.cs

5.334 DungeonArchitect.Editors.SnapFlow.GrammarNodeTypeEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarNodeTypeEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.334.1 Detailed Description

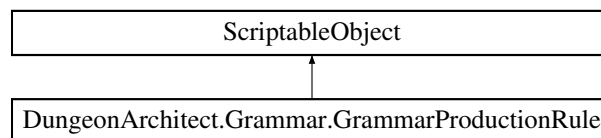
Definition at line 7 of file GrammarNodeTypeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Snap/Grammar↵
NodeTypeEditor.cs

5.335 DungeonArchitect.Grammar.GrammarProductionRule Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarProductionRule:



Public Attributes

- string **ruleName**
- [GrammarGraph](#) **LHSGraph**
- List< [WeightedGrammarGraph](#) > **RHSGraphs** = new List<[WeightedGrammarGraph](#)>()

5.335.1 Detailed Description

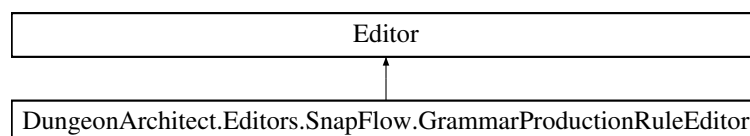
Definition at line 7 of file GrammarProductionRule.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Grammar↵
ProductionRule.cs

5.336 DungeonArchitect.Editors.SnapFlow.GrammarProductionRule↵ Editor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarProductionRuleEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.336.1 Detailed Description

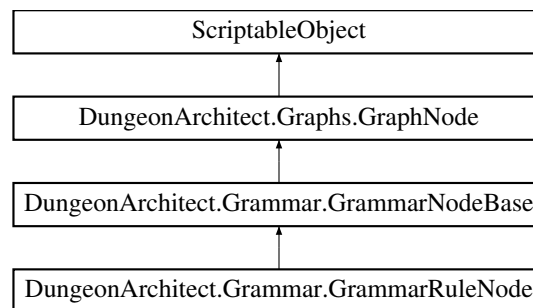
Definition at line 7 of file GrammarProductionRuleEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Snap/Grammar↔
ProductionRuleEditor.cs

5.337 DungeonArchitect.Grammar.GrammarRuleNode Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarRuleNode:



Additional Inherited Members

5.337.1 Detailed Description

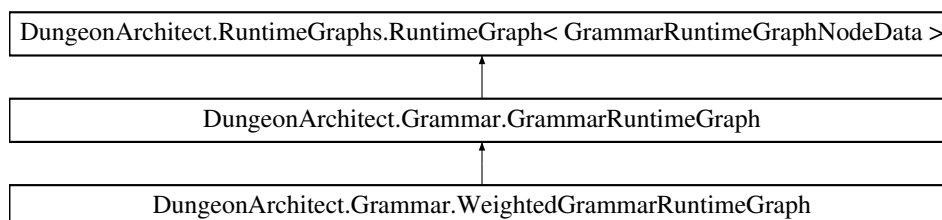
Definition at line 3 of file GrammarRuleNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔
Grammar/Nodes/GrammarRuleNode.cs

5.338 DungeonArchitect.Grammar.GrammarRuntimeGraph Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarRuntimeGraph:



Static Public Member Functions

- static [GrammarRuntimeGraph](#) **BuildFrom** ([GrammarGraph](#) graph)
- static void **BuildFrom** ([GrammarGraph](#) graph, [GrammarRuntimeGraph](#) runtimeGraph)

Additional Inherited Members

5.338.1 Detailed Description

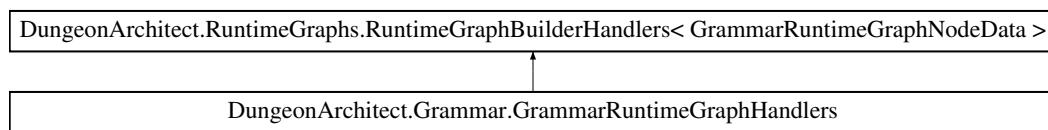
Definition at line 25 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs

5.339 DungeonArchitect.Grammar.GrammarRuntimeGraphHandlers Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarRuntimeGraphHandlers:



Static Public Member Functions

- static [GrammarRuntimeGraphHandlers](#) **Create** ()

Additional Inherited Members

5.339.1 Detailed Description

Definition at line 73 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs

5.340 DungeonArchitect.Grammar.GrammarRuntimeGraphNodeData Class Reference

Public Member Functions

- override string **ToString** ()

Public Attributes

- [GrammarNodeType](#) **nodeType**
- int **index**

5.340.1 Detailed Description

Definition at line 7 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs↵

5.341 DungeonArchitect.Grammar.GrammarRuntimeGraphUtils Class Reference

Static Public Member Functions

- static [RuntimeGraphNode](#)< [GrammarRuntimeGraphNodeData](#) > **FindStartNode** ([GrammarRuntimeGraph](#) graph)

5.341.1 Detailed Description

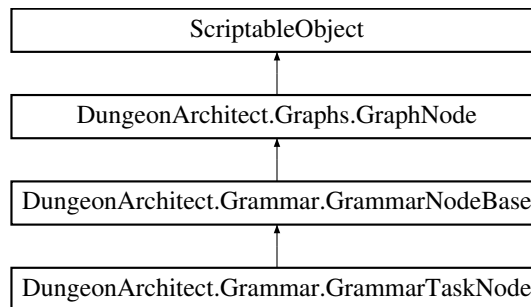
Definition at line 42 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs↵

5.342 DungeonArchitect.Grammar.GrammarTaskNode Class Reference

Inheritance diagram for DungeonArchitect.Grammar.GrammarTaskNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- override void **CopyFrom** ([GraphNode](#) otherNode)

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- [GrammarNodeType](#) **NodeType**
- int **executionIndex** = 0
- bool **DisplayExecutionIndex** = true

Additional Inherited Members

5.342.1 Detailed Description

Definition at line 7 of file GrammarTaskNode.cs.

5.342.2 Member Function Documentation

5.342.2.1 CopyFrom()

```
override void DungeonArchitect.Grammar.GrammarTaskNode.CopyFrom (
    GraphNode node ) [virtual]
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented from [DungeonArchitect.Graphs.GraphNode](#).

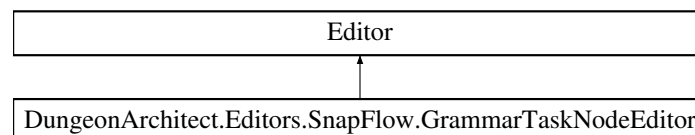
Definition at line 32 of file GrammarTaskNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Grammar/Nodes/GrammarTaskNode.cs

5.343 DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.343.1 Detailed Description

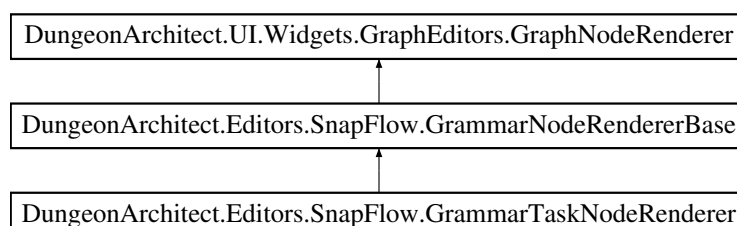
Definition at line 8 of file GrammarTaskNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Snap/Grammar↔ TaskNodeEditor.cs

5.344 DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeRenderer Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeRenderer:



Protected Member Functions

- override Color **GetPinColor** ([GraphNode](#) node)
- override Color **GetBodyColor** ([GraphNode](#) node)
- override string **GetCaption** ([GraphNode](#) node)

Additional Inherited Members

5.344.1 Detailed Description

Definition at line 8 of file GrammarTaskNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
GraphEditors/NodeRenderers/GrammarTaskNodeRenderer.cs

5.345 DungeonArchitect.Graphs.Graph Class Reference

Theme [Graph](#) data structure holds all the theme nodes and their connections

Inheritance diagram for DungeonArchitect.Graphs.Graph:



Public Member Functions

- virtual void **OnEnable** ()
- [GraphNode](#) **GetNode** (string id)
Gets the node by it's id
- T[] **GetNodes**< T > ()
Get all nodes of the specified type

Properties

- [DungeonArchitect.Graphs.IndexCounter](#) **IndexCounter** [get]
- List< [GraphNode](#) > **Nodes** [get]
List of graph nodes
- List< [GraphLink](#) > **Links** [get]
List of graph links connecting the nodes
- [IndexCounter](#) **TopZIndex** [get]
The z index of the top most node

5.345.1 Detailed Description

Theme [Graph](#) data structure holds all the theme nodes and their connections

Definition at line 30 of file Graph.cs.

5.345.2 Member Function Documentation

5.345.2.1 GetNode()

```
GraphNode DungeonArchitect.Graphs.Graph.GetNode (
    string id )
```

Gets the node by it's id

Parameters

<i>id</i>	The ID of the node

Returns

The retrieved node. null if node with this id doesn't exist

Definition at line 119 of file Graph.cs.

5.345.2.2 GetNodes< T >()

```
T [ ] DungeonArchitect.Graphs.Graph.GetNodes< T > ( )
```

Get all nodes of the specified type

Template Parameters

<i>T</i>	The type of nodes to retrieve. Should be a subclass of GraphNode

Returns

List of all the nodes of the specified type

Type Constraints

***T* : [GraphNode](#)**

Definition at line 133 of file Graph.cs.

5.345.3 Property Documentation

5.345.3.1 Links

`List<GraphLink> DungeonArchitect.Graphs.Graph.Links` [get]

List of graph links connecting the nodes

Definition at line 61 of file Graph.cs.

5.345.3.2 Nodes

`List<GraphNode> DungeonArchitect.Graphs.Graph.Nodes` [get]

List of graph nodes

Definition at line 47 of file Graph.cs.

5.345.3.3 TopZIndex

`IndexCounter DungeonArchitect.Graphs.Graph.TopZIndex` [get]

The z index of the top most node

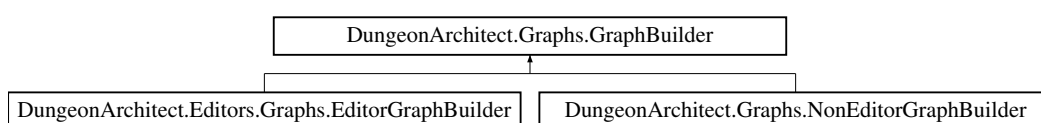
Definition at line 72 of file Graph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph.cs

5.346 DungeonArchitect.Graphs.GraphBuilder Class Reference

Inheritance diagram for DungeonArchitect.Graphs.GraphBuilder:



Public Member Functions

- **GraphBuilder** ([Graph](#) graph)
- abstract void **DestroyNode** ([GraphNode](#) node)
- abstract [GraphNode](#) **CreateNode** (System.Type nodeType)
- abstract TLink **LinkNodes**< **TLink** > ([GraphPin](#) outputPin, [GraphPin](#) inputPin)
- T **CreateNode**< T > ()
- void **DestroyAllNodes** ()

Protected Attributes

- [Graph](#) graph

Properties

- [Graph](#) **Graph** [get]

5.346.1 Detailed Description

Definition at line 3 of file GraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph↔Builder/GraphBuilder.cs

5.347 DungeonArchitect.Graphs.GraphCamera Class Reference

A camera that manages the graph editor's viewport

Public Member Functions

- void **Pan** (int x, int y)
Pan the camera along the specified delta value
- void **Pan** (Vector2 delta)
Pan the camera along the specified delta value
- void **HandleInput** (Event e)
Handles the user mouse and keyboard input
- Vector2 **WorldToScreen** (Vector2 worldCoord)
Converts world coordinates (in the graph view) into Screen coordinates (relative to the editor window)
- Vector2 **ScreenToWorld** (Vector2 screenCoord)
Converts the Screen coordinates (of the editor window) into the graph's world coordinate
- Rect **WorldToScreen** (Rect worldCoord)
Converts world coordinates (in the graph view) into Screen coordinates (relative to the editor window)
- Rect **ScreenToWorld** (Rect screenCoord)
Converts the Screen coordinates (of the editor window) into the graph's world coordinate
- void **FocusOnBestFit** ([Graph](#) graph, Rect editorBounds)
Moves the camera so most of the nodes are visible
- void **FocusOnNode** ([GraphNode](#) node, Rect editorBounds)
Moves the camera to the specified node

Public Attributes

- Vector2 **ScreenOffset** = Vector2.zero

Properties

- float **MaxAllowedZoom** [get, set]
- Vector2 **Position** [get, set]
Position of the camera
- float **ZoomLevel** [get, set]
Zoom scale of the graph camera

5.347.1 Detailed Description

A camera that manages the graph editor's viewport

Definition at line 12 of file GraphCamera.cs.

5.347.2 Member Function Documentation

5.347.2.1 FocusOnBestFit()

```
void DungeonArchitect.Graphs.GraphCamera.FocusOnBestFit (  
    Graph graph,  
    Rect editorBounds )
```

Moves the camera so most of the nodes are visible

Parameters

<i>graph</i>	The graph to query
<i>editorBounds</i>	The bounds of the editor window

Definition at line 162 of file GraphCamera.cs.

5.347.2.2 FocusOnNode()

```
void DungeonArchitect.Graphs.GraphCamera.FocusOnNode (  
    GraphNode node,  
    Rect editorBounds )
```

Moves the camera to the specified node

Parameters

<i>node</i>	The node to focus on
<i>editorBounds</i>	The bounds of the editor window

Definition at line 189 of file GraphCamera.cs.

5.347.2.3 HandleInput()

```
void DungeonArchitect.Graphs.GraphCamera.HandleInput (
    Event e )
```

Handles the user mouse and keyboard input

Parameters

<i>e</i>	

Definition at line 80 of file GraphCamera.cs.

5.347.2.4 Pan() [1/2]

```
void DungeonArchitect.Graphs.GraphCamera.Pan (
    int x,
    int y )
```

Pan the camera along the specified delta value

Parameters

<i>x</i>	Delta value to move along the X value
<i>y</i>	Delta value to move along the Y value

Definition at line 62 of file GraphCamera.cs.

5.347.2.5 Pan() [2/2]

```
void DungeonArchitect.Graphs.GraphCamera.Pan (
    Vector2 delta )
```

Pan the camera along the specified delta value

Parameters

<i>delta</i>	The delta offset to move the camera to

Definition at line 71 of file GraphCamera.cs.

5.347.2.6 ScreenToWorld() [1/2]

```
Rect DungeonArchitect.Graphs.GraphCamera.ScreenToWorld (
    Rect screenCoord )
```

Converts the Screen coordinates (of the editor window) into the graph's world coordinate

Parameters

<i>screenCoord</i>	

Returns

The world coordinates in the graph view

Definition at line 147 of file GraphCamera.cs.

5.347.2.7 ScreenToWorld() [2/2]

```
Vector2 DungeonArchitect.Graphs.GraphCamera.ScreenToWorld (
    Vector2 screenCoord )
```

Converts the Screen coordinates (of the editor window) into the graph's world coordinate

Parameters

<i>screenCoord</i>	

Returns

The world coordinates in the graph view

Definition at line 122 of file GraphCamera.cs.

5.347.2.8 WorldToScreen() [1/2]

```
Rect DungeonArchitect.Graphs.GraphCamera.WorldToScreen (
    Rect worldCoord )
```

Converts world coordinates (in the graph view) into Screen coordinates (relative to the editor window)

Parameters

<i>worldCoord</i>	The world coordnates of the graph view

Returns

The screen coordnates relative to the editor window

Definition at line 134 of file GraphCamera.cs.

5.347.2.9 WorldToScreen() [2/2]

```
Vector2 DungeonArchitect.Graphs.GraphCamera.WorldToScreen (
    Vector2 worldCoord )
```

Converts world coordinates (in the graph view) into Screen coordinates (relative to the editor window)

Parameters

<i>worldCoord</i>	The world coordnates of the graph view

Returns

The screen coordnates relative to the editor window

Definition at line 112 of file GraphCamera.cs.

5.347.3 Property Documentation

5.347.3.1 Position

```
Vector2 DungeonArchitect.Graphs.GraphCamera.Position [get], [set]
```

Position of the camera

Definition at line 26 of file GraphCamera.cs.

5.347.3.2 ZoomLevel

```
float DungeonArchitect.Graphs.GraphCamera.ZoomLevel [get], [set]
```

Zoom scale of the graph camera

Definition at line 45 of file GraphCamera.cs.

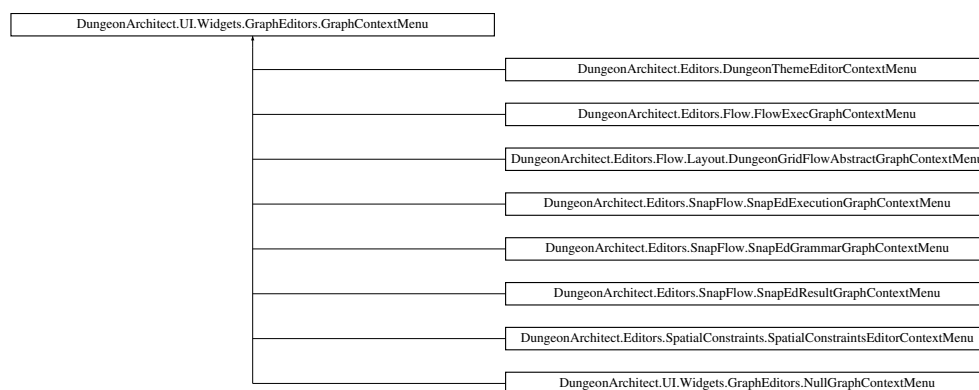
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphCamera.cs

5.348 DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu Class Reference

The context menu shown when the user right clicks on the theme graph editor

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu:



Public Member Functions

- delegate void **OnRequestContextMenuCreation** (Event e, [UISystem](#) uiSystem)
- delegate void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)
- void [HandleInput](#) (Event e, [UISystem](#) uiSystem)
Handles mouse input
- abstract void [Show](#) ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) uiSystem)
Shows the context menu in the theme graph editor

Protected Member Functions

- [GraphContextMenuEvent](#) **BuildEvent** (object userdata, [UISystem](#) uiSystem)
- void **DispatchMenuItemEvent** (object action, [GraphContextMenuEvent](#) e)

Protected Attributes

- bool **dragged**
- int **dragButtonId** = 1
- [GraphPin](#) **sourcePin**
- Vector2 **mouseWorldPosition**

Events

- OnRequestContextMenuCreation **RequestContextMenuCreation**
- OnMenuItemClicked **MenuItemClicked**

5.348.1 Detailed Description

The context menu shown when the user right clicks on the theme graph editor

Definition at line 23 of file GraphContextMenu.cs.

5.348.2 Member Function Documentation

5.348.2.1 HandleInput()

```
void DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu.HandleInput (
    Event e,
    UISystem uiSystem )
```

Handles mouse input

Parameters

<i>e</i>	Input event data

Definition at line 42 of file GraphContextMenu.cs.

5.348.2.2 Show()

```
abstract void DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [pure virtual]
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implemented in [DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu](#), [DungeonArchitect.Editors.DungeonThemeEditor](#), [DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu](#), [DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraph](#), [DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu](#), [DungeonArchitect.Editors.Flow.Layout.DungeonGridFlow](#), [DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu](#), and [DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditor](#)

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphContextMenu.cs↔

5.349 DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenuEvent Class Reference↔

The graph context menu event data

Public Attributes

- [GraphPin](#) **sourcePin**
- Vector2 **mouseWorldPosition**
- object **userdata**
- [UISystem](#) **uiSystem**

5.349.1 Detailed Description

The graph context menu event data

Definition at line 12 of file GraphContextMenu.cs.

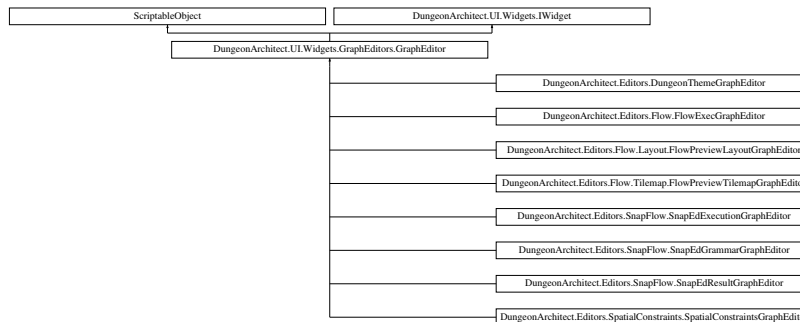
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphContextMenu.cs↔

5.350 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor Class Reference

The graph editor script for managing a graph. This contains the bulk of the logic for graph editing

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor:



Public Member Functions

- bool **CanAcquireFocus** ()
- virtual void **SortPinsForDrawing** ([GraphPin\[\]](#) pins)
- [Vector2](#) **GetDesiredSize** ([Vector2](#) size, [UISystem](#) uiSystem)
- virtual void **HandleMessage** ([UISystem](#) uiSystem, [WidgetMessage](#) message)
- virtual void **Init** ([Graph](#) graph, [Rect](#) editorBounds, [UnityEngine.Object](#) assetObject, [UISystem](#) uiSystem)
 - Initializes the graph editor with the specified graph*
- void **SetReadOnly** (bool graphReadOnly)
- virtual void **Release** ([UISystem](#) uiSystem)
- void **FocusCameraOnNode** ([GraphNode](#) node)
 - Moves the graph editor viewport to show the marker on the screen*
- virtual void **OnFocus** ()
- virtual void **LostFocus** ()
- virtual bool **RequiresInputEveryFrame** ()
- void **FocusCameraOnBestFit** ([Rect](#) editorBounds)
 - Moves the graph editor viewport to show as many markers as possible. Called when a new graph is loaded*
- void **FocusCameraOnBestFit** ()
- virtual void **OnEnable** ()
- void **OnDisable** ()
- virtual void **OnDestroy** ()
- virtual void **HandleMarkedDirty** ([UISystem](#) uiSystem)
- virtual void **UpdateWidget** ([UISystem](#) uiSystem, [Rect](#) bounds)
- virtual void **Update** ()
- virtual void **HandleGraphStateChanged** ([UISystem](#) uiSystem)
- virtual void **HandleNodePropertyChanged** ([GraphNode](#) node)
- virtual void **HandleInput** ([Event](#) _e, [UISystem](#) uiSystem)
 - Handles user input (mouse and keyboard)*
- virtual void **OnNodeSelectionChanged** ([UISystem](#) uiSystem)
- virtual void **OnNodeDoubleClicked** ([UISystem](#) uiSystem, [GraphNode](#) node)
- void **DeleteNodes** ([GraphNode\[\]](#) nodesToDelete, [UISystem](#) uiSystem)
- virtual bool **IsCompositeWidget** ()
- [IWidget\[\]](#) **GetChildWidgets** ()
- virtual void **Draw** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

- Renders the graph editor in the editor window*
- virtual T [CreateNode< T >](#) (Vector2 screenCoord, [UISystem](#) uiSystem)
 - Creates a new node in the specified screen coordinate*
- virtual [GraphNode](#) **CreateNode** (Vector2 screenCoord, System.Type nodeType, [UISystem](#) uiSystem)
- void [SelectNode](#) ([GraphNode](#) nodeToSelect, [UISystem](#) uiSystem)
 - Selects and highlights a node*
- [GraphPin](#) **GetPinUnderPosition** (Vector2 worldPosition)
 - Gets the node pin under the mouse position. Takes the owning node's Z-order into consideration*
- virtual [GraphSchema](#) **GetGraphSchema** ()
- virtual T [CreateLink< T >](#) ([Graph](#) graph, [GraphPin](#) output, [GraphPin](#) input, [UISystem](#) uiSystem)
 - Creates a graph link between the two specified pins*

Protected Member Functions

- abstract [GraphContextMenu](#) **CreateContextMenu** ()
- abstract void **InitializeNodeRenderers** ([GraphNodeRendererFactory](#) nodeRenderers)
- abstract [IGraphLinkRenderer](#) **CreateGraphLinkRenderer** ()
- abstract void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)
- virtual void **SortNodesForDeletion** ([GraphNode](#)[] nodesToDelete)
- virtual [GraphEditorStyle](#) **CreateEditorStyle** ()
- virtual void **DrawHighlight** ([UIRenderer](#) renderer)
- void **SetGraph** ([Graph](#) graph)
- [GraphNode](#)[] **GetSelectedNodes** ()
- virtual [GraphNode](#) **DuplicateNode** ([GraphNode](#) sourceNode, [UISystem](#) uiSystem)
- virtual void **DestroyNode** ([GraphNode](#) node, [UISystem](#) uiSystem)
- virtual void **DrawOverlay** ([UIRenderer](#) renderer, Rect bounds)
- bool **IsPaintEvent** ([UISystem](#) uiSystem)
- virtual void **DrawHUD** ([UISystem](#) uiSystem, [UIRenderer](#) renderer, Rect bounds)
 - Draws non-interactive textual information for the user*
- void **BringToFront** ([GraphNode](#) node)
- virtual void **CreateLinkBetweenPins** ([GraphPin](#) outputPin, [GraphPin](#) inputPin, [UISystem](#) uiSystem)
- abstract string **GetGraphNotInitializedMessage** ()

Protected Attributes

- [Graph](#) graph
- [GraphCamera](#) camera
- UnityEngine.Object **assetObject**
- [GraphEditorEvents](#) **events** = new [GraphEditorEvents](#)()
- float **renderCullingBias** = 0
- [GraphSelectionBox](#) **selectionBox**
- [GraphContextMenu](#) **contextMenu**
- [GraphNodeRendererFactory](#) **nodeRenderers**
- [GraphRendererContext](#) **rendererContext** = new [GraphRendererContext](#)()
- Vector2 **lastMousePosition** = new Vector2()
- Rect **lastDrawBounds** = Rect.zero
- bool **draggingNodes** = false

Properties

- [GraphCamera](#) **Camera** [get]
- [GraphEditorStyle](#) **EditorStyle** [get]
- [GraphEditorEvents](#) **Events** [get]
- bool **ShowFocusHighlight** [get, set]
- Rect **WidgetBounds** [get, set]
- virtual Vector2 **ScrollPosition** [get, set]
- [IGraphLinkRenderer](#) **GraphLinkRenderer** [get]
- Vector2 **LastMousePosition** [get]
- [Graph](#) **Graph** [get]

The owning graph

5.350.1 Detailed Description

The graph editor script for managing a graph. This contains the bulk of the logic for graph editing

Definition at line 47 of file GraphEditor.cs.

5.350.2 Member Function Documentation

5.350.2.1 CreateLink< T >()

```
virtual T DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.CreateLink< T > (
    Graph graph,
    GraphPin output,
    GraphPin input,
    UISystem uiSystem ) [virtual]
```

Creates a graph link between the two specified pins

Template Parameters

<i>T</i>	The type of the link. Should be GraphLink or one of its subclass

Parameters

<i>output</i>	The output pin from where the link originates
<i>input</i>	The input pin, where the link points to

Returns

Reimplemented in [DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor](#), [DungeonArchitect.Editors.SnapFlow.SnapEdGran](#) and [DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor](#).

Type Constraints

T : GraphLink

Definition at line 1199 of file GraphEditor.cs.

5.350.2.2 CreateNode< T >()

```
virtual T DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.CreateNode< T > (  
    Vector2 screenCoord,  
    UISystem uiSystem ) [virtual]
```

Creates a new node in the specified screen coordinate

Template Parameters

<i>T</i>	The type of node to created. Should be a subclass of GraphNode

Parameters

<i>screenCoord</i>	The screen coordinate to place the node at

Returns

The created graph node

Type Constraints

T : GraphNode***T : new()***

Definition at line 977 of file GraphEditor.cs.

5.350.2.3 Draw()

```
virtual void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.Draw (  
    UISystem uiSystem,  
    UIRenderer renderer ) [virtual]
```

Renders the graph editor in the editor window

Parameters

<i>bounds</i>	The bounds of the editor window

Implements [DungeonArchitect.UI.Widgets.IWidget](#).

Reimplemented in [DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor](#), [DungeonArchitect.Editors.SnapFlow.SnapEdE](#), [DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor](#), and [DungeonArchitect.Editors.Flow.Layout.FlowPreviewLa](#)

Definition at line 826 of file `GraphEditor.cs`.

5.350.2.4 DrawHUD()

```
virtual void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.DrawHUD (
    UISystem uiSystem,
    UIRenderer renderer,
    Rect bounds ) [protected], [virtual]
```

Draws non-interactive textual information for the user

Parameters

<i>bounds</i>	Bounds.

Reimplemented in [DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor](#), and [DungeonArchitect.Editors.SnapFlow.Snap](#)

Definition at line 956 of file `GraphEditor.cs`.

5.350.2.5 FocusCameraOnBestFit()

```
void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.FocusCameraOnBestFit (
    Rect editorBounds )
```

Moves the graph editor viewport to show as many markers as possible. Called when a new graph is loaded

Parameters

<i>editorBounds</i>	The bounds of the editor window

Definition at line 231 of file `GraphEditor.cs`.

5.350.2.6 FocusCameraOnNode()

```
void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.FocusCameraOnNode (
    GraphNode node )
```

Moves the graph editor viewport to show the marker on the screen

Parameters

<i>markerName</i>	The name of the marker to focus on
<i>editorBounds</i>	The bounds of the editor

Definition at line 202 of file GraphEditor.cs.

5.350.2.7 GetPinUnderPosition()

```
GraphPin DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.GetPinUnderPosition (
    Vector2 worldPosition )
```

Gets the node pin under the mouse position. Takes the owning node's Z-order into consideration

Parameters

<i>worldPosition</i>	The world position in graph coordinates

Returns

The pin under the specified position. null otherwise

Definition at line 1080 of file GraphEditor.cs.

5.350.2.8 HandleInput()

```
virtual void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.HandleInput (
    Event _e,
    UISystem uiSystem ) [virtual]
```

Handles user input (mouse and keyboard)

Parameters

<i>e</i>	

Implements [DungeonArchitect.UI.Widgets.IWidget](#).

Reimplemented in [DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor](#), [DungeonArchitect.Editors.SnapFlow.SnapEdE](#), [DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor](#), and [DungeonArchitect.Editors.Flow.Layout.FlowPreviewLa](#)

Definition at line 576 of file GraphEditor.cs.

5.350.2.9 Init()

```
virtual void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.Init (
    Graph graph,
    Rect editorBounds,
    UnityEngine.Object assetObject,
    UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented in [DungeonArchitect.Editors.DungeonThemeGraphEditor](#), [DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor](#), [DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor](#), [DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor](#), [DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor](#), [DungeonArchitect.Editors.Flow.FlowExecGraphEditor](#), and [DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsGraphEditor](#).

Definition at line 163 of file GraphEditor.cs.

5.350.2.10 SelectNode()

```
void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.SelectNode (
    GraphNode nodeToSelect,
    UISystem uiSystem )
```

Selects and highlights a node

Parameters

<i>nodeToSelect</i>	

Definition at line 1062 of file GraphEditor.cs.

5.350.3 Property Documentation

5.350.3.1 Graph

```
Graph DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor.Graph [get]
```

The owning graph

Definition at line 127 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditor.cs

5.351 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor↔ Constants Class Reference

Graph editor constants

Static Public Attributes

- static readonly Color **PIN_COLOR** = new Color(0.4f, 0.4f, 0.4f)
- static readonly Color **PIN_COLOR_HOVER** = new Color(1, 0.6f, 0.0f)
- static readonly Color **PIN_COLOR_CLICK** = new Color(1, 0.9f, 0.0f)
- static readonly Color **NODE_COLOR** = new Color(0.2824f, 0.2824f, 0.2824f)
- static readonly Color **NODE_COLOR_SELECTED** = new Color(.9f, 0.5f, 0.0f)
- static readonly Color **TEXT_COLOR** = new Color(0.9f, 0.9f, 0.9f)
- static readonly Color **TEXT_COLOR_SELECTED** = Color.white

5.351.1 Detailed Description

Graph editor constants

Definition at line 50 of file GraphEditorUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔
Editor/GraphEditorUtils.cs

5.352 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorEvents Class Reference

Public Attributes

- [GraphEvent< GraphNodeEventArgs >](#) **OnNodeDragStart** = new [GraphEvent<GraphNodeEventArgs>\(\)](#)
- [GraphEvent< GraphNodeEventArgs >](#) **OnNodeDragEnd** = new [GraphEvent<GraphNodeEventArgs>\(\)](#)
- [GraphEvent< GraphNodeEventArgs >](#) **OnNodeDragged** = new [GraphEvent<GraphNodeEventArgs>\(\)](#)
- [GraphEvent< GraphNodeEventArgs >](#) **OnNodeCreated** = new [GraphEvent<GraphNodeEventArgs>\(\)](#)
- [GraphEvent< GraphNodeEventArgs >](#) **OnNodeSelectionChanged** = new [GraphEvent<GraphNodeEventArgs>\(\)](#)
- [GraphEvent< GraphNodeEventArgs >](#) **OnNodeDoubleClicked** = new [GraphEvent<GraphNodeEventArgs>\(\)](#)

5.352.1 Detailed Description

Definition at line 1682 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔
Editor/GraphEditor.cs

5.353 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorStyle Class Reference

Public Attributes

- Color **backgroundColor** = new Color(0.2f, 0.2f, 0.2f)
- Color **gridLineColorThick** = new Color(1, 1, 1, 0.1f)
- Color **gridLineColorThin** = new Color(1, 1, 1, 0.05f)
- float **gridCellSpacing** = 20
- bool **gridScaling** = false
- int **gridNumCells** = 150
- string **branding** = "Dungeon Architect"
- Color **brandingColor** = new Color(1, 1, 1, 0.1f)
- int **brandingSize** = 40
- string **readonlyText** = "[READ ONLY]"
- Color **readonlyColor** = new Color(1, 1, .5f, 0.4f)
- int **readonlySize** = 40
- Color **overlayTextColorLo** = new Color(1, 1, 1, 0.2f)
- Color **overlayTextColorHi** = new Color(1, 1, 1, 0.6f)
- Color **selectionBoxColor** = new Color(1, 0.6f, 0, 0.6f)
- Color **commentTextColor** = Color.white
- bool **displayAssetFilename** = true

5.353.1 Detailed Description

Definition at line 22 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditor.cs

5.354 DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils Class Reference

Static Public Member Functions

- static void [AddToAsset](#) ([UIPlatform](#) platform, Object assetObject, [GraphLink](#) link)
Adds the node to the graph asset so it can be serialized to disk
- static void [AddToAsset](#) ([UIPlatform](#) platform, Object assetObject, [GraphNode](#) node)
Adds the node to the graph asset so it can be serialized to disk

5.354.1 Detailed Description

Definition at line 9 of file GraphEditorUtils.cs.

5.354.2 Member Function Documentation

5.354.2.1 AddToAsset() [1/2]

```
static void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils.AddToAsset (
    UIPlatform platform,
    Object assetObject,
    GraphLink link ) [static]
```

Adds the node to the graph asset so it can be serialized to disk

Parameters

<i>graph</i>	The owning graph
<i>link</i>	The link to add to the graph

Definition at line 16 of file GraphEditorUtils.cs.

5.354.2.2 AddToAsset() [2/2]

```
static void DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils.AddToAsset (
    UIPlatform platform,
    Object assetObject,
    GraphNode node ) [static]
```

Adds the node to the graph asset so it can be serialized to disk

Parameters

<i>graph</i>	The owning graph
<i>node</i>	The node to add to the graph

Definition at line 26 of file GraphEditorUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditorUtils.cs

5.355 DungeonArchitect.UI.Widgets.GraphEditors.GraphEvent< T > Class Template Reference

Public Member Functions

- void **Notify** (T args)
- void **Clear** ()

Properties

- `EventHandler< T > Event`

5.355.1 Detailed Description

Type Constraints

T: *EventArgs*

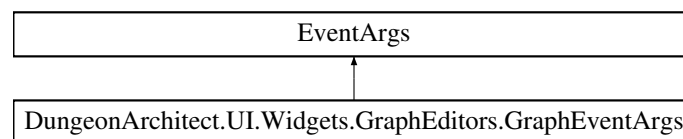
Definition at line 1609 of file `GraphEditor.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditor.cs`

5.356 DungeonArchitect.UI.Widgets.GraphEditors.GraphEventArgs Class Reference

Inheritance diagram for `DungeonArchitect.UI.Widgets.GraphEditors.GraphEventArgs`:



Public Member Functions

- `GraphEventArgs` ([Graph](#) graph)

Properties

- [Graph](#) `Graph` [get]

5.356.1 Detailed Description

Definition at line 1667 of file `GraphEditor.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditor.cs`

5.357 DungeonArchitect.Grammar.GraphGrammarProcessor Class Reference

Public Member Functions

- **GraphGrammarProcessor** ([SnapFlowAsset](#) asset, [GraphGrammarProcessorSettings](#) settings)
- void **Build** ()

Public Attributes

- [GraphGrammarProcessorSettings](#) **settings**

Properties

- [RuntimeGrammar](#) **Grammar** [get, set]

5.357.1 Detailed Description

Definition at line 20 of file GraphGrammarProcessor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GraphGrammarProcessor.cs

5.358 DungeonArchitect.Grammar.GraphGrammarProcessorSettings Class Reference

Public Attributes

- int **seed** = 0
- bool **runGraphGenerationScripts** = false

5.358.1 Detailed Description

Definition at line 14 of file GraphGrammarProcessor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GraphGrammarProcessor.cs

5.359 DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler Class Reference

Static Public Member Functions

- static bool [HandleNodeInput](#) ([GraphNode](#) node, Event e, [GraphEditor](#) graphEditor, [UISystem](#) uiSystem)
Handles user input (keyboard and mouse)
- static bool [HandlePinInput](#) ([GraphPin](#) pin, Event e, [GraphEditor](#) graphEditor, [UISystem](#) uiSystem)
Handles the mouse input and returns true if handled

5.359.1 Detailed Description

Definition at line 198 of file GraphOperations.cs.

5.359.2 Member Function Documentation

5.359.2.1 HandleNodeInput()

```
static bool DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler.HandleNodeInput (
    GraphNode node,
    Event e,
    GraphEditor graphEditor,
    UISystem uiSystem ) [static]
```

Handles user input (keyboard and mouse)

Parameters

<i>e</i>	Input event
<i>camera</i>	Graph camera to convert to / from screen to world coordinates

Returns

true if the input was processed, false otherwise.

Definition at line 206 of file GraphOperations.cs.

5.359.2.2 HandlePinInput()

```
static bool DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler.HandlePinInput (
    GraphPin pin,
    Event e,
```

```

    GraphEditor graphEditor,
    UISystem uiSystem ) [static]

```

Handles the mouse input and returns true if handled

Definition at line 259 of file GraphOperations.cs.

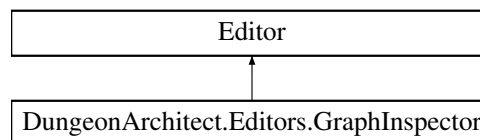
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphOperations.cs

5.360 DungeonArchitect.Editors.GraphInspector Class Reference

Custom property editor for graph objects Shows the graph editor when a theme graph asset is selected

Inheritance diagram for DungeonArchitect.Editors.GraphInspector:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.360.1 Detailed Description

Custom property editor for graph objects Shows the graph editor when a theme graph asset is selected

Definition at line 13 of file GraphInspector.cs.

5.360.2 Member Function Documentation

5.360.2.1 OnInspectorGUI()

```

override void DungeonArchitect.Editors.GraphInspector.OnInspectorGUI ( )

```

ShowEditor();

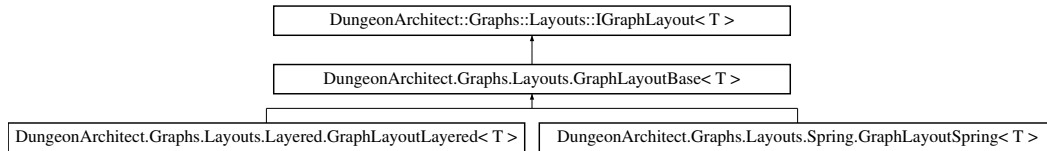
Definition at line 22 of file GraphInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/GraphInspector.cs

5.361 DungeonArchitect.Graphs.Layouts.GraphLayoutBase< T > Class Template Reference

Inheritance diagram for DungeonArchitect.Graphs.Layouts.GraphLayoutBase< T >:



Public Member Functions

- void **Layout** (T[] nodes, [IGraphLayoutNodeActions](#)< T > nodeActions)

Protected Member Functions

- abstract void **LayoutImpl** ([GraphLayoutNode](#)< T >[] nodes)

5.361.1 Detailed Description

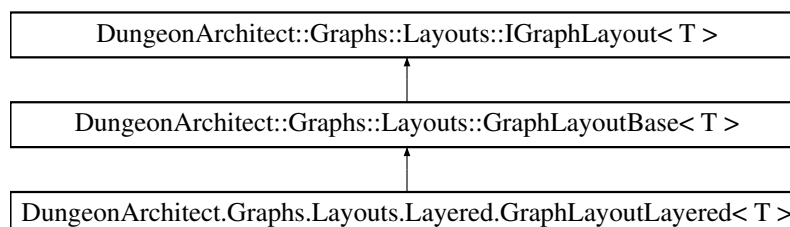
Definition at line 42 of file GraphLayout.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph↔ Layout/GraphLayout.cs

5.362 DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayered< T > Class Template Reference

Inheritance diagram for DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayered< T >:



Public Member Functions

- **GraphLayoutLayered** ([GraphLayoutLayeredConfig](#) config)

Protected Member Functions

- override void **LayoutImpl** ([GraphLayoutNode](#)< T >[] nodes)

5.362.1 Detailed Description

Definition at line 30 of file `GraphLayoutLayered.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLayout/GraphLayoutLayered.cs`

5.363 DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayeredConfig Class Reference

Public Attributes

- `Vector2 separation = new Vector2(130, 100)`

5.363.1 Detailed Description

Definition at line 24 of file `GraphLayoutLayered.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLayout/GraphLayoutLayered.cs`

5.364 DungeonArchitect.Graphs.Layouts.GraphLayoutNode< T > Class Template Reference

Public Member Functions

- **GraphLayoutNode** (T payload, Vector2 position)

Properties

- **T Payload** [get, set]
- **Vector2 Position** [get, set]
- `List< GraphLayoutNode< T > > Outgoing` [get]
- `List< GraphLayoutNode< T > > Incoming` [get]

5.364.1 Detailed Description

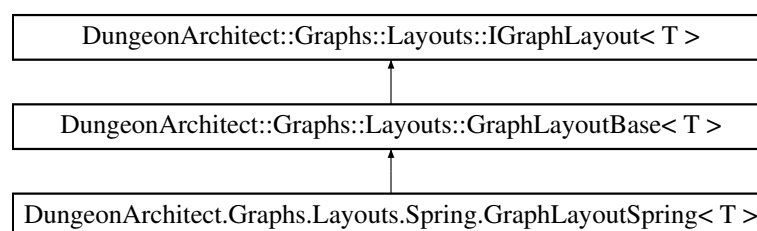
Definition at line 25 of file GraphLayout.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLayout/GraphLayout.cs

5.365 DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpring< T > Class Template Reference

Inheritance diagram for DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpring< T >:



Public Member Functions

- **GraphLayoutSpring** ([GraphLayoutSpringConfig](#) config)

Protected Member Functions

- override void **LayoutImpl** ([GraphLayoutNode](#)< T >[] nodes)

5.365.1 Detailed Description

Definition at line 79 of file GraphLayoutSpring.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLayout/GraphLayoutSpring.cs

5.366 DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpring< T > Config Class Reference

Public Attributes

- float **interNodeDistance** = 120
- float **interNodeTension** = 0.5f
- float **springDistance** = 30
- float **springTension** = 0.1f
- int **iterations** = 200
- float **timeStep** = 1.0f

5.366.1 Detailed Description

Definition at line 7 of file GraphLayoutSpring.cs.

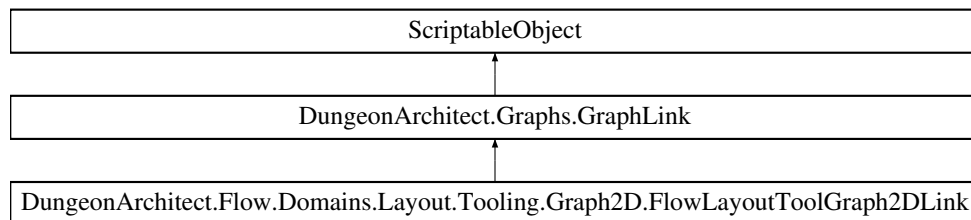
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLayout/GraphLayoutSpring.cs

5.367 DungeonArchitect.Graphs.GraphLink Class Reference

A graph link is a directional connection between two graph nodes

Inheritance diagram for DungeonArchitect.Graphs.GraphLink:



Public Member Functions

- void **OnEnable** ()
- float **GetTangentStrength** ()

Determines the spring strength of the link.

It reduces as it gets smaller to draw good looking link at any distance

Properties

- int **Id** [get, set]
The ID of the link
- **GraphPin Input** [get, set]
The input pin this link originates from
- **GraphPin Output** [get, set]
The output pin this link points to
- **Graph Graph** [get, set]
The graph this link belongs to

5.367.1 Detailed Description

A graph link is a directional connection between two graph nodes

Definition at line 11 of file GraphLink.cs.

5.367.2 Member Function Documentation

5.367.2.1 GetTangentStrength()

```
float DungeonArchitect.Graphs.GraphLink.GetTangentStrength ( )
```

Determines the spring strength of the link.
It reduces as it gets smaller to draw good looking link at any distance

Returns

Definition at line 99 of file GraphLink.cs.

5.367.3 Property Documentation

5.367.3.1 Graph

```
Graph DungeonArchitect.Graphs.GraphLink.Graph [get], [set]
```

The graph this link belongs to

Definition at line 70 of file GraphLink.cs.

5.367.3.2 Id

```
int DungeonArchitect.Graphs.GraphLink.Id [get], [set]
```

The ID of the link

Definition at line 18 of file GraphLink.cs.

5.367.3.3 Input

```
GraphPin DungeonArchitect.Graphs.GraphLink.Input [get], [set]
```

The input pin this link originates from

Definition at line 36 of file GraphLink.cs.

5.367.3.4 Output

[GraphPin](#) `DungeonArchitect.Graphs.GraphLink.Output` [get], [set]

The output pin this link points to

Definition at line 53 of file `GraphLink.cs`.

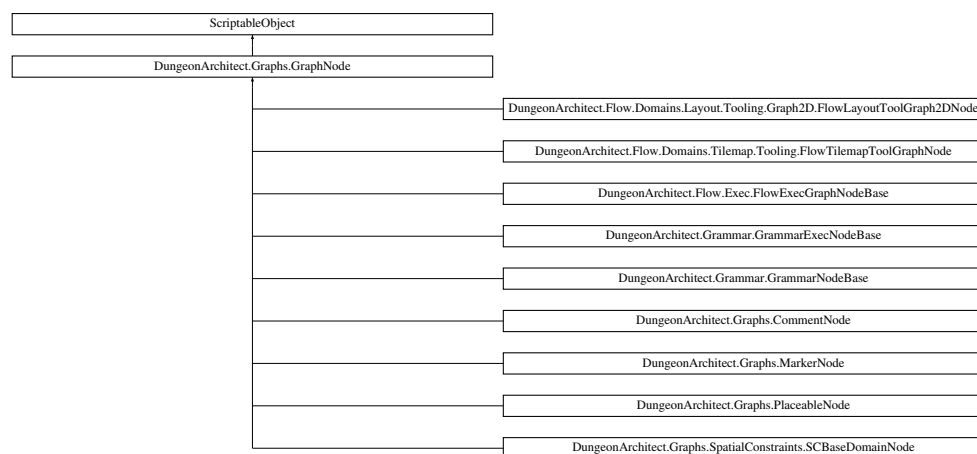
The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLink.cs`

5.368 DungeonArchitect.Graphs.GraphNode Class Reference

Represents a graph node in the theme graph. This is the base class for all graph nodes

Inheritance diagram for `DungeonArchitect.Graphs.GraphNode`:



Public Member Functions

- virtual void **OnEnable** ()
- virtual void **Initialize** (string id, [Graph](#) graph)
- virtual void **CopyFrom** ([GraphNode](#) node)
 - Called when the node is copied.*
 - The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)*
- [GraphNode\[\]](#) **GetParentNodes** ()
 - Gets the list of parent graph nodes*
- [GraphNode\[\]](#) **GetChildNodes** ()
 - Gets the list of child nodes*
- void **DragNode** (Vector2 delta)
 - Moves the node by the specified delta*

Protected Member Functions

- void **UpdateName** (string prefix)
- [GraphPin](#) **CreatePin** ([GraphPinType](#) pinType, Vector2 position, Rect boundsOffset, Vector2 tangent)
Creates a pin with the specified configuration
- T **CreatePinOfType**< T > ([GraphPinType](#) pinType, Vector2 position, Rect boundsOffset, Vector2 tangent)

Protected Attributes

- string **id**
- string **caption**
- Rect **bounds** = new Rect(10, 10, 120, 120)
- bool **canBeDeleted** = true
- bool **canBeSelected** = true
- bool **canBeMoved** = true
- bool **selected** = false
- int **zIndex**
- List< [GraphPin](#) > **inputPins**
- List< [GraphPin](#) > **outputPins**
- [Graph](#) **graph**

Properties

- string **Id** [get, set]
The ID of the graph node
- string **Caption** [get, set]
The caption label of the node. It is up to the implementation to draw this label, if needed
- Rect **Bounds** [get, set]
The bounds of the node
- bool **CanBeDeleted** [get]
- bool **CanBeSelected** [get]
- bool **CanBeMoved** [get]
- bool **Selected** [get, set]
Flag to indicate if the node has been selected
- Vector2 **Size** [get, set]
The size of the node
- Vector2 **Position** [get, set]
The position of the node
- int **ZIndex** [get, set]
The Z-index of the node. It determines if the node is on top of other nodes
- [GraphPin](#)[]? **InputPins** [get]
List of input pins owned by this node
- [GraphPin](#)[]? **OutputPins** [get]
List of output pins owned by this node
- [GraphPin](#) **OutputPin** [get]
Gets the first output pin. Returns null if no output pins are defined
- [GraphPin](#) **InputPin** [get]
Gets the first input pin. Returns null if no input pins are defined
- [Graph](#) **Graph** [get]
The graph that owns this node
- bool **Dragging** [get, set]

5.368.1 Detailed Description

Represents a graph node in the theme graph. This is the base class for all graph nodes

Definition at line 12 of file GraphNode.cs.

5.368.2 Member Function Documentation

5.368.2.1 CopyFrom()

```
virtual void DungeonArchitect.Graphs.GraphNode.CopyFrom (
    GraphNode node ) [virtual]
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented in [DungeonArchitect.Grammar.GrammarTaskNode](#), [DungeonArchitect.Graphs.CommentNode](#), [DungeonArchitect.Graphs.VisualNode](#), [DungeonArchitect.Graphs.SpriteNode](#), [DungeonArchitect.Graphs.PlaceableNode](#), [DungeonArchitect.Graphs.GameObjectNode](#), [DungeonArchitect.Graphs.GameObjectArrayNode](#), and [DungeonArchitect.Graphs.SpatialNode](#)

Definition at line 239 of file GraphNode.cs.

5.368.2.2 CreatePin()

```
GraphPin DungeonArchitect.Graphs.GraphNode.CreatePin (
    GraphPinType pinType,
    Vector2 position,
    Rect boundsOffset,
    Vector2 tangent ) [protected]
```

Creates a pin with the specified configuration

Parameters

<i>pinType</i>	The type of pin (input / output)
<i>position</i>	The position of the pin, relative to the node bounds
<i>boundsOffset</i>	The bounds of the pin, relative to the position
<i>tangent</i>	The tangent of the pin. Links connected to the pin would come out from this direction

Definition at line 267 of file GraphNode.cs.

5.368.2.3 DragNode()

```
void DungeonArchitect.Graphs.GraphNode.DragNode (
    Vector2 delta )
```

Moves the node by the specified delta

Parameters

<i>delta</i>	The delta offset to move the node by

Definition at line 345 of file GraphNode.cs.

5.368.2.4 GetChildNodes()

```
GraphNode [ ] DungeonArchitect.Graphs.GraphNode.GetChildNodes ( )
```

Gets the list of child nodes

Returns

List of child nodes

Definition at line 325 of file GraphNode.cs.

5.368.2.5 GetParentNodes()

```
GraphNode [ ] DungeonArchitect.Graphs.GraphNode.GetParentNodes ( )
```

Gets the list of parent graph nodes

Returns

List of parent graph nodes

Definition at line 305 of file GraphNode.cs.

5.368.3 Property Documentation

5.368.3.1 Bounds

```
Rect DungeonArchitect.Graphs.GraphNode.Bounds [get], [set]
```

The bounds of the node

Definition at line 53 of file GraphNode.cs.

5.368.3.2 Caption

```
string DungeonArchitect.Graphs.GraphNode.Caption [get], [set]
```

The caption label of the node. It is up to the implementation to draw this label, if needed

Definition at line 35 of file GraphNode.cs.

5.368.3.3 Graph

```
Graph DungeonArchitect.Graphs.GraphNode.Graph [get]
```

The graph that owns this node

Definition at line 215 of file GraphNode.cs.

5.368.3.4 Id

```
string DungeonArchitect.Graphs.GraphNode.Id [get], [set]
```

The ID of the graph node

Definition at line 20 of file GraphNode.cs.

5.368.3.5 InputPin

```
GraphPin DungeonArchitect.Graphs.GraphNode.InputPin [get]
```

Gets the first input pin. Returns null if no input pins are defined

Definition at line 199 of file GraphNode.cs.

5.368.3.6 InputPins

`GraphPin []? DungeonArchitect.Graphs.GraphNode.InputPins [get]`

List of input pins owned by this node

Definition at line 162 of file GraphNode.cs.

5.368.3.7 OutputPin

`GraphPin DungeonArchitect.Graphs.GraphNode.OutputPin [get]`

Gets the first output pin. Returns null if no output pins are defined

Definition at line 187 of file GraphNode.cs.

5.368.3.8 OutputPins

`GraphPin []? DungeonArchitect.Graphs.GraphNode.OutputPins [get]`

List of output pins owned by this node

Definition at line 176 of file GraphNode.cs.

5.368.3.9 Position

`Vector2 DungeonArchitect.Graphs.GraphNode.Position [get], [set]`

The position of the node

Definition at line 129 of file GraphNode.cs.

5.368.3.10 Selected

`bool DungeonArchitect.Graphs.GraphNode.Selected [get], [set]`

Flag to indicate if the node has been selected

Definition at line 95 of file GraphNode.cs.

5.368.3.11 Size

```
Vector2 DungeonArchitect.Graphs.GraphNode.Size [get], [set]
```

The size of the node

Definition at line 117 of file GraphNode.cs.

5.368.3.12 ZIndex

```
int DungeonArchitect.Graphs.GraphNode.ZIndex [get], [set]
```

The Z-index of the node. It determines if the node is on top of other nodes

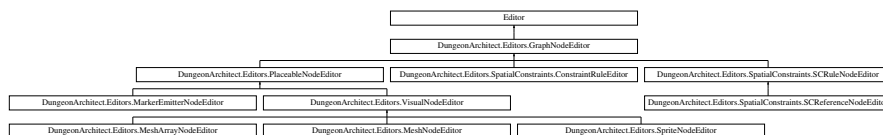
Definition at line 144 of file GraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphNode.cs

5.369 DungeonArchitect.Eeditors.GraphNodeEditor Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.GraphNodeEditor:



Public Member Functions

- virtual void **OnEnable** ()
- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnGuiChanged** ()
- virtual void **HandleInspectorGUI** ()

Protected Attributes

- SerializedObject **subject**

5.369.1 Detailed Description

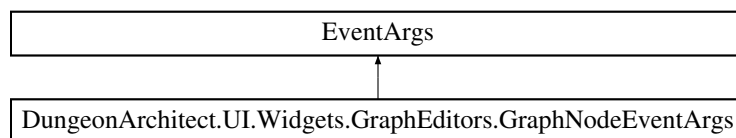
Definition at line 7 of file GraphNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Graph/GraphNodeEditor.cs

5.370 DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeEventArgs Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeEventArgs:



Public Member Functions

- **GraphNodeEventArgs** ([UISystem](#) uiSystem, [GraphNode](#)[] nodes)
- **GraphNodeEventArgs** ([UISystem](#) uiSystem, [GraphNode](#) node)

Properties

- [UISystem](#) **uiSystem** [get]
- [GraphNode](#)[] **Nodes** [get]

5.370.1 Detailed Description

Definition at line 1651 of file GraphEditor.cs.

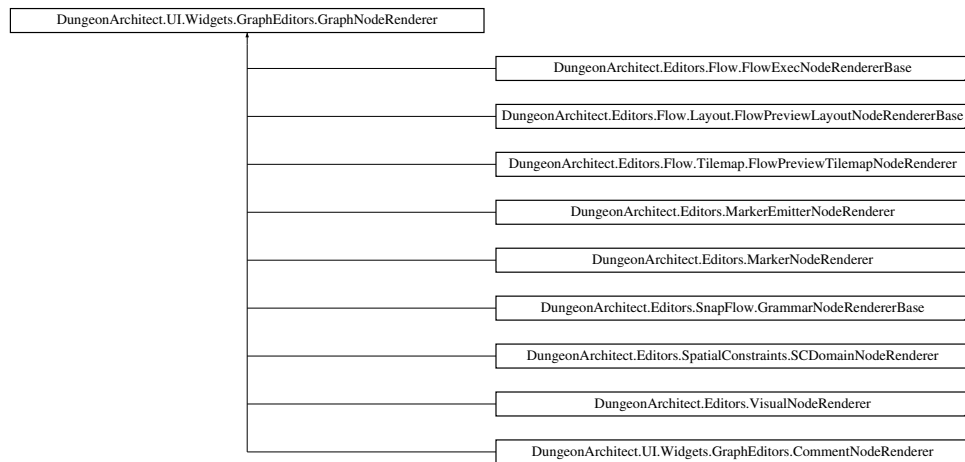
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditor.cs

5.371 DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderer Class Reference

Renders the graph node in the graph editor

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderer:



Public Member Functions

- virtual void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)
- virtual void **Release** ()

Protected Member Functions

- virtual Color **getBackgroundColor** ([GraphNode](#) node)
- virtual void **DrawTextCentered** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera, string text)
- virtual void **DrawTextCentered** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera, string text, Vector2 offset)
- void **DrawNodeTexture** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera, string textureName)

5.371.1 Detailed Description

Renders the graph node in the graph editor

Definition at line 13 of file GraphNodeRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔
Editor/Renderers/GraphNodeRenderer.cs

5.372 DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderer↔ Factory Class Reference

Public Member Functions

- void **RegisterNodeRenderer** (Type nodeType, [GraphNodeRenderer](#) renderer)
- [GraphNodeRenderer](#) **GetRenderer** (Type nodeType)
- void **Release** ()

5.372.1 Detailed Description

Definition at line 94 of file `GraphNodeRenderer.cs`.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔
Editor/Renderers/GraphNodeRenderer.cs

5.373 DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations Class Reference

Static Public Member Functions

- static T **CreateNode**< T > ([Graph](#) graph, [UIUndoSystem](#) undo)
Creates a new graph node of the specified type
- static [GraphNode](#) **CreateNode** ([Graph](#) graph, Type t, [UIUndoSystem](#) undo)
Creates a graph node of the specified type
- static T **DuplicateNode**< T > ([Graph](#) graph, T originalNode, [UIUndoSystem](#) undo)
Makes a deep copy of a node. Called when a node is copy pasted
- static void **DestroyNode** ([GraphNode](#) node, [UIUndoSystem](#) undo)
Destroys a node and removes all references of it from the graph model. Called when the node is deleted from the editor
- static void **DestroyLink** ([GraphLink](#) link, [UIUndoSystem](#) undo)
Destroys a node and removes all references of it from the graph model. Called when the node is deleted from the editor
- static void **BreakInputLinks** ([GraphNode](#) node, [UIUndoSystem](#) undo)
Breaks all links connected to the input pins
- static void **BreakOutputLinks** ([GraphNode](#) node, [UIUndoSystem](#) undo)
Breaks all links connected to the output pins
- static T **CreateLink**< T > ([Graph](#) graph)
Creates a link of the specified type

5.373.1 Detailed Description

Definition at line 10 of file `GraphOperations.cs`.

5.373.2 Member Function Documentation

5.373.2.1 BreakInputLinks()

```
static void DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.BreakInputLinks (
    GraphNode node,
    UIUndoSystem undo ) [static]
```

Breaks all links connected to the input pins

Definition at line 148 of file GraphOperations.cs.

5.373.2.2 BreakOutputLinks()

```
static void DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.BreakOutputLinks (
    GraphNode node,
    UIUndoSystem undo ) [static]
```

Breaks all links connected to the output pins

Definition at line 156 of file GraphOperations.cs.

5.373.2.3 CreateLink< T >()

```
static T DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.CreateLink< T > (
    Graph graph ) [static]
```

Creates a link of the specified type

Template Parameters

<i>T</i>	The type of the link. Should be GraphLink or one of its subclass

Returns

Type Constraints

T* : *GraphLink

Definition at line 185 of file GraphOperations.cs.

5.373.2.4 CreateNode()

```
static GraphNode DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.CreateNode (
    Graph graph,
    Type t,
    UIUndoSystem undo ) [static]
```

Creates a graph node of the specified type

Parameters

<i>t</i>	The type of node to create. Should be a subclass of GraphNode

Returns

The created graph node

Definition at line 29 of file GraphOperations.cs.

5.373.2.5 CreateNode< T >()

```
static T DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.CreateNode< T > (
    Graph graph,
    UIUndoSystem undo ) [static]
```

Creates a new graph node of the specified type

Template Parameters

<i>T</i>	The type of node to create. Should be a subclass of GraphNode

Returns

The created graph node

Type Constraints

T* : *GraphNode

Definition at line 17 of file GraphOperations.cs.

5.373.2.6 DestroyLink()

```
static void DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.DestroyLink (
    GraphLink link,
    UIUndoSystem undo ) [static]
```

Destroys a node and removes all references of it from the graph model. Called when the node is deleted from the editor

Parameters

<i>node</i>	

Definition at line 130 of file GraphOperations.cs.

5.373.2.7 DestroyNode()

```
static void DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.DestroyNode (  
    GraphNode node,  
    UIUndoSystem undo ) [static]
```

Destroys a node and removes all references of it from the graph model. Called when the node is deleted from the editor

Parameters

<i>node</i>	

Definition at line 83 of file GraphOperations.cs.

5.373.2.8 DuplicateNode< T >()

```
static T DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations.DuplicateNode< T > (  
    Graph graph,  
    T originalNode,  
    UIUndoSystem undo ) [static]
```

Makes a deep copy of a node. Called when a node is copy pasted

Template Parameters

<i>T</i>	

Parameters

<i>originalNode</i>	

Returns

Type Constraints

T* : *GraphNode

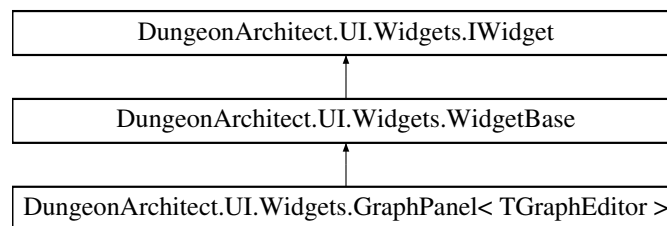
Definition at line 72 of file GraphOperations.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphOperations.cs

5.374 DungeonArchitect.UI.Widgets.GraphPanel< TGraphEditor > Class Template Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphPanel< TGraphEditor >:



Public Member Functions

- **GraphPanel** ([Graph](#) graph, Object assetObject, [UISystem](#) uiSystem)
- **GraphPanel** ([Graph](#) graph, Object assetObject, [UISystem](#) uiSystem, [ToolbarWidget](#) toolbar)
- void **ResetCamera** ()
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Public Attributes

- [BorderWidget](#) **Border**
- [ToolbarWidget](#) **FloatingToolbar**
- [ToolbarWidget](#) **Toolbar**
- TGraphEditor **GraphEditor**

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.374.1 Detailed Description

Type Constraints

TGraphEditor : *GraphEditor*

Definition at line 7 of file GraphPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/GraphPanel.cs

5.375 DungeonArchitect.Grammar.GraphPatternMatch Class Reference

Public Attributes

- Dictionary< RNode, RNode > **PatternToDataNode** = new Dictionary<RNode, RNode>()

5.375.1 Detailed Description

Definition at line 297 of file GraphGrammarProcessor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GraphGrammarProcessor.cs

5.376 DungeonArchitect.Grammar.GraphPatternMatcher Class Reference

Static Public Member Functions

- static [GraphPatternMatch](#)[] **Match** (RGraph dataGraph, RGraph patternGraph)

5.376.1 Detailed Description

Definition at line 302 of file GraphGrammarProcessor.cs.

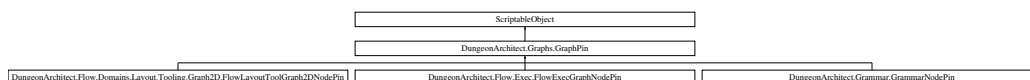
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GraphGrammarProcessor.cs

5.377 DungeonArchitect.Graphs.GraphPin Class Reference

A pin is used to connect a link to a node

Inheritance diagram for DungeonArchitect.Graphs.GraphPin:



Public Member Functions

- delegate void **OnPinLinksDestroyed** ([GraphPin](#) pin)
- void **OnEnable** ()
- [GraphLink](#)[] **GetConntectedLinks** ()
Gets all the links connected to this pin
- virtual bool **ContainsPoint** ([Vector2](#) worldPoint)
Checks if a point is inside the pin
- [Rect](#) **GetBounds** ()
Gets the bounds of the pin, relative to the node position
- void **NotifyPinLinksDestroyed** ()

Properties

- [GraphPinMouseState](#) **ClickState** [get, set]
The state of the mouse input on this pin
- [GraphPinType](#) **PinType** [get, set]
The type of this pin
- [GraphNode](#) **Node** [get, set]
The owning graph node
- [Vector2](#) **Position** [get, set]
The position of the graph pin, relative to the owning node's position
- [Vector2](#) **WorldPosition** [get]
The world position of the pin
- [Rect](#) **BoundsOffset** [get, set]
The bounds of the pin, relative to the node's position
- [Vector2](#) **Tangent** [get, set]
The tangent of the pin. Links connected to this pin would come in or out from this direction
- float **TangentStrength** [get, set]
The spring strength of the link connected to this pin
- bool **RequestLinkDeletionInitiated** [get, set]

Events

- OnPinLinksDestroyed [PinLinksDestroyed](#)
Notifies whenever the pin is destroyed

5.377.1 Detailed Description

A pin is used to connect a link to a node

Definition at line 32 of file [GraphPin.cs](#).

5.377.2 Member Function Documentation

5.377.2.1 ContainsPoint()

```
virtual bool DungeonArchitect.Graphs.GraphPin.ContainsPoint (
    Vector2 worldPoint ) [virtual]
```

Checks if a point is inside the pin

Parameters

<i>worldPoint</i>	The point to test in world coordinates

Returns

true, if inside the bounds of this pin, false otherwise

Reimplemented in [DungeonArchitect.Grammar.GrammarNodePin](#), [DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutPin](#) and [DungeonArchitect.Flow.Exec.FlowExecGraphNodePin](#).

Definition at line 216 of file GraphPin.cs.

5.377.2.2 GetBounds()

```
Rect DungeonArchitect.Graphs.GraphPin.GetBounds ( )
```

Gets the bounds of the pin, relative to the node position

Returns

The bounds of the pin, relative to the node position

Definition at line 236 of file GraphPin.cs.

5.377.2.3 GetConntectedLinks()

```
GraphLink [ ] DungeonArchitect.Graphs.GraphPin.GetConntectedLinks ( )
```

Gets all the links connected to this pin

Returns

The connected links.

Definition at line 191 of file GraphPin.cs.

5.377.3 Property Documentation

5.377.3.1 BoundsOffset

`Rect DungeonArchitect.Graphs.GraphPin.BoundsOffset [get], [set]`

The bounds of the pin, relative to the node's position

Definition at line 136 of file GraphPin.cs.

5.377.3.2 ClickState

`GraphPinMouseState DungeonArchitect.Graphs.GraphPin.ClickState [get], [set]`

The state of the mouse input on this pin

Definition at line 38 of file GraphPin.cs.

5.377.3.3 Node

`GraphNode DungeonArchitect.Graphs.GraphPin.Node [get], [set]`

The owning graph node

Definition at line 84 of file GraphPin.cs.

5.377.3.4 PinType

`GraphPinType DungeonArchitect.Graphs.GraphPin.PinType [get], [set]`

The type of this pin

Definition at line 56 of file GraphPin.cs.

5.377.3.5 Position

`Vector2 DungeonArchitect.Graphs.GraphPin.Position [get], [set]`

The position of the graph pin, relative to the owning node's position

Definition at line 101 of file GraphPin.cs.

5.377.3.6 Tangent

`Vector2 DungeonArchitect.Graphs.GraphPin.Tangent [get], [set]`

The tangent of the pin. Links connected to this pin would come in or out from this direction

Definition at line 153 of file GraphPin.cs.

5.377.3.7 TangentStrength

`float DungeonArchitect.Graphs.GraphPin.TangentStrength [get], [set]`

The spring strength of the link connected to this pin

Definition at line 170 of file GraphPin.cs.

5.377.3.8 WorldPosition

`Vector2 DungeonArchitect.Graphs.GraphPin.WorldPosition [get]`

The world position of the pin

Definition at line 116 of file GraphPin.cs.

5.377.4 Event Documentation

5.377.4.1 PinLinksDestroyed

`OnPinLinksDestroyed DungeonArchitect.Graphs.GraphPin.PinLinksDestroyed`

Notifies whenever the pin is destroyed

Definition at line 73 of file GraphPin.cs.

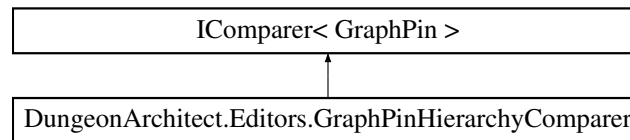
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphPin.cs

5.378 DungeonArchitect.Editors.GraphPinHierarchyComparer Class Reference

Sorts the pins based on their owning node's type

Inheritance diagram for DungeonArchitect.Editors.GraphPinHierarchyComparer:



Public Member Functions

- int **Compare** ([GraphPin](#) x, [GraphPin](#) y)

5.378.1 Detailed Description

Sorts the pins based on their owning node's type

Definition at line 600 of file DungeonThemeGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/DungeonThemeGraphEditor.cs↔

5.379 DungeonArchitect.UI.Widgets.GraphEditors.GraphPinRenderer Class Reference

Renders a graph pin hosted inside a node

Static Public Member Functions

- static void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphPin](#) pin, [GraphCamera](#) camera)

5.379.1 Detailed Description

Renders a graph pin hosted inside a node

Definition at line 11 of file GraphPinRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/Renderers/GraphPinRenderer.cs↔

5.380 DungeonArchitect.UI.Widgets.GraphEditors.GraphRendererContext Class Reference

The rendering context for drawing the theme editor

Public Attributes

- [UIResourceLookup](#) **Resources** = new [UIResourceLookup](#)()
- [GraphEditor](#) **GraphEditor**

5.380.1 Detailed Description

The rendering context for drawing the theme editor

Definition at line 15 of file GraphEditor.cs.

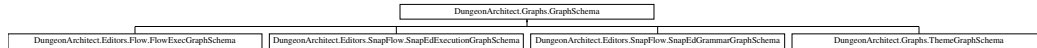
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/GraphEditor/GraphEditor.cs

5.381 DungeonArchitect.Graphs.GraphSchema Class Reference

The graph schema defines the rules of the theme graph

Inheritance diagram for DungeonArchitect.Graphs.GraphSchema:



Public Member Functions

- virtual bool [CanCreateLink](#) ([GraphPin](#) output, [GraphPin](#) input)
Checks if a link between the two nodes can be created
- virtual bool [CanCreateLink](#) ([GraphPin](#) output, [GraphPin](#) input, out string errorMessage)

5.381.1 Detailed Description

The graph schema defines the rules of the theme graph

Definition at line 8 of file GraphSchema.cs.

5.381.2 Member Function Documentation

5.381.2.1 CanCreateLink() [1/2]

```
virtual bool DungeonArchitect.Graphs.GraphSchema.CanCreateLink (
    GraphPin output,
    GraphPin input ) [virtual]
```

Checks if a link between the two nodes can be created

Parameters

<i>output</i>	The pin from which the link originates and goes out
<i>input</i>	The pin where the link points to

Returns

true, if the link is allowed, false otherwise

Definition at line 16 of file GraphSchema.cs.

5.381.2.2 CanCreateLink() [2/2]

```
virtual bool DungeonArchitect.Graphs.GraphSchema.CanCreateLink (
    GraphPin output,
    GraphPin input,
    out string errorMessage ) [virtual]
```

Parameters

<i>output</i>	The pin from which the link originates and goes out
<i>input</i>	The pin where the link points to
<i>errorMessage</i>	

Returns

true, if the link is allowed, false otherwise

Reimplemented in [DungeonArchitect.Graphs.ThemeGraphSchema](#), [DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema](#), [DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema](#), and [DungeonArchitect.Editors.Flow.FlowExecGraphSchema](#).

Definition at line 29 of file GraphSchema.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphSchema.cs

5.382 DungeonArchitect.UI.Widgets.GraphEditors.GraphSelectionBox Class Reference

Manages the selection box for selecting multiple objects in the graph editor

Public Member Functions

- delegate void **OnSelectionPerformed** (Rect boundsScreenSpace, [UISystem](#) uiSystem)
- void [HandleInput](#) (Event e, [UISystem](#) uiSystem)
Handles user input (mouse)
- bool **IsSelectionValid** ()
- void **Draw** ([UIRenderer](#) renderer, [GraphEditorStyle](#) style)

Properties

- Rect **Bounds** [get, set]
- bool **Dragging** [get]

Events

- OnSelectionPerformed **SelectionPerformed**

5.382.1 Detailed Description

Manages the selection box for selecting multiple objects in the graph editor

Definition at line 1255 of file GraphEditor.cs.

5.382.2 Member Function Documentation

5.382.2.1 HandleInput()

```
void DungeonArchitect.UI.Widgets.GraphEditors.GraphSelectionBox.HandleInput (
    Event e,
    UISystem uiSystem )
```

Handles user input (mouse)

Parameters

<i>e</i>	

Definition at line 1289 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↵
Editor/GraphEditor.cs

5.383 DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltip Class Reference

Graph tooltip singleton

Static Public Member Functions

- static void **Clear** ()

Static Public Attributes

- static string **message** = ""
Set this to display a tooltip in the graph editor

5.383.1 Detailed Description

Graph tooltip singleton

Definition at line 10 of file TooltipRenderer.cs.

5.383.2 Member Data Documentation

5.383.2.1 message

```
string DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltip.message = "" [static]
```

Set this to display a tooltip in the graph editor

Definition at line 15 of file TooltipRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↵
Editor/Renderers/TooltipRenderer.cs

5.384 DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltipRenderer Class Reference

Renders a tooltip in the graph editor. The tooltip message is defined in [GraphTooltip.message](#)

Static Public Member Functions

- static void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, Vector2 mousePosition)

5.384.1 Detailed Description

Renders a tooltip in the graph editor. The tooltip message is defined in [GraphTooltip.message](#)

Definition at line 25 of file TooltipRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↵
Editor/Renderers/TooltipRenderer.cs

5.385 DungeonArchitect.Graphs.GraphUtils Class Reference

Theme graph utility functions

Static Public Member Functions

- static bool [Intersects](#) (Rect outer, [GraphLink](#) link)
Test if the graph link lies within the rectangle
- static [GraphNode](#)[] **GetIncomingNodes** ([GraphPin](#) pin)
- static [GraphNode](#)[] **GetOutgoingNodes** ([GraphPin](#) pin)
- static [GraphNode](#)[] **GetIncomingNodes** ([GraphNode](#) node)
- static [GraphNode](#)[] **GetOutgoingNodes** ([GraphNode](#) node)

5.385.1 Detailed Description

Theme graph utility functions

Definition at line 11 of file GraphUtils.cs.

5.385.2 Member Function Documentation

5.385.2.1 Intersects()

```
static bool DungeonArchitect.Graphs.GraphUtils.Intersects (
    Rect outer,
    GraphLink link ) [static]
```

Test if the graph link lies within the rectangle

Parameters

<i>outer</i>	The rect to test against
<i>link</i>	The link to test the intersection

Returns

True if intersects, false otherwise

Definition at line 66 of file GraphUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphUtils.cs

5.386 DungeonArchitect.Builders.Grid.GridBuilderDoorMetadata Class Reference

Public Member Functions

- **GridBuilderDoorMetadata** (int cellIdA, int cellIdB)

Public Attributes

- int **CellA**
- int **CellB**

5.386.1 Detailed Description

Definition at line 39 of file GridDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Builder.cs

5.387 DungeonArchitect.Builders.Grid.GridBuilderUtils Class Reference

Static Public Member Functions

- static bool **IsCorridor** ([CellType](#) type)
- static bool **IsRoomCorridor** ([CellType](#) typeA, [CellType](#) typeB)
- static void **GetRoomConnectionPointsForTiledMode** ([Rectangle](#) bounds, ref List< [IntVector](#) > positions, bool skipCornersOnPathSelection)
- static bool **AreAdjacentCellsReachable** ([GridDungeonModel](#) gridModel, int cellIdA, int cellIdB)
- static int[] **GetCellCluster** ([GridDungeonModel](#) gridModel, int sampleCellId)
Finds all the nearby tiles that belong to the same cluster
- static void **GetAdjacentCorridors** ([GridDungeonModel](#) gridModel, int startCellId, ref List< int > Out↵
ConnectedCorridors, ref List< int > OutConnectedRooms)

5.387.1 Detailed Description

Definition at line 5 of file GridBuilderUtils.cs.

5.387.2 Member Function Documentation

5.387.2.1 GetCellCluster()

```
static int [] DungeonArchitect.Builders.Grid.GridBuilderUtils.GetCellCluster (
    GridDungeonModel gridModel,
    int sampleCellId ) [static]
```

Finds all the nearby tiles that belong to the same cluster

Parameters

<i>gridModel</i>	
<i>corridorTile</i> ↔ <i>CellId</i>	

Returns

Definition at line 86 of file GridBuilderUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Utils/Grid↔BuilderUtils.cs

5.388 DungeonArchitect.Builders.Grid.GridCellInfo Class Reference

Contains meta data about the cells. This structure is used for caching cell information for faster lookup during and after generation of the dungeon

Public Member Functions

- **GridCellInfo** (int pCellId, [CellType](#) pCellType)

Public Attributes

- int **CellId**
- [CellType](#) **CellType**
- bool **ContainsDoor**

5.388.1 Detailed Description

Contains meta data about the cells. This structure is used for caching cell information for faster lookup during and after generation of the dungeon

Definition at line 19 of file GridDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeonBuilder.cs

5.389 DungeonArchitect.Builders.Grid.GridDebugDrawUtils Class Reference

Helper functions to draw debug information of the dungeon layout in the scene view

Static Public Member Functions

- static void **DrawCell** ([Cell](#) cell, Color color, Vector3 gridScale, bool mode2D)
- static void **DrawCellId** ([Cell](#) cell, Vector3 gridScale, bool mode2D)
- static void **DrawCellConnectionPoints** ([Cell](#) cell, [GridDungeonModel](#) model, Color color, bool mode2D)
- static void **DrawAdjacentCells** ([Cell](#) cell, [GridDungeonModel](#) model, Color color, bool mode2D)

5.389.1 Detailed Description

Helper functions to draw debug information of the dungeon layout in the scene view

Definition at line 10 of file GridDebugDrawUtils.cs.

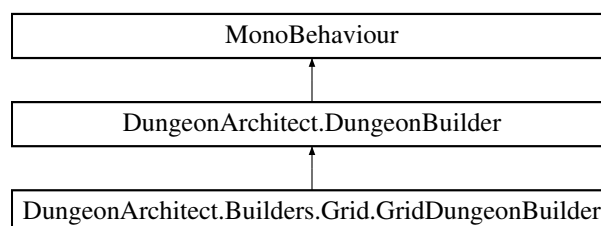
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Utils/GridDebugDrawUtils.cs

5.390 DungeonArchitect.Builders.Grid.GridDungeonBuilder Class Reference

A [Dungeon](#) Builder implementation that builds a grid based dungeon.

Inheritance diagram for DungeonArchitect.Builders.Grid.GridDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon
- void **BuildCellsWithDistribution** ()
- void [BuildCellsWithSeparation](#) ()
builds the cells in the dungeon
- void [TriangulateRooms](#) ()
*Triangulates the rooms identified in the previous phase This is required to connect the corridors.
Delauney triangulation is used to find nice evenly spaced triangles for good connections*
- override void [OnVolumePositionModified](#) ([Volume](#) volume, out [IntVector](#) newPositionOnGrid, out [IntVector](#) newSizeOnGrid)
Implementations should override this so that the new logical scale and position is set based on the volume's transformation
- void **GenerateAdjacencyLookup** ()
- override void [EmitMarkers](#) ()
Emit markers defined by this builder
- bool **V3Equal** ([Vector3](#) a, [Vector3](#) b)
- override void **DebugDraw** ()

Static Public Member Functions

- static bool [Seperate](#) ([GridDungeonModel](#) gridModel)
Separates the cells built in the previous phase

Protected Member Functions

- override [LevelMarkerList](#) **CreateMarkerListObject** ([DungeonConfig](#) config)

Additional Inherited Members

5.390.1 Detailed Description

A [Dungeon](#) Builder implementation that builds a grid based dungeon.

It is based on the awesome algorithm described here by the TinyKeep game's author [https://www.↵
reddit.com/r/gamedev/comments/1dlwc4/procedural_dungeon_generation_algorithm↵
_explained/](https://www.reddit.com/r/gamedev/comments/1dlwc4/procedural_dungeon_generation_algorithm_explained/)

Definition at line 114 of file GridDungeonBuilder.cs.

5.390.2 Member Function Documentation

5.390.2.1 BuildCellsWithSeparation()

```
void DungeonArchitect.Builders.Grid.GridDungeonBuilder.BuildCellsWithSeparation ( )
```

builds the cells in the dungeon

Definition at line 343 of file GridDungeonBuilder.cs.

5.390.2.2 BuildDungeon()

```
override void DungeonArchitect.Builders.Grid.GridDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon

Parameters

<i>config</i>	The dungeon configuration
<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 179 of file GridDungeonBuilder.cs.

5.390.2.3 EmitMarkers()

```
override void DungeonArchitect.Builders.Grid.GridDungeonBuilder.EmitMarkers ( ) [virtual]
```

Emit markers defined by this builder

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 2601 of file GridDungeonBuilder.cs.

5.390.2.4 OnVolumePositionModified()

```
override void DungeonArchitect.Builders.Grid.GridDungeonBuilder.OnVolumePositionModified (
    Volume volume,
    out IntVector newPositionOnGrid,
    out IntVector newSizeOnGrid ) [virtual]
```

Implementations should override this so that the new logical scale and position is set based on the volume's transformation

Parameters

<i>volume</i>	
<i>newPositionOnGrid</i>	
<i>newSizeOnGrid</i>	

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 2541 of file GridDungeonBuilder.cs.

5.390.2.5 Seperate()

```
static bool DungeonArchitect.Builders.Grid.GridDungeonBuilder.Seperate (
    GridDungeonModel gridModel ) [static]
```

Separates the cells built in the previous phase

Parameters

<i>gridModel</i>	

Definition at line 824 of file GridDungeonBuilder.cs.

5.390.2.6 TriangulateRooms()

```
void DungeonArchitect.Builders.Grid.GridDungeonBuilder.TriangulateRooms ( )
```

Triangulates the rooms identified in the previous phase This is required to connect the corridors. Delauney triangulation is used to find nice evenly spaced triangles for good connections

Parameters

<i>gridModel</i>	

Definition at line 899 of file GridDungeonBuilder.cs.

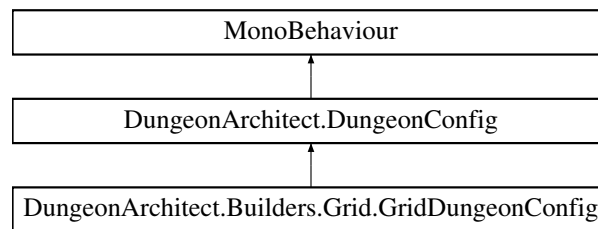
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Builder.cs

5.391 DungeonArchitect.Builders.Grid.GridDungeonConfig Class Reference

The dungeon configuration for the [Grid](#) builder

Inheritance diagram for DungeonArchitect.Builders.Grid.GridDungeonConfig:



Public Member Functions

- override bool **IsMode2D** ()

Public Attributes

- Vector3 **GridCellSize** = new Vector3(4, 2, 4)

This dungeon builder works on a grid based system and required modular mesh assets to be placed on each cell (floors, walls, doors etc). This important field specifies the size of the cell to use. This size is determined by the art asset used in the dungeon theme designed by the artist. In the demo, we have a floor mesh that is 400x400. The height of a floor is chosen to be 200 units as the stair mesh is 200 units high. Hence the defaults are set to 400x400x200. You should change this to the dimension of the modular asset your designer has created for the dungeon

- int **NumCells** = 150

Changing this number would completely change the layout of the dungeon. This is the base random number seed that is used to build the dungeon. There is a convenience function to randomize this value (button labeled R)

- int **MinCellSize** = 2

*This is how small a cell size can be. While generation, a cell is either converted to a room, corridor or is discarded completely. The **Cell** width / height is randomly chosen within this range*

- int **MaxCellSize** = 5

*This is how big a cell size can be. While generation, a cell is either converted to a room, corridor or is discarded completely. The **Cell** width / height is randomly chosen within this range*

- int **RoomAreaThreshold** = 15

If a cell size exceeds past this limit, it is converted into a room. After cells are promoted to rooms, all rooms are connected to each other through corridors (either directly or indirectly. See spanning tree later)

- float **RoomAspectDelta** = 0.4f

The aspect ratio of the cells (width to height ratio). Keeping this value near 0 would create square rooms. Bringing this close to 1 would create elongated / stretched rooms with a high width to height ratio

- int **CorridorWidth** = 1

The extra width to apply to one side of a corridor

- float **HeightVariationProbability** = 0.2f

Tweak this value to increase / reduce the height variations (and stairs) in your dungeon. A value close to 0 reduces the height variation and increases as you approach 1. Increasing this value to a higher level might create dungeons with no place for proper stair placement since there is too much height variation. A value of 0.2 to 0.4 seems good

- int **MaxAllowedStairHeight** = 1

The number of logical floor units the dungeon height can vary. This determines how high the dungeon's height can vary (e.g. max 2 floors high). Set this value depending on the stair meshes you designer has created. In the sample demo, there are two stair meshes, one 200 units high (1 floor) and another 400 units high (2 floors). So the default is set to 2

- float **SpanningTreeLoopProbability** = 0.15f

Determines how many loops you would like to have in your dungeon. A value near 0 will create fewer loops creating linear dungeons. A value near 1 would create lots of loops, which would look unoriginal. Its good to allow a few loops so a value close to zero (like 0.2 should be good)

- float [StairConnectionTolerance](#) = 6

The generator would add stairs to make different areas of the dungeon accessible. However, we do not want too many stairs. For e.g., before adding a stair in a particular elevated area, the generator would check if this area is already accessible from a nearby stair. If so, it would not add it. This tolerance parameter determines how far to look for an existing path before we can add a stair. Play with this parameter if you see too many stairs close to each other, or too few

- float [DoorProximitySteps](#) = 3

Increase this value to remove nearby duplicate doors. This value determines how many cell we can move to reach the two connected cells of a door if the door was removed

- float [NormalMean](#) = 0

The random number generator used in the dungeon generator does not use a uniform distribution. Instead it uses a normal distribution to get higher frequency of lower values and fewer higher values (and hence fewer room cells and a lot more corridor cells). Play with these parameters for different results

- float [NormalStd](#) = 0.3f

The random number generator used in the dungeon generator does not use a uniform distribution. Instead it uses a normal distribution to get higher frequency of lower values and fewer higher values (and hence fewer room cells and a lot more corridor cells). Play with these parameters for different results

- float [InitialRoomRadius](#) = 15

The radius within which to spawn the initial cells before they are separated. Keep to a low value like 10-15

- GridDungeonWallType **WallLayoutType** = GridDungeonWallType.WallsAsEdges

- int [FloorHeight](#) = 0

__Internal

- bool **UseFastCellDistribution** = false
- int **CellDistributionWidth** = 20
- int **CellDistributionLength** = 30
- bool **Mode2D** = false

5.391.1 Detailed Description

The dungeon configuration for the [Grid](#) builder

Definition at line 17 of file GridDungeonConfig.cs.

5.391.2 Member Data Documentation

5.391.2.1 CorridorWidth

```
int DungeonArchitect.Builders.Grid.GridDungeonConfig.CorridorWidth = 1
```

The extra width to apply to one side of a corridor

Definition at line 75 of file GridDungeonConfig.cs.

5.391.2.2 DoorProximitySteps

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.DoorProximitySteps = 3
```

Increase this value to remove nearby duplicate doors. This value determines how many cell we can move to reach the two connected cells of a door if the door was removed

Definition at line 119 of file GridDungeonConfig.cs.

5.391.2.3 FloorHeight

```
int DungeonArchitect.Builders.Grid.GridDungeonConfig.FloorHeight = 0
```

__Internal

Definition at line 151 of file GridDungeonConfig.cs.

5.391.2.4 GridCellSize

```
Vector3 DungeonArchitect.Builders.Grid.GridDungeonConfig.GridCellSize = new Vector3(4, 2, 4)
```

This dungeon builder works on a grid based system and required modular mesh assets to be placed on each cell (floors, walls, doors etc). This important field specifies the size of the cell to use. This size is determined by the art asset used in the dungeon theme designed by the artist. In the demo, we have a floor mesh that is 400x400. The height of a floor is chosen to be 200 units as the stair mesh is 200 units high. Hence the defaults are set to 400x400x200. You should change this to the dimension of the modular asset your designer has created for the dungeon

Definition at line 29 of file GridDungeonConfig.cs.

5.391.2.5 HeightVariationProbability

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.HeightVariationProbability = 0.2f
```

Tweak this value to increase / reduce the height variations (and stairs) in your dungeon. A value close to 0 reduces the height variation and increases as you approach 1. Increasing this value to a higher level might create dungeons with no place for proper stair placement since there is too much height variation. A value of 0.2 to 0.4 seems good

Definition at line 85 of file GridDungeonConfig.cs.

5.391.2.6 InitialRoomRadius

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.InitialRoomRadius = 15
```

The radius within which to spawn the initial cells before they are separated. Keep to a low value like 10-15

Definition at line 142 of file GridDungeonConfig.cs.

5.391.2.7 MaxAllowedStairHeight

```
int DungeonArchitect.Builders.Grid.GridDungeonConfig.MaxAllowedStairHeight = 1
```

The number of logical floor units the dungeon height can vary. This determines how high the dungeon's height can vary (e.g. max 2 floors high). Set this value depending on the stair meshes you designer has created. In the sample demo, there are two stair meshes, one 200 units high (1 floor) and another 400 units high (2 floors). So the default is set to 2

Definition at line 95 of file GridDungeonConfig.cs.

5.391.2.8 MaxCellSize

```
int DungeonArchitect.Builders.Grid.GridDungeonConfig.MaxCellSize = 5
```

This is how big a cell size can be. While generation, a cell is either converted to a room, corridor or is discarded completely. The [Cell](#) width / height is randomly chosen within this range

Definition at line 53 of file GridDungeonConfig.cs.

5.391.2.9 MinCellSize

```
int DungeonArchitect.Builders.Grid.GridDungeonConfig.MinCellSize = 2
```

This is how small a cell size can be. While generation, a cell is either converted to a room, corridor or is discarded completely. The [Cell](#) width / height is randomly chosen within this range

Definition at line 45 of file GridDungeonConfig.cs.

5.391.2.10 NormalMean

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.NormalMean = 0
```

The random number generator used in the dungeon generator does not use a uniform distribution. Instead it uses a normal distribution to get higher frequency of lower values and fewer higher values (and hence fewer room cells and a lot more corridor cells). Play with these parameters for different results

Definition at line 127 of file GridDungeonConfig.cs.

5.391.2.11 NormalStd

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.NormalStd = 0.3f
```

The random number generator used in the dungeon generator does not use a uniform distribution. Instead it uses a normal distribution to get higher frequency of lower values and fewer higher values (and hence fewer room cells and a lot more corridor cells). Play with these parameters for different results

Definition at line 135 of file GridDungeonConfig.cs.

5.391.2.12 NumCells

```
int DungeonArchitect.Builders.Grid.GridDungeonConfig.NumCells = 150
```

Changing this number would completely change the layout of the dungeon. This is the base random number seed that is used to build the dungeon. There is a convenience function to randomize this value (button labeled R)

Definition at line 37 of file GridDungeonConfig.cs.

5.391.2.13 RoomAreaThreshold

```
int DungeonArchitect.Builders.Grid.GridDungeonConfig.RoomAreaThreshold = 15
```

If a cell size exceeds past this limit, it is converted into a room. After cells are promoted to rooms, all rooms are connected to each other through corridors (either directly or indirectly. See spanning tree later)

Definition at line 61 of file GridDungeonConfig.cs.

5.391.2.14 RoomAspectDelta

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.RoomAspectDelta = 0.4f
```

The aspect ratio of the cells (width to height ratio). Keeping this value near 0 would create square rooms. Bringing this close to 1 would create elongated / stretched rooms with a high width to height ratio

Definition at line 69 of file GridDungeonConfig.cs.

5.391.2.15 SpanningTreeLoopProbability

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.SpanningTreeLoopProbability = 0.15f
```

Determines how many loops you would like to have in your dungeon. A value near 0 will create fewer loops creating linear dungeons. A value near 1 would create lots of loops, which would look unoriginal. Its good to allow a few loops so a value close to zero (like 0.2 should be good)

Definition at line 103 of file GridDungeonConfig.cs.

5.391.2.16 StairConnectionTolerance

```
float DungeonArchitect.Builders.Grid.GridDungeonConfig.StairConnectionTolerance = 6
```

The generator would add stairs to make different areas of the dungeon accessible. However, we do not want too many stairs. For e.g., before adding a stair in a particular elevated area, the generator would check if this area is already accessible from a nearby stair. If so, it would not add it. This tolerance parameter determines how far to look for an existing path before we can add a stair. Play with this parameter if you see too many stairs close to each other, or too few

Definition at line 113 of file GridDungeonConfig.cs.

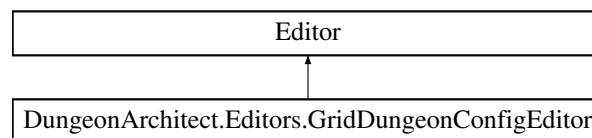
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Config.cs

5.392 DungeonArchitect.Editors.GridDungeonConfigEditor Class Reference

Custom property editor for the grid based dungeon configuration

Inheritance diagram for DungeonArchitect.Editors.GridDungeonConfigEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.392.1 Detailed Description

Custom property editor for the grid based dungeon configuration

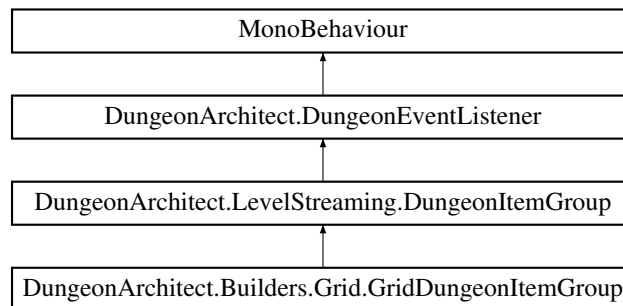
Definition at line 13 of file GridDungeonConfigEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Builders/Grid/GridDungeon↵
ConfigEditor.cs

5.393 DungeonArchitect.Builders.Grid.GridDungeonItemGroup Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.GridDungeonItemGroup:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built

Additional Inherited Members

5.393.1 Detailed Description

Definition at line 7 of file GridDungeonItemGroup.cs.

5.393.2 Member Function Documentation

5.393.2.1 OnPostDungeonBuild()

```

override void DungeonArchitect.Builders.Grid.GridDungeonItemGroup.OnPostDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
  
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

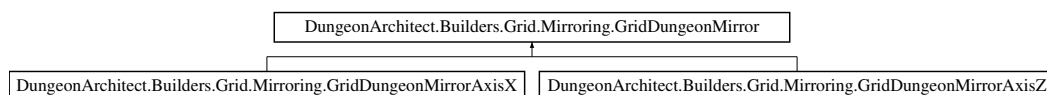
Definition at line 9 of file GridDungeonItemGroup.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/LevelStreaming/Grid↔DungeonItemGroup.cs

5.394 DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirror Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirror:



Public Member Functions

- bool **CanMergeCells** ([Rectangle](#) a, [Rectangle](#) b, ref [Rectangle](#) mergedBounds)
- [Rectangle](#) **CalculateMirrorReflection** ([Rectangle](#) bounds)
- bool **CanDiscardBounds** ([Rectangle](#) bounds)
- bool **CanCropBounds** ([Rectangle](#) bounds)
- void **CropCell** ([Cell](#) cell)
- Quaternion **CalculateMirrorReflection** (Quaternion rotation)
- Vector3 **CalculateMirrorReflection** (Vector3 position)
- [IntVector](#) **CalculateMirrorReflection** ([IntVector](#) position)

Static Public Member Functions

- static [GridDungeonMirror](#) **Create** (Vector3 mirrorBasePosition, Vector3 gridSize, MirrorVolumeDirection direction)

Protected Member Functions

- abstract Vector3 **GetMirrorTangent** ()
- abstract float **GetComponent** (Vector3 value)
- abstract int **GetComponent** ([IntVector](#) value)
- abstract void **SetComponent** (ref Vector3 v, float value)
- abstract void **SetComponent** (ref [IntVector](#) v, int value)
- abstract Vector3 **CreateVector** (Vector3 template, float value)
- abstract [IntVector](#) **CreateVector** ([IntVector](#) template, int value)
- **GridDungeonMirror** (float mirrorBasePosition, float gridSize)

5.394.1 Detailed Description

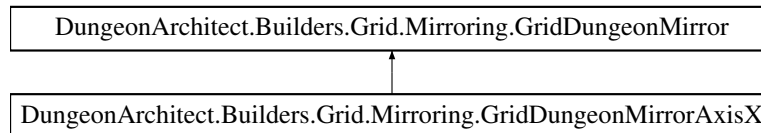
Definition at line 101 of file GridDungeonMirror.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Mirroring/Grid↔DungeonMirror.cs

5.395 DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisX Class Reference ↔

Inheritance diagram for DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisX:



Public Member Functions

- **GridDungeonMirrorAxisX** (Vector3 mirrorBasePosition, Vector3 gridSize)

Protected Member Functions

- override Vector3 **GetMirrorTangent** ()
- override float **GetComponent** (Vector3 value)
- override int **GetComponent** (IntVector value)
- override void **SetComponent** (ref Vector3 v, float value)
- override void **SetComponent** (ref IntVector v, int value)
- override Vector3 **CreateVector** (Vector3 template, float value)
- override IntVector **CreateVector** (IntVector template, int value)

Additional Inherited Members

5.395.1 Detailed Description

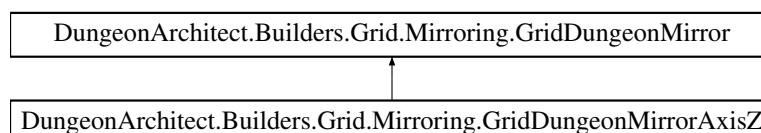
Definition at line 5 of file GridDungeonMirror.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Mirroring/GridDungeonMirror.cs ↔

5.396 DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisZ Class Reference ↔

Inheritance diagram for DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisZ:



Public Member Functions

- **GridDungeonMirrorAxisZ** (Vector3 mirrorBasePosition, Vector3 gridSize)

Protected Member Functions

- override Vector3 **GetMirrorTangent** ()
- override float **GetComponent** (Vector3 value)
- override int **GetComponent** (IntVector value)
- override void **SetComponent** (ref Vector3 v, float value)
- override void **SetComponent** (ref IntVector v, int value)
- override Vector3 **CreateVector** (Vector3 template, float value)
- override IntVector **CreateVector** (IntVector template, int value)

Additional Inherited Members

5.396.1 Detailed Description

Definition at line 53 of file GridDungeonMirror.cs.

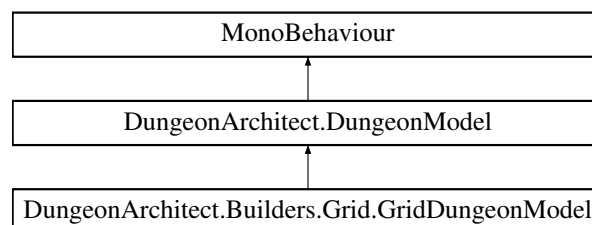
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Mirroring/GridDungeonMirror.cs

5.397 DungeonArchitect.Builders.Grid.GridDungeonModel Class Reference

Data model for the grid based dungeon builder

Inheritance diagram for DungeonArchitect.Builders.Grid.GridDungeonModel:



Public Member Functions

- [GridCellInfo GetGridCellLookup](#) (int x, int z)
Get meta-data about the grid in x, z grid coordinate
- void [BuildSpatialCellLookup](#) ()
Builds a lookup for fast data retrieval
- void [BuildCellLookup](#) ()
Builds the cell lookup for faster cell retrieval
- [Cell GetCell](#) (int Id)
Gets the cell information
- [Cell FindCellByPosition](#) (IntVector position)
Finds the cell based on the position in grid coordinates
- override void [ResetModel](#) ()
Clears the dungeon data model
- bool **ContainsStairAtLocation** (int x, int z)
- [StairInfo GetStairAtLocation](#) (int x, int z)
- bool [ContainsStair](#) (int cellA, int cellB)
Check if a stair exists between the two cells

Public Attributes

- [DoorManager DoorManager](#) = new [DoorManager](#)()
- [GridDungeonConfig Config](#)
- List< [Cell](#) > **Cells** = new List<[Cell](#)>()
- Dictionary< int, List< [StairInfo](#) > > **CellStairs** = new Dictionary<int, List<[StairInfo](#)>>()
- Dictionary< int, Dictionary< int, [GridCellInfo](#) > > **GridCellInfoLookup** = new Dictionary<int, Dictionary<int, [GridCellInfo](#)>>()
- Dictionary< int, [Cell](#) > **CellLookup** = new Dictionary<int, [Cell](#)>()
Cell lookup based on the Cell Id

Properties

- [CellDoor\[\] Doors](#) [get]
The list of registered doors

5.397.1 Detailed Description

Data model for the grid based dungeon builder

Definition at line 393 of file GridDungeonModel.cs.

5.397.2 Member Function Documentation

5.397.2.1 BuildCellLookup()

```
void DungeonArchitect.Builders.Grid.GridDungeonModel.BuildCellLookup ( )
```

Builds the cell lookup for faster cell retrieval

Definition at line 471 of file GridDungeonModel.cs.

5.397.2.2 BuildSpatialCellLookup()

```
void DungeonArchitect.Builders.Grid.GridDungeonModel.BuildSpatialCellLookup ( )
```

Builds a lookup for fast data retrieval

Definition at line 431 of file GridDungeonModel.cs.

5.397.2.3 ContainsStair()

```
bool DungeonArchitect.Builders.Grid.GridDungeonModel.ContainsStair (
    int cellA,
    int cellB )
```

Check if a stair exists between the two cells

Parameters

<i>cellA</i>	
<i>cellB</i>	

Returns

Definition at line 552 of file GridDungeonModel.cs.

5.397.2.4 FindCellByPosition()

```
Cell DungeonArchitect.Builders.Grid.GridDungeonModel.FindCellByPosition (
    IntVector position )
```

Finds the cell based on the position in grid coordinates

Parameters

<i>position</i>	Position to lookup in grid coordinates

Returns

[Cell](#) information at that location. Returns null if none found

Definition at line 500 of file GridDungeonModel.cs.

5.397.2.5 GetCell()

```
Cell DungeonArchitect.Builders.Grid.GridDungeonModel.GetCell (
    int Id )
```

Gets the cell information

Parameters

<i>Id</i>	Id of the cell to lookup

Returns

Definition at line 485 of file GridDungeonModel.cs.

5.397.2.6 GetGridCellLookup()

```
GridCellInfo DungeonArchitect.Builders.Grid.GridDungeonModel.GetGridCellLookup (
    int x,
    int z )
```

Get meta-data about the grid in x, z grid coordinate

Parameters

<i>x</i>	X value in grid coordinate
<i>z</i>	Z value in grid coordinate

Returns

Definition at line 419 of file GridDungeonModel.cs.

5.397.2.7 ResetModel()

```
override void DungeonArchitect.Builders.Grid.GridDungeonModel.ResetModel ( ) [virtual]
```

Clears the dungeon data model

Reimplemented from [DungeonArchitect.DungeonModel](#).

Definition at line 515 of file GridDungeonModel.cs.

5.397.3 Member Data Documentation

5.397.3.1 CellLookup

```
Dictionary<int, Cell> DungeonArchitect.Builders.Grid.GridDungeonModel.CellLookup = new Dictionary<int, Cell>()
```

[Cell](#) lookup based on the [Cell](#) Id

Definition at line 493 of file GridDungeonModel.cs.

5.397.4 Property Documentation

5.397.4.1 Doors

```
CellDoor [] DungeonArchitect.Builders.Grid.GridDungeonModel.Doors [get]
```

The list of registered doors

Definition at line 460 of file GridDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Model.cs

5.398 DungeonArchitect.Builders.Grid.GridDungeonModelUtils Class Reference

Static Public Member Functions

- static [Cell\[\]](#) **FindFurthestRooms** ([GridDungeonModel](#) model)
- static [Cell\[\]](#) **FindFurthestRooms** ([GridDungeonModel](#) model, [CellType](#) startCellType, [CellType](#) endCellType)

5.398.1 Detailed Description

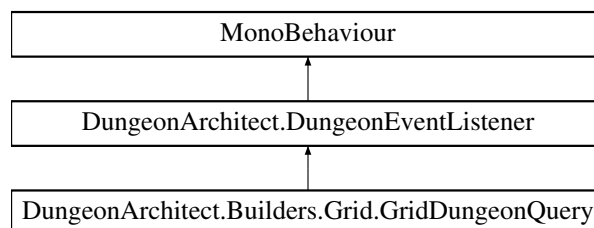
Definition at line 568 of file GridDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeonModel.cs

5.399 DungeonArchitect.Builders.Grid.GridDungeonQuery Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.GridDungeonQuery:



Public Member Functions

- override void **OnPostDungeonBuild** ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built
- override void **OnPreDungeonDestroy** ([Dungeon](#) dungeon)
Called after the dungeon is destroyed
- void **GenerateQuery** ()
- void **GetDoorsForCell** (int cellId, out [GameObject\[\]](#) doorGameObjects)
- bool **GetCellAtPosition** ([Vector3](#) position, out [Cell](#) outCell)
- Bounds **GetCellBounds** ([Cell](#) cell)
- [Cell](#) **GetRandomCell** ()
- [Cell\[\]](#) **FindFurthestRooms** ()

Public Attributes

- Dictionary< int, [GameObject\[\]](#)> **DoorObjectsByCellId** = new Dictionary<int, [GameObject\[\]](#)>()

5.399.1 Detailed Description

Definition at line 8 of file GridDungeonQuery.cs.

5.399.2 Member Function Documentation

5.399.2.1 OnPostDungeonBuild()

```
override void DungeonArchitect.Builders.Grid.GridDungeonQuery.OnPostDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 13 of file GridDungeonQuery.cs.

5.399.2.2 OnPreDungeonDestroy()

```
override void DungeonArchitect.Builders.Grid.GridDungeonQuery.OnPreDungeonDestroy (
    Dungeon dungeon ) [virtual]
```

Called after the dungeon is destroyed

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

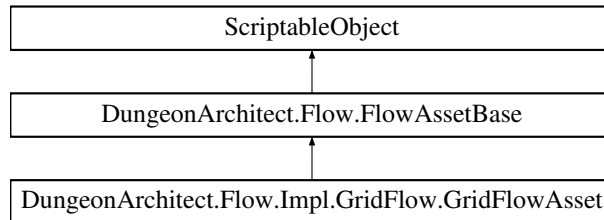
Definition at line 18 of file GridDungeonQuery.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Query/Grid↵
DungeonQuery.cs

5.400 DungeonArchitect.Flow.Impl.GridFlow.GridFlowAsset Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.GridFlowAsset:



Additional Inherited Members

5.400.1 Detailed Description

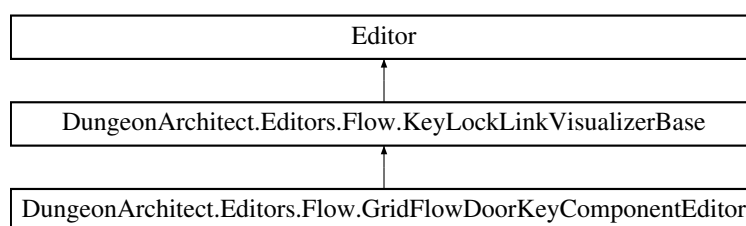
Definition at line 4 of file GridFlowAsset.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/GridFlowAsset.cs

5.401 DungeonArchitectEditors.Flow.GridFlowDoorKeyComponentEditor Class Reference

Inheritance diagram for DungeonArchitectEditors.Flow.GridFlowDoorKeyComponentEditor:



Additional Inherited Members

5.401.1 Detailed Description

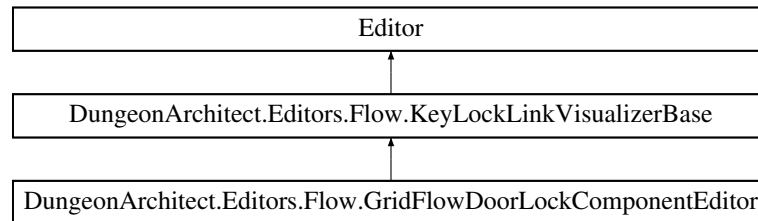
Definition at line 23 of file FlowEdSceneUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Utils/FlowEdSceneUtils.cs

5.402 DungeonArchitect.Editors.Flow.GridFlowDoorLockComponentEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.GridFlowDoorLockComponentEditor:



Additional Inherited Members

5.402.1 Detailed Description

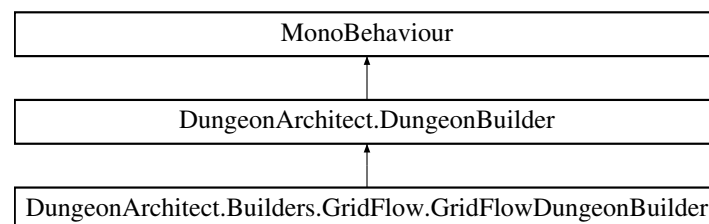
Definition at line 38 of file FlowEdSceneUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Utils/FlowEdSceneUtils.cs

5.403 DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout
- override void [EmitMarkers](#) ()
Emit markers defined by this builder
- override void **DebugDraw** ()

Protected Attributes

- [FlowExecNodeOutputRegistry](#) `execNodeOutputRegistry` = null

Properties

- [FlowExecNodeOutputRegistry](#) `ExecNodeOutputRegistry` [get]

Additional Inherited Members

5.403.1 Detailed Description

Definition at line 15 of file `GridFlowDungeonBuilder.cs`.

5.403.2 Member Function Documentation

5.403.2.1 BuildDungeon()

```
override void DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon layout

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 28 of file `GridFlowDungeonBuilder.cs`.

5.403.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder.EmitMarkers ( ) [virtual]
```

Emit markers defined by this builder

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

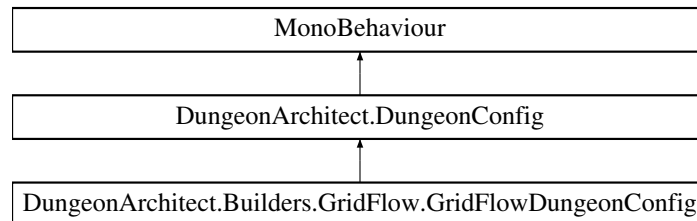
Definition at line 50 of file `GridFlowDungeonBuilder.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridFlow/GridFlow↔DungeonBuilder.cs`

5.404 DungeonArchitect.Builders.GridFlow.GridFlowDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.GridFlow.GridFlowDungeonConfig:



Public Member Functions

- override bool **IsMode2D** ()
- override bool **IsValidConfig** (ref string errorMessage)

Public Attributes

- [GridFlowAsset](#) **flowAsset**
- Vector3 **gridSize** = new Vector3(4, 4, 4)
- bool **Mode2D** = false

5.404.1 Detailed Description

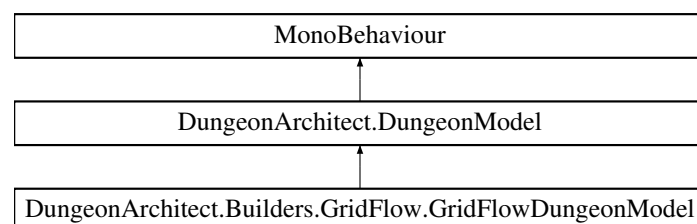
Definition at line 6 of file GridFlowDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridView/GridViewDungeonConfig.cs

5.405 DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel:



Public Attributes

- [FlowLayoutGraph](#) `layoutGraph`
The high level node based layout graph
- [FlowTilemap](#) `tilemap`
Rasterized tilemap representation of the abstract graph
- `bool` [wallsAsEdges](#) = `false`
Walls in the grid flow builder can either take up a full tile or are built as edges This is controlled from the "Initial Tilemap" node's property in the grid flow execution graph

Additional Inherited Members

5.405.1 Detailed Description

Definition at line 7 of file `GridFlowDungeonModel.cs`.

5.405.2 Member Data Documentation

5.405.2.1 `layoutGraph`

[FlowLayoutGraph](#) `DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel.layoutGraph`

The high level node based layout graph

Definition at line 13 of file `GridFlowDungeonModel.cs`.

5.405.2.2 `tilemap`

[FlowTilemap](#) `DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel.tilemap`

Rasterized tilemap representation of the abstract graph

Definition at line 19 of file `GridFlowDungeonModel.cs`.

5.405.2.3 `wallsAsEdges`

`bool` `DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel.wallsAsEdges` = `false`

Walls in the grid flow builder can either take up a full tile or are built as edges This is controlled from the "Initial Tilemap" node's property in the grid flow execution graph

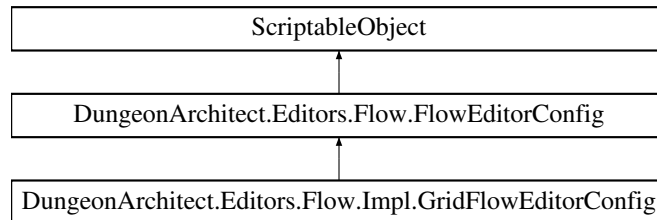
Definition at line 26 of file `GridFlowDungeonModel.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridFlow/GridFlow↔DungeonModel.cs`

5.406 DungeonArchitect.Editors.Flow.Impl.GridFlowEditorConfig Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.Impl.GridFlowEditorConfig:



Public Attributes

- [GridFlowDungeonBuilder](#) **dungeonBuilder**

Properties

- override [DungeonBuilder](#) **FlowBuilder** [get]

5.406.1 Detailed Description

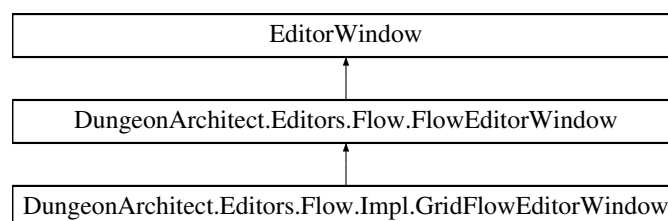
Definition at line 168 of file GridFlowEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/↔ GridFlow/GridFlowEditorWindow.cs

5.407 DungeonArchitect.Editors.Flow.Impl.GridFlowEditorWindow Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.Impl.GridFlowEditorWindow:



Public Member Functions

- override void **SetReadOnly** (bool readOnly)

Static Public Member Functions

- static void **ShowWindow** ()

Protected Member Functions

- override [FlowEditorConfig](#) **CreateEditorConfig** ()
- override [FlowExecNodeOutputRegistry](#) **GetLinkedDungeonNodeOutputRegistry** ()
- override void **InitDomains** ()
- override void **UpdateDomainPreview** ([FlowExecTaskState](#) taskState)
- override bool **IsDomainStateInvalid** ()

Properties

- override [IWidget](#) **DomainLayoutWidget** [get, set]
- override string **WindowTitle** [get]

Additional Inherited Members

5.407.1 Detailed Description

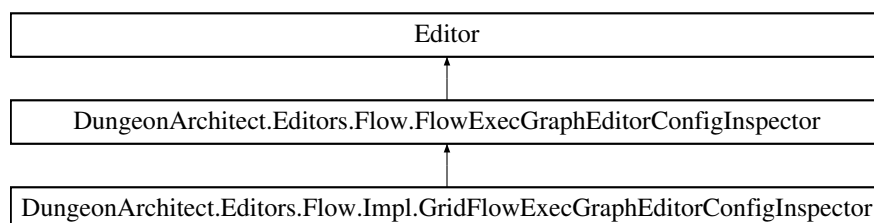
Definition at line 16 of file GridFlowEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/↔ GridFlow/GridFlowEditorWindow.cs

5.408 DungeonArchitect.Editor.Flow.Impl.GridFlowExecGraphEditor↔ ConfigInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.Impl.GridFlowExecGraphEditorConfigInspector:



Protected Member Functions

- override void **OnEnable** ()
- override void **DrawDungeonProperty** ()

Additional Inherited Members

5.408.1 Detailed Description

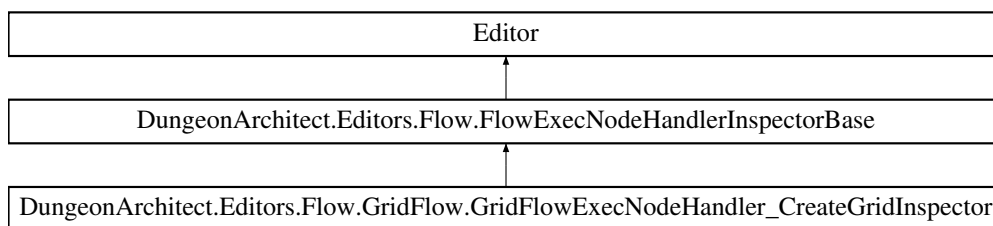
Definition at line 179 of file GridFlowEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/↔ GridFlow/GridFlowEditorWindow.cs

5.409 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateGridInspector Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateGridInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.409.1 Detailed Description

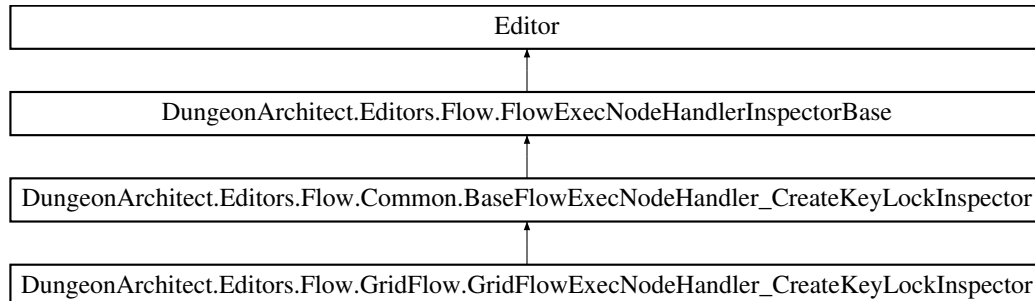
Definition at line 7 of file GridFlowExecNodeHandler_CreateGridInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Grid↔ Flow/Layout/GridFlowExecNodeHandler_CreateGridInspector.cs

5.410 DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_CreateKeyLockInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_CreateKeyLockInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.410.1 Detailed Description

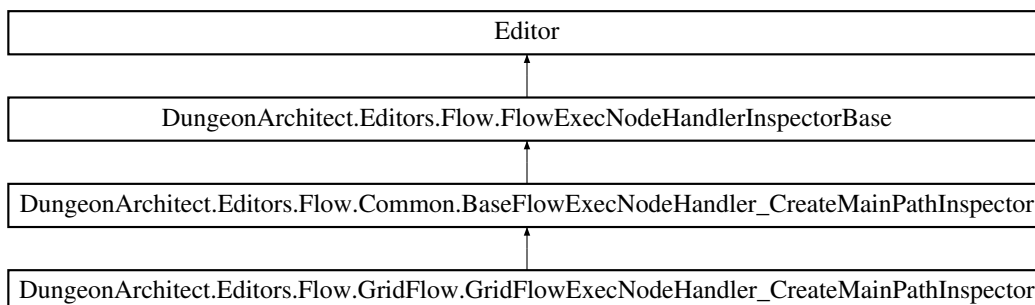
Definition at line 8 of file GridFlowExecNodeHandler_CreateKeyLockInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/Layout/GridFlowExecNodeHandler_CreateKeyLockInspector.cs

5.411 DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_CreateMainPathInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_CreateMainPathInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.411.1 Detailed Description

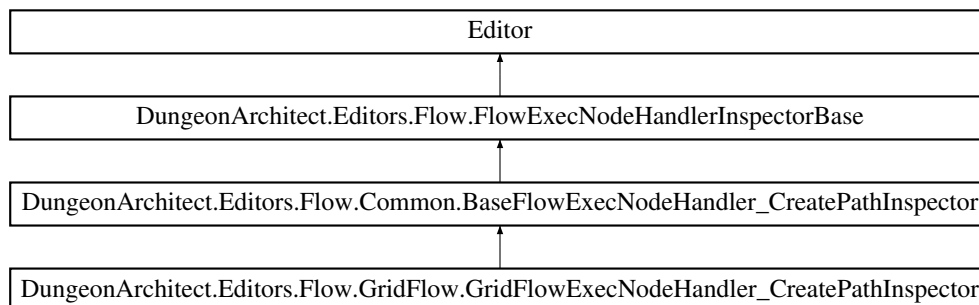
Definition at line 8 of file GridFlowExecNodeHandler_CreateMainPathInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Grid↔
Flow/Layout/GridFlowExecNodeHandler_CreateMainPathInspector.cs

5.412 DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNode↔ Handler_CreatePathInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNodeHandler_CreatePath↔
Inspector:



Additional Inherited Members

5.412.1 Detailed Description

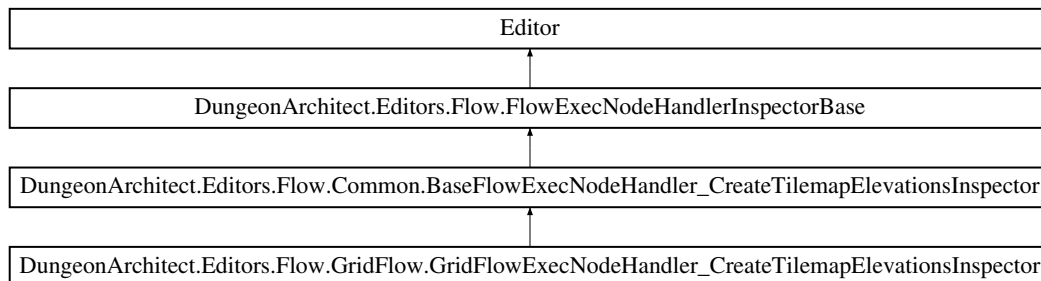
Definition at line 8 of file GridFlowExecNodeHandler_CreatePathInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Grid↔
Flow/Layout/GridFlowExecNodeHandler_CreatePathInspector.cs

5.413 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateTilemapElevationsInspector Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateTilemapElevationsInspector:



Additional Inherited Members

5.413.1 Detailed Description

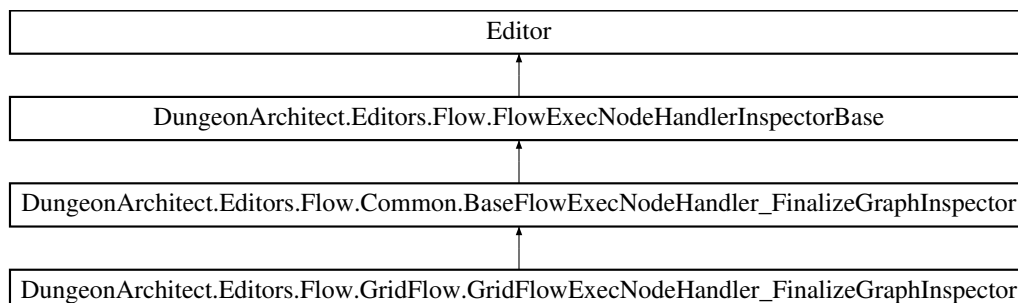
Definition at line 8 of file GridFlowExecNodeHandler_CreateTilemapElevationsInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/Tilemap/GridFlowExecNodeHandler_CreateTilemapElevationsInspector.cs

5.414 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeGraphInspector Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeGraphInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.414.1 Detailed Description

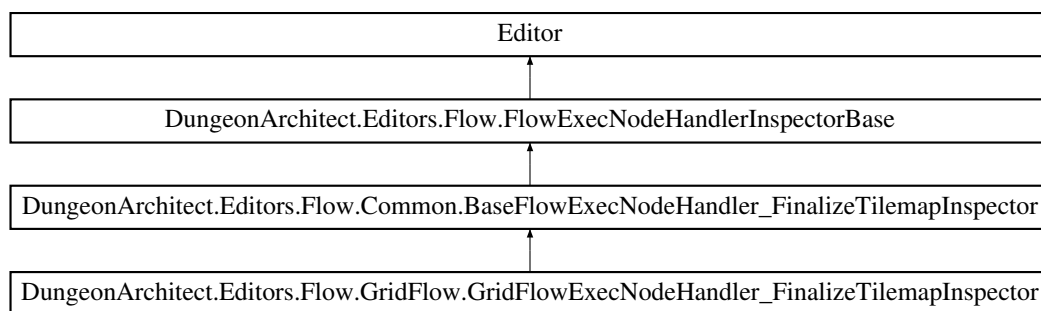
Definition at line 8 of file GridFlowExecNodeHandler_FinalizeGraphInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Grid↔
Flow/Layout/GridFlowExecNodeHandler_FinalizeGraphInspector.cs

5.415 DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNode↔ Handler_FinalizeTilemapInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeTilemap↔
Inspector:



Protected Member Functions

- override void **DrawMiscProperties** ()

Additional Inherited Members

5.415.1 Detailed Description

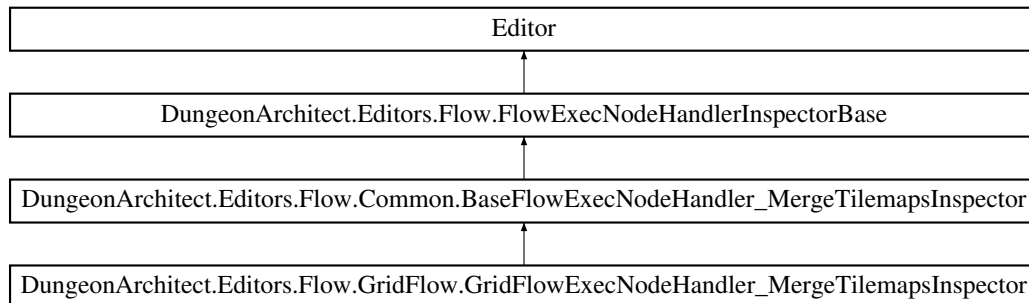
Definition at line 8 of file GridFlowExecNodeHandler_FinalizeTilemapInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Grid↔
Flow/Tilemap/GridFlowExecNodeHandler_FinalizeTilemapInspector.cs

5.416 DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_MergeTilemapsInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_MergeTilemapsInspector:



Additional Inherited Members

5.416.1 Detailed Description

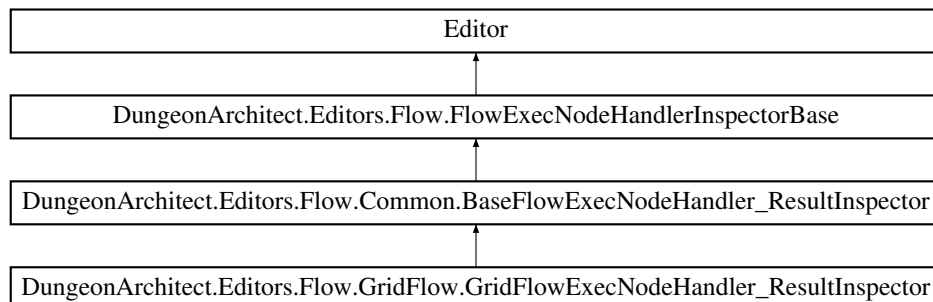
Definition at line 8 of file GridFlowExecNodeHandler_MergeTilemapsInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/Tilemap/GridFlowExecNodeHandler_MergeTilemapsInspector.cs

5.417 DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_ResultInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.GridFlow.GridFlowExecNodeHandler_ResultInspector:



Additional Inherited Members

5.417.1 Detailed Description

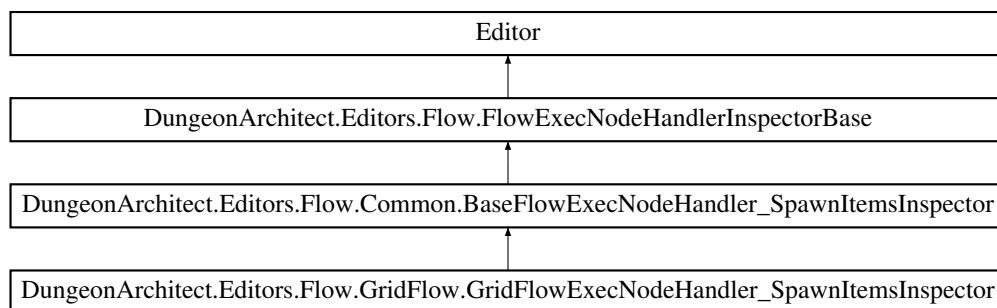
Definition at line 8 of file GridFlowExecNodeHandler_ResultInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/GridFlowExecNodeHandler_ResultInspector.cs

5.418 DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNodeHandler_SpawnItemsInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNodeHandler_SpawnItemsInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.418.1 Detailed Description

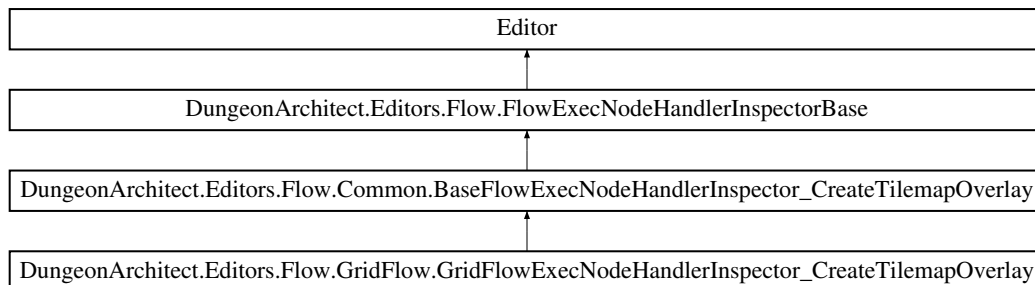
Definition at line 8 of file GridFlowExecNodeHandler_SpawnItemsInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/Layout/GridFlowExecNodeHandler_SpawnItemsInspector.cs

5.419 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_CreateTilemapOverlay Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_CreateTilemapOverlay:



Additional Inherited Members

5.419.1 Detailed Description

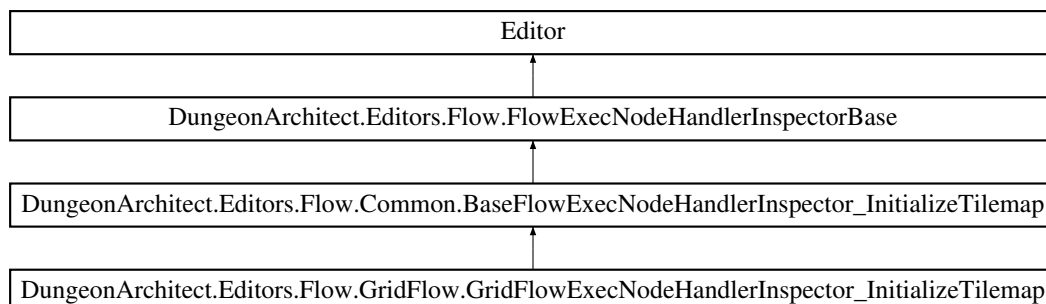
Definition at line 8 of file GridFlowExecNodeHandlerInspector_CreateTilemapOverlay.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/Tilemap/GridFlowExecNodeHandlerInspector_CreateTilemapOverlay.cs

5.420 DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_InitializeTilemap Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_InitializeTilemap:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members

5.420.1 Detailed Description

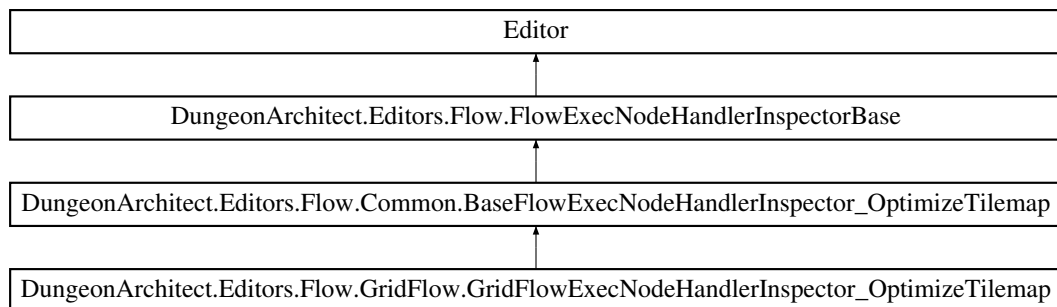
Definition at line 9 of file `GridFlowExecNodeHandlerInspector_InitializeTilemap.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/Tilemap/GridFlowExecNodeHandlerInspector_InitializeTilemap.cs`

5.421 `DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_OptimizeTilemap` Class Reference

Inheritance diagram for `DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNodeHandlerInspector_OptimizeTilemap`:



Additional Inherited Members

5.421.1 Detailed Description

Definition at line 8 of file `GridFlowExecNodeHandlerInspector_OptimizeTilemap.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/GridFlow/Tilemap/GridFlowExecNodeHandlerInspector_OptimizeTilemap.cs`

5.422 `DungeonArchitect.Eeditors.Flow.GridFlow.GridFlowExecNodePlacementSettingInspector` Class Reference

Public Member Functions

- **GridFlowExecNodePlacementSettingInspector** ([FlowExecNodeHandlerInspectorBase](#) inspector, string settingsVariableName, string title, [TilemapItemPlacementSettings](#) settings)
- void **Draw** ([FlowExecNodeHandlerInspectorBase](#) inspector)

5.422.1 Detailed Description

Definition at line 7 of file GridFlowExecInspectorsUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/Grid↵
Flow/GridFlowExecInspectorsUtils.cs

5.423 DungeonArchitect.Flow.Exec.GridFlowGraphNodeExecutionStatus Class Reference

Properties

- GridFlowGraphNodeExecutionStage **ExecutionStage** [get, set]
- FlowTaskExecutionResult **Success** [get, set]
- string **ErrorMessage** [get, set]

5.423.1 Detailed Description

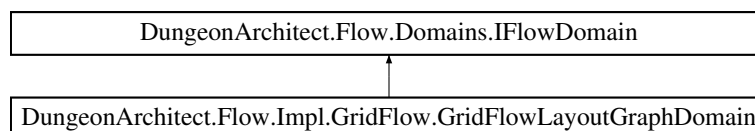
Definition at line 11 of file FlowExecRuleGraphNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Core/Exec↵
Graph/Nodes/FlowExecRuleGraphNode.cs

5.424 DungeonArchitect.Flow.Impl.GridFlow.GridFlowLayoutGraph↵ Domain Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.GridFlowLayoutGraphDomain:



Properties

- Type[] **SupportedTasks** [get]
- string **DisplayName** [get]

5.424.1 Detailed Description

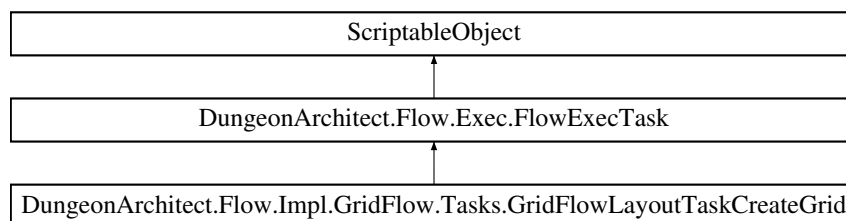
Definition at line 24 of file GridFlowDomains.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/GridFlowDomains.cs

5.425 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateGrid Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateGrid:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- Vector2Int **resolution** = new Vector2Int(6, 5)

5.425.1 Detailed Description

Definition at line 8 of file GridFlowLayoutTaskCreateGrid.cs.

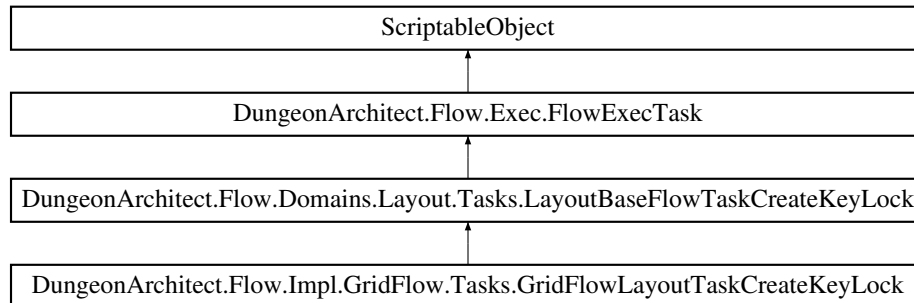
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↵Tasks/LayoutGraph/GridFlowLayoutTaskCreateGrid.cs

5.426 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateKeyLock

TaskCreateKeyLock Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateKeyLock:



Public Attributes

- [TilemapItemPlacementSettings](#) **placementSettings** = new [TilemapItemPlacementSettings](#)()

Protected Member Functions

- override bool **Validate** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input, ref string errorMessage, ref FlowTaskExecutionResult executionResult)
- override void **ProcessKeyItem** ([FlowItem](#) keyItem, [FlowLayoutGraphNode](#) keyNode, [FlowLayoutGraphLink](#) lockLink)

Additional Inherited Members

5.426.1 Detailed Description

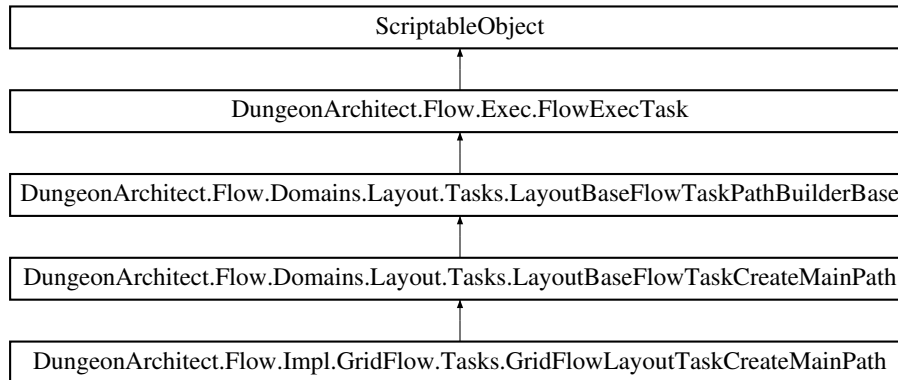
Definition at line 9 of file GridFlowLayoutTaskCreateKeyLock.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/ Tasks/LayoutGraph/GridFlowLayoutTaskCreateKeyLock.cs

5.427 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateMainPath Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateMainPath:



Public Member Functions

- override void **ProcessGoalItem** ([FlowItem](#) goalItem, [FlowLayoutGraphNode](#) goalNode)

Public Attributes

- [TilemapItemPlacementSettings](#) **startPlacementSettings** = new [TilemapItemPlacementSettings](#)()
- [TilemapItemPlacementSettings](#) **goalPlacementSettings** = new [TilemapItemPlacementSettings](#)()

Protected Member Functions

- override bool **Validate** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input, ref string errorMessage, ref [FlowTaskExecutionResult](#) executionResult)
- override void **ProcessEntranceItem** ([FlowItem](#) entranceItem, [FlowLayoutGraphNode](#) entranceNode)
- override void **FinalizePath** ([FlowLayoutStaticGrowthState](#) staticState, [FlowLayoutGrowthState](#) state)

5.427.1 Detailed Description

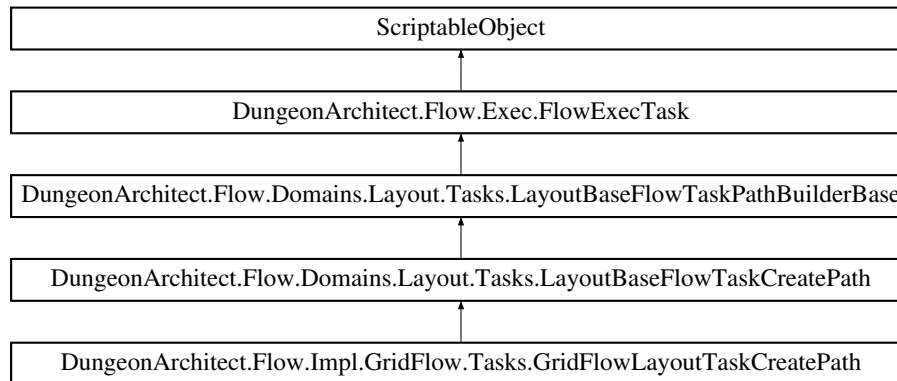
Definition at line 10 of file [GridFlowLayoutTaskCreateMainPath.cs](#).

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

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↵Tasks/LayoutGraph/GridFlowLayoutTaskCreateMainPath.cs](#)

5.428 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreatePath Class Reference ↔

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreatePath:



Additional Inherited Members

5.428.1 Detailed Description

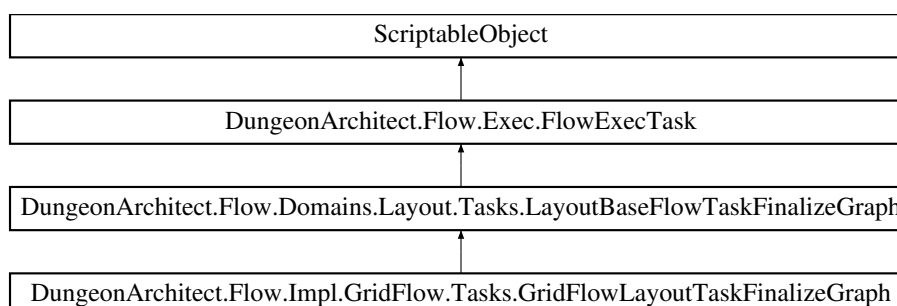
Definition at line 7 of file GridFlowLayoutTaskCreatePath.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔Tasks/LayoutGraph/GridFlowLayoutTaskCreatePath.cs

5.429 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskFinalizeGraph Class Reference ↔

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskFinalizeGraph:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- bool **generateCaves** = true
- bool **generateCorridors** = true
- int **maxEnemiesPerCaveNode** = 3

Additional Inherited Members

5.429.1 Detailed Description

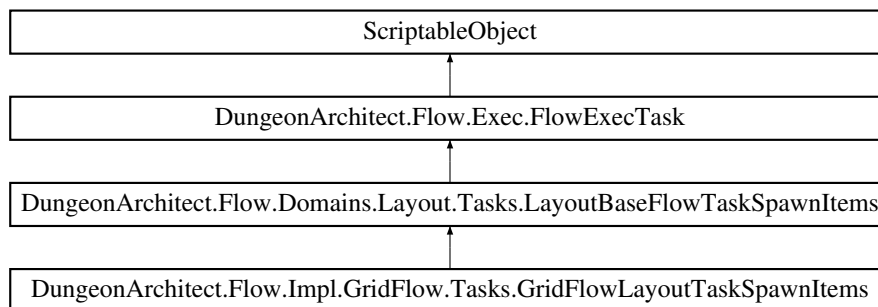
Definition at line 11 of file GridFlowLayoutTaskFinalizeGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔ Tasks/LayoutGraph/GridFlowLayoutTaskFinalizeGraph.cs

5.430 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskSpawnItems Class Reference↔

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskSpawnItems:



Public Attributes

- [TilemapItemPlacementSettings](#) **placementSettings** = new [TilemapItemPlacementSettings](#)()

Protected Member Functions

- override bool **Validate** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input, ref string errorMessage, ref FlowTaskExecutionResult executionResult)
- override void **HandleItemSpawn** ([FlowLayoutGraphNode](#) node, [FlowItem](#) item)

Additional Inherited Members

5.430.1 Detailed Description

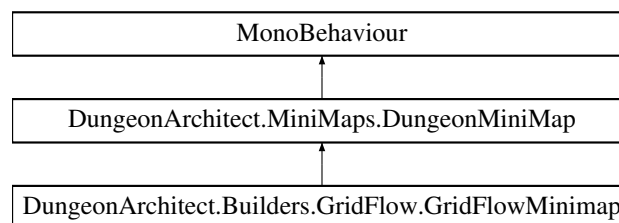
Definition at line 9 of file GridFlowLayoutTaskSpawnItems.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/Tasks/LayoutGraph/GridFlowLayoutTaskSpawnItems.cs

5.431 DungeonArchitect.Builders.GridFlow.GridFlowMinimap Class Reference

Inheritance diagram for DungeonArchitect.Builders.GridFlow.GridFlowMinimap:



Public Member Functions

- void **AddTrackedObject** ([GridFlowMinimapTrackedObject](#) trackedObject)

Public Attributes

- Shader **tileShader**
- GridFlowMinimapInitMode **initMode** = GridFlowMinimapInitMode.Manual
- [GridFlowMinimapIcons](#) **icons**
- bool **seeThroughWalls** = false

Protected Member Functions

- override void **CreateTextures** ([IntVector2](#) desiredSize, out Texture staticImage, out Texture fogOfWar, out Texture overlayImage, out [IntVector2](#) targetTextureSize)
- override void **UpdateStaticTexture** (Texture texture)
- override void **UpdateFogOfWarTexture** (Texture texture)
- override void **UpdateOverlayTexture** (Texture texture)

Properties

- override bool **SupportsFogOfWar** [get]

Additional Inherited Members

5.431.1 Detailed Description

Definition at line 24 of file GridFlowMinimap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridView/Minimap/GridViewMinimap.cs

5.432 DungeonArchitect.Builders.GridFlow.GridFlowMinimapIcons Struct Reference

Public Attributes

- Texture2D **iconOneWayDoor**

5.432.1 Detailed Description

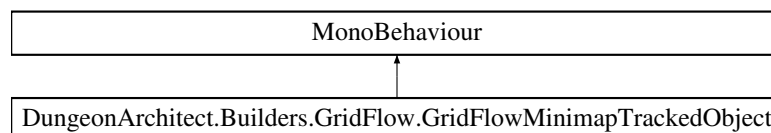
Definition at line 19 of file GridFlowMinimap.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridView/Minimap/GridViewMinimap.cs

5.433 DungeonArchitect.Builders.GridFlow.GridFlowMinimapTrackedObject Class Reference

Inheritance diagram for DungeonArchitect.Builders.GridFlow.GridFlowMinimapTrackedObject:



Public Attributes

- Texture2D **icon**
- float **iconScale** = 1.0f
- bool **rotateIcon** = false
- Color **tint** = Color.white
- bool **exploresFogOfWar** = false
- float **fogOfWarNumTileRadius** = 5
- float **fogOfWarLightFalloffStart** = 0.5f

5.433.1 Detailed Description

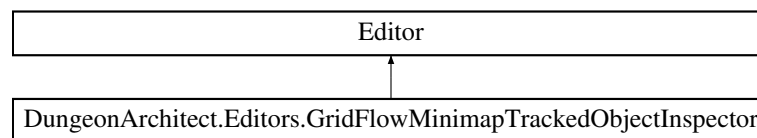
Definition at line 6 of file GridFlowMinimapTrackedObject.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridFlow/Minimap/GridFlowMinimapTrackedObject.cs

5.434 DungeonArchitect.Eeditors.GridFlowMinimapTrackedObjectInspector Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.GridFlowMinimapTrackedObjectInspector:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()

5.434.1 Detailed Description

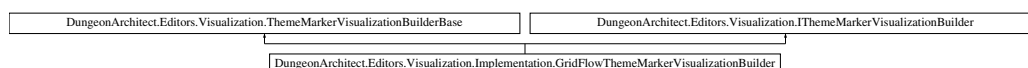
Definition at line 9 of file MinimapEditors.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/MinimapEditors.cs

5.435 DungeonArchitect.Eeditors.Visualization.Implementation.GridFlowThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.Visualization.Implementation.GridFlowThemeMarkerVisualizationBuilder:



Public Member Functions

- bool **Build** ([Dungeon](#) dungeon, string markerName, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)

Additional Inherited Members

5.435.1 Detailed Description

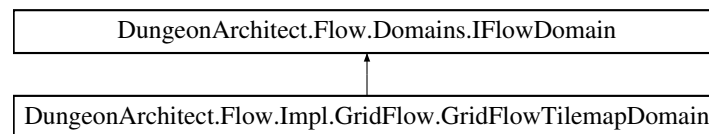
Definition at line 7 of file GridFlowThemeMarkerVisualizationBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/↔ MarkerVisualizers/Implementations/GridFlowThemeMarkerVisualizationBuilder.cs

5.436 DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomain Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomain:



Properties

- Type[] **SupportedTasks** [get]
- string **DisplayName** [get]

5.436.1 Detailed Description

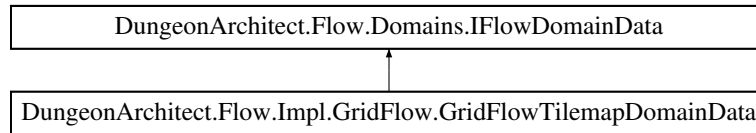
Definition at line 7 of file GridFlowDomains.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/Grid↔ Flow/GridFlowDomains.cs

5.437 DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomainData↔ Data Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomainData:



Public Member Functions

- [IFlowDomainData](#) **Clone** ()

Public Attributes

- GridFlowLayoutNodeRoomType **RoomType** = GridFlowLayoutNodeRoomType.Unknown

5.437.1 Detailed Description

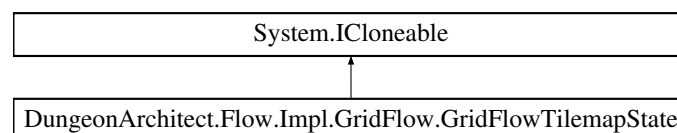
Definition at line 17 of file GridFlowDomainStructures.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/Grid↔
Flow/GridFlowDomainStructures.cs

5.438 DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapState Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapState:



Public Member Functions

- object **Clone** ()

Public Attributes

- TilemapFlowNodeWallGenerationMethod **WallGenerationMethod** = TilemapFlowNodeWallGenerationMethod.WallAsTiles

5.438.1 Detailed Description

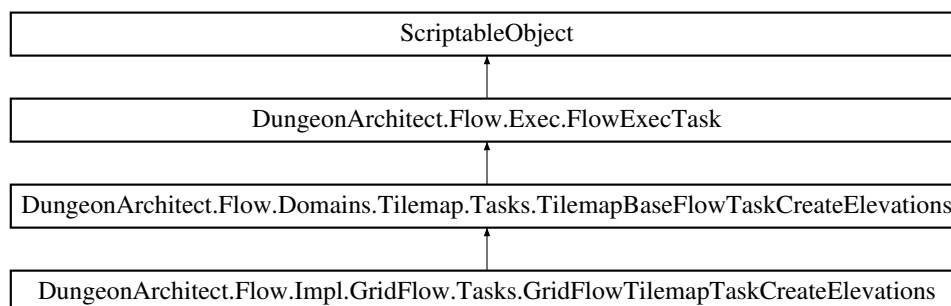
Definition at line 29 of file GridFlowDomainStructures.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/GridFlowDomainStructures.cs

5.439 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateElevations Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateElevations:



Additional Inherited Members

5.439.1 Detailed Description

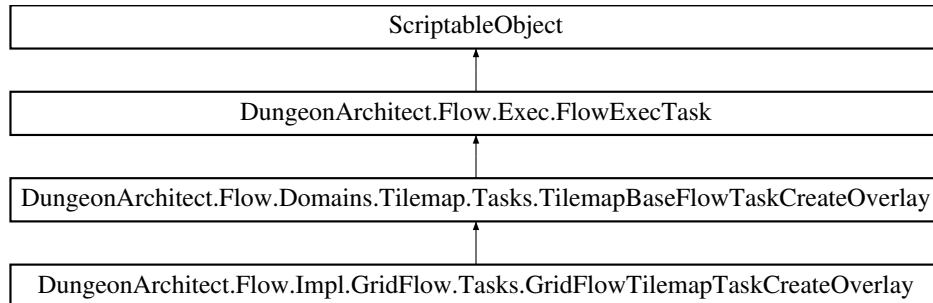
Definition at line 8 of file GridFlowTilemapTaskCreateElevations.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/Tasks/Tilemap/GridFlowTilemapTaskCreateElevations.cs

5.440 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateOverlay Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskCreateOverlay:



Additional Inherited Members

5.440.1 Detailed Description

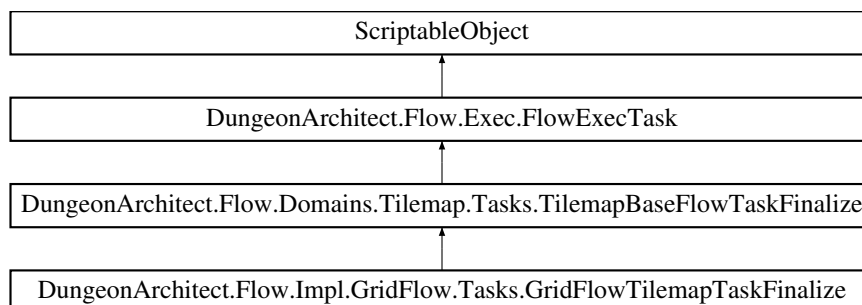
Definition at line 7 of file GridFlowTilemapTaskCreateOverlay.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↵ Tasks/Tilemap/GridFlowTilemapTaskCreateOverlay.cs

5.441 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskFinalize Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskFinalize:



Public Attributes

- bool **debugUnwalkableCells** = false

Protected Member Functions

- override bool **AssignItems** ([FlowTilemap](#) tilemap, [FlowLayoutGraph](#) graph, System.Random random, ref string errorMessage)

Additional Inherited Members

5.441.1 Detailed Description

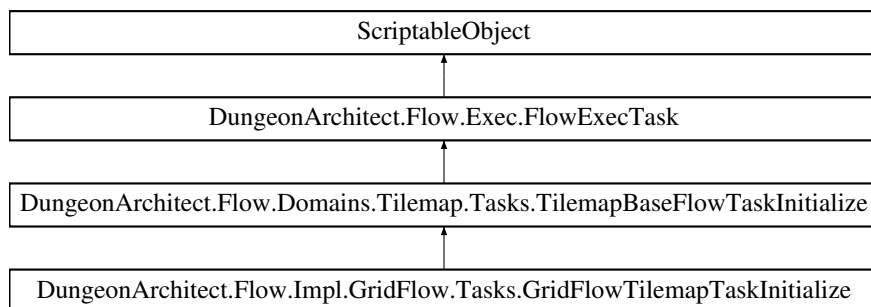
Definition at line 12 of file GridFlowTilemapTaskFinalize.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/Tasks/Tilemap/GridFlowTilemapTaskFinalize.cs

5.442 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskInitialize Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskInitialize:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- Vector2Int **tilemapSizePerNode** = new Vector2Int(10, 10)
- Vector2 **perturbAmount** = new Vector2(3, 3)
- float **corridorLaneWidth** = 2
- int **layoutPadding** = 0
- TilemapFlowNodeWallGenerationMethod **wallGenerationMethod** = TilemapFlowNodeWallGenerationMethod.WallAsTiles
- int **caveAutomataNeighbors** = 5
- int **caveAutomataAlterations** = 4
- float **caveThickness** = 2.25f
- float **roomColorSaturation** = 0.3f
- float **roomColorBrightness** = 1.5f

Protected Member Functions

- override bool **Validate** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input, [FlowTaskExecOutput](#) output)
- override [FlowTilemap](#) **BuildTilemap** ([FlowLayoutGraph](#) graph, System.Random random)

5.442.1 Detailed Description

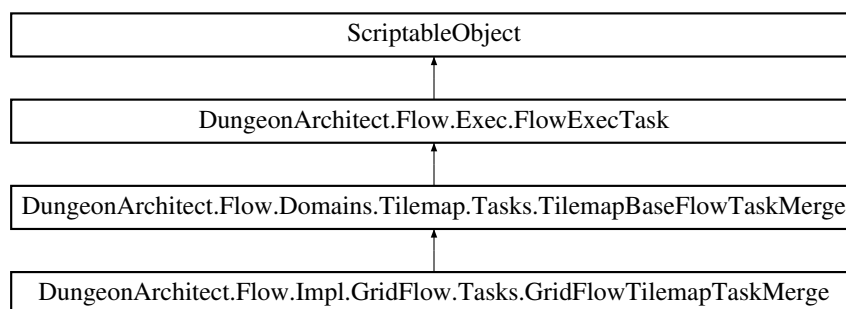
Definition at line 14 of file `GridFlowTilemapTaskInitialize.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔ Tasks/Tilemap/GridFlowTilemapTaskInitialize.cs`

5.443 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskMerge Class Reference

Inheritance diagram for `DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskMerge`:



Additional Inherited Members

5.443.1 Detailed Description

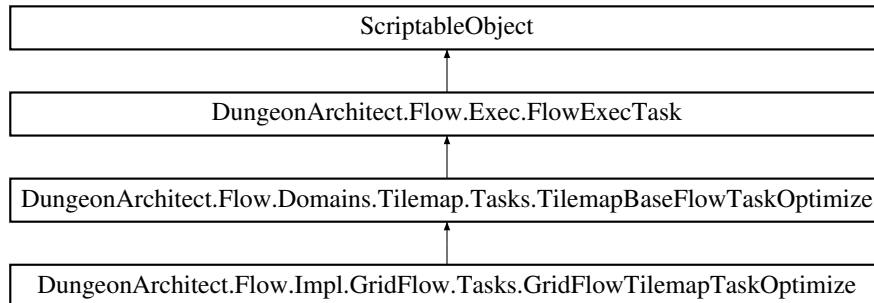
Definition at line 8 of file `GridFlowTilemapTaskMerge.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔ Tasks/Tilemap/GridFlowTilemapTaskMerge.cs`

5.444 DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskOptimize Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapTaskOptimize:



Additional Inherited Members

5.444.1 Detailed Description

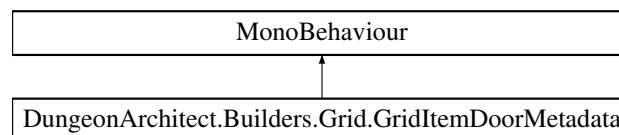
Definition at line 7 of file GridFlowTilemapTaskOptimize.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/Tasks/Tilemap/GridFlowTilemapTaskOptimize.cs

5.445 DungeonArchitect.Builders.Grid.GridItemDoorMetadata Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.GridItemDoorMetadata:



Public Attributes

- int **cellA**
- int **cellB**

5.445.1 Detailed Description

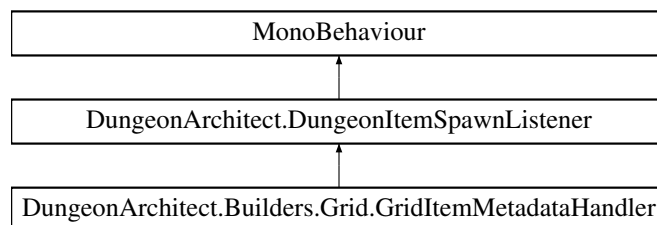
Definition at line 5 of file GridItemDoorMetadata.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Metadata/GridItemDoorMetadata.cs

5.446 DungeonArchitect.Builders.Grid.GridItemMetadataHandler Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.GridItemMetadataHandler:



Public Member Functions

- override void **SetMetadata** (GameObject dungeonItem, [DungeonNodeSpawnData](#) spawnData)

5.446.1 Detailed Description

Definition at line 6 of file GridItemMetadataHandler.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Metadata/GridItemMetadataHandler.cs

5.447 DungeonArchitect.UI.Widgets.GridPanelNode Class Reference

Public Attributes

- [IWidget](#) **Widget**

5.447.1 Detailed Description

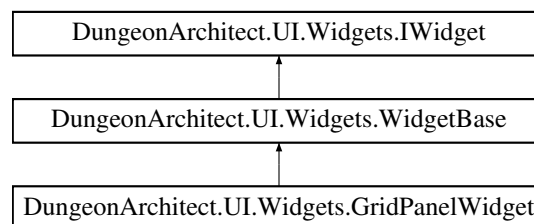
Definition at line 11 of file GridPanelWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/GridPanelWidget.cs

5.448 DungeonArchitect.UI.Widgets.GridPanelWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.GridPanelWidget:



Public Member Functions

- **GridPanelWidget** (GridPanelArrangementType arrangement)
- **GridPanelWidget AddWidget** ([IWidget](#) widget)
- **GridPanelWidget SetArrangementType** (GridPanelArrangementType arrangement)
- GridPanelArrangementType **GetArrangementType** ()
- **GridPanelWidget SetPadding** (int x, int y)
- **GridPanelWidget SetAutoSize** (bool autoSize)
- **GridPanelWidget SetCellSize** (float width, float height)
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Public Attributes

- Vector2 **cellSize** = new Vector2(100, 100)
- Vector2 **desiredCellSize** = Vector2.zero
- bool **autoSize** = false

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.448.1 Detailed Description

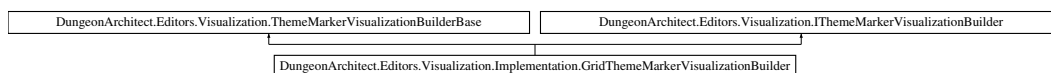
Definition at line 17 of file GridPanelWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/GridPanelWidget.cs

5.449 DungeonArchitect.Editors.Visualization.Implementation.GridThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for DungeonArchitect.Editors.Visualization.Implementation.GridThemeMarkerVisualizationBuilder:



Public Member Functions

- bool **Build** ([Dungeon](#) dungeon, string markerName, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)

Additional Inherited Members

5.449.1 Detailed Description

Definition at line 7 of file GridThemeMarkerVisualizationBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/MarkerVisualizers/Implementations/GridThemeMarkerVisualizationBuilder.cs

5.450 DungeonArchitect.UI.GUIState Class Reference

Public Member Functions

- **GUIState** ([UIRenderer](#) renderer)
- void **Save** ()
- void **Restore** ()

5.450.1 Detailed Description

Definition at line 7 of file GUIState.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/GUIState.cs

5.451 SharpNav.Heightfield Class Reference

A [Heightfield](#) represents a "voxel" grid represented as a 2-dimensional grid of [Cells](#).

Public Member Functions

- [Heightfield](#) ([BBBox3](#) b, [NavMeshGenerationSettings](#) settings)
Initializes a new instance of the [Heightfield](#) class.
- [Heightfield](#) ([BBBox3](#) b, float cellSize, float cellHeight)
Initializes a new instance of the [Heightfield](#) class.
- void [FilterLowHangingWalkableObstacles](#) (int walkableClimb)
Filters the heightmap to allow two neighboring spans have a small difference in maximum height (such as stairs) to be walkable.
- void [FilterWalkableLowHeightSpans](#) (int walkableHeight)
If two spans have little vertical space in between them, then span is considered unwalkable
- void [FilterLedgeSpans](#) (int walkableHeight, int walkableClimb)
A ledge is unwalkable because the difference between the maximum height of two spans is too large of a drop (i.e. greater than walkableClimb).
- void [RasterizeTrianglesIndexedWithAreas](#) ([Vector3](#)[] verts, int[] inds, [Area](#)[] areas)
Rasterizes several triangles at once from an indexed array with per-triangle area flags.
- void [RasterizeTrianglesIndexedWithAreas](#) ([Vector3](#)[] verts, int[] inds, int vertOffset, int vertStride, int index↵ Offset, int triCount, [Area](#)[] areas)
Rasterizes several triangles at once from an indexed array with per-triangle area flags.
- void [RasterizeTrianglesIndexedWithAreas](#) (float[] verts, int[] inds, [Area](#)[] areas)
Rasterizes several triangles at once from an indexed array with per-triangle area flags.
- void [RasterizeTrianglesIndexedWithAreas](#) (float[] verts, int[] inds, int floatOffset, int floatStride, int index↵ Offset, int triCount, [Area](#)[] areas)
Rasterizes several triangles at once from an indexed array with per-triangle area flags.
- void [RasterizeTrianglesWithAreas](#) ([Triangle3](#)[] tris, [Area](#)[] areas)
Rasterizes several triangles at once with per-triangle area flags.
- void [RasterizeTrianglesWithAreas](#) ([Triangle3](#)[] tris, int triOffset, int triCount, [Area](#)[] areas)
Rasterizes several triangles at once with per-triangle area flags.
- void [RasterizeTrianglesWithAreas](#) ([Vector3](#)[] verts, [Area](#)[] areas)
Rasterizes several triangles at once with per-triangle area flags.
- void [RasterizeTrianglesWithAreas](#) ([Vector3](#)[] verts, int vertOffset, int vertStride, int triCount, [Area](#)[] areas)
Rasterizes several triangles at once with per-triangle area flags.
- void [RasterizeTrianglesWithAreas](#) (float[] verts, [Area](#)[] areas)
Rasterizes several triangles at once with per-triangle area flags.
- void [RasterizeTrianglesWithAreas](#) (float[] verts, int floatOffset, int floatStride, int triCount, [Area](#)[] areas)
Rasterizes several triangles at once with per-triangle area flags.
- void [RasterizeTrianglesIndexed](#) ([Vector3](#)[] verts, int[] inds)

- Rasterizes several triangles at once from an indexed array.*

 - void [RasterizeTrianglesIndexed](#) ([Vector3](#)[] verts, int[] inds, [Area](#) area)

Rasterizes several triangles at once from an indexed array.

 - void [RasterizeTrianglesIndexed](#) ([Vector3](#)[] verts, int[] inds, int vertOffset, int vertStride, int indexOffset, int triCount)

Rasterizes several triangles at once from an indexed array.

 - void [RasterizeTrianglesIndexed](#) ([Vector3](#)[] verts, int[] inds, int vertOffset, int vertStride, int indexOffset, int triCount, [Area](#) area)

Rasterizes several triangles at once from an indexed array.

 - void [RasterizeTrianglesIndexed](#) (float[] verts, int[] inds)

Rasterizes several triangles at once from an indexed array.

 - void [RasterizeTrianglesIndexed](#) (float[] verts, int[] inds, [Area](#) area)

Rasterizes several triangles at once from an indexed array.

 - void [RasterizeTrianglesIndexed](#) (float[] verts, int[] inds, int floatOffset, int floatStride, int indexOffset, int triCount)

Rasterizes several triangles at once from an indexed array.

 - void [RasterizeTrianglesIndexed](#) (float[] verts, int[] inds, int floatOffset, int floatStride, int indexOffset, int triCount, [Area](#) area)

Rasterizes several triangles at once from an indexed array.

 - void [RasterizeTriangles](#) (IEnumerable< [Triangle3](#) > tris)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) (IEnumerable< [Triangle3](#) > tris, [Area](#) area)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Triangle3](#)[] tris)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Triangle3](#)[] tris, [Area](#) area)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Triangle3](#)[] tris, int triOffset, int triCount)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Triangle3](#)[] tris, int triOffset, int triCount, [Area](#) area)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Vector3](#)[] verts)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Vector3](#)[] verts, [Area](#) area)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Vector3](#)[] verts, int vertOffset, int vertStride, int triCount)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) ([Vector3](#)[] verts, int vertOffset, int vertStride, int triCount, [Area](#) area)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) (float[] verts)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) (float[] verts, [Area](#) area)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) (float[] verts, int floatOffset, int floatStride, int triCount)

Rasterizes several triangles at once.

 - void [RasterizeTriangles](#) (float[] verts, int floatOffset, int floatStride, int triCount, [Area](#) area)

Rasterizes several triangles at once.

 - void [RasterizeTriangle](#) (ref [Triangle3](#) tri)

Rasterizes a triangle using conservative voxelization.

 - void [RasterizeTriangle](#) (ref [Triangle3](#) tri, [Area](#) area)

Rasterizes a triangle using conservative voxelization.

- void [RasterizeTriangle](#) (float ax, float ay, float az, float bx, float by, float bz, float cx, float cy, float cz)
Rasterizes a triangle using conservative voxelization.
- void [RasterizeTriangle](#) (float ax, float ay, float az, float bx, float by, float bz, float cx, float cy, float cz, [Area](#) area)
Rasterizes a triangle using conservative voxelization.
- void [RasterizeTriangle](#) (ref [Vector3](#) a, ref [Vector3](#) b, ref [Vector3](#) c)
Rasterizes a triangle using conservative voxelization.
- void [RasterizeTriangle](#) (ref [Vector3](#) a, ref [Vector3](#) b, ref [Vector3](#) c, [Area](#) area)
Rasterizes a triangle using conservative voxelization.

Properties

- [BBox3 Bounds](#) [get]
Gets the bounding box of the heightfield.
- [Vector3 Minimum](#) [get]
Gets the world-space minimum.
- [Vector3 Maximum](#) [get]
Gets the world-space maximum.
- int [Width](#) [get]
Gets the number of cells in the X direction.
- int [Height](#) [get]
Gets the number of cells in the Y (up) direction.
- int [Length](#) [get]
Gets the number of cells in the Z direction.
- [Vector3 CellSize](#) [get]
Gets the size of a cell (voxel).
- float [CellSizeXZ](#) [get]
Gets the size of a cell on the X and Z axes.
- float [CellHeight](#) [get]
Gets the size of a cell on the Y axis.
- int [SpanCount](#) [get]
Gets the total number of spans.
- [Cell](#) this[int x, int y] [get]
Gets the [Cell](#) at the specified coordinate.
- [Cell](#) this[int i] [get]
Gets the [Cell](#) at the specified index.
- [Span](#) this[[SpanReference](#) spanRef] [get]
Gets the [Span](#) at the reference.

5.451.1 Detailed Description

A [Heightfield](#) represents a "voxel" grid represented as a 2-dimensional grid of [Cells](#).

<content> This file contains various methods to rasterize objects into voxel data. </content>

Definition at line 22 of file Heightfield.cs.

5.451.2 Constructor & Destructor Documentation

5.451.2.1 Heightfield() [1/2]

```
SharpNav.Heightfield.Heightfield (
    BBox3 b,
    NavMeshGenerationSettings settings )
```

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

Parameters

<i>b</i>	The world-space bounds.
<i>settings</i>	The settings to build with.

Definition at line 36 of file Heightfield.cs.

5.451.2.2 Heightfield() [2/2]

```
SharpNav.Heightfield.Heightfield (
    BBox3 b,
    float cellSize,
    float cellHeight )
```

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

Parameters

<i>b</i>	The world-space bounds.
<i>cellSize</i>	The world-space size of each cell in the XZ plane.
<i>cellHeight</i>	The world-space height of each cell.

Definition at line 47 of file Heightfield.cs.

5.451.3 Member Function Documentation

5.451.3.1 FilterLedgeSpans()

```
void SharpNav.Heightfield.FilterLedgeSpans (
    int walkableHeight,
    int walkableClimb )
```


A ledge is unwalkable because the difference between the maximum height of two spans is too large of a drop (i.e. greater than walkableClimb).

Parameters

<i>walkableHeight</i>	The maximum walkable height to filter.
<i>walkableClimb</i>	The maximum walkable climb to filter.

Definition at line 321 of file Heightfield.cs.

5.451.3.2 FilterLowHangingWalkableObstacles()

```
void SharpNav.Heightfield.FilterLowHangingWalkableObstacles (
    int walkableClimb )
```

Filters the heightmap to allow two neighboring spans have a small difference in maximum height (such as stairs) to be walkable.

This filter may override the results of [FilterLedgeSpans](#).

Parameters

<i>walkableClimb</i>	The maximum difference in height to filter.

Definition at line 250 of file Heightfield.cs.

5.451.3.3 FilterWalkableLowHeightSpans()

```
void SharpNav.Heightfield.FilterWalkableLowHeightSpans (
    int walkableHeight )
```

If two spans have little vertical space in between them, then span is considered unwalkable

Parameters

<i>walkableHeight</i>	The clearance.

Definition at line 293 of file Heightfield.cs.

5.451.3.4 RasterizeTriangle() [1/6]

```
void SharpNav.Heightfield.RasterizeTriangle (
    float ax,
    float ay,
    float az,
```

```

float bx,
float by,
float bz,
float cx,
float cy,
float cz )

```

Rasterizes a triangle using conservative voxelization.

Parameters

<i>ax</i>	The X component of the first vertex of the triangle.
<i>ay</i>	The Y component of the first vertex of the triangle.
<i>az</i>	The Z component of the first vertex of the triangle.
<i>bx</i>	The X component of the second vertex of the triangle.
<i>by</i>	The Y component of the second vertex of the triangle.
<i>bz</i>	The Z component of the second vertex of the triangle.
<i>cx</i>	The X component of the third vertex of the triangle.
<i>cy</i>	The Y component of the third vertex of the triangle.
<i>cz</i>	The Z component of the third vertex of the triangle.

Definition at line 784 of file Heightfield.Rasterization.cs.

5.451.3.5 RasterizeTriangle() [2/6]

```

void SharpNav.Heightfield.RasterizeTriangle (
    float ax,
    float ay,
    float az,
    float bx,
    float by,
    float bz,
    float cx,
    float cy,
    float cz,
    Area area )

```

Rasterizes a triangle using conservative voxelization.

Parameters

<i>ax</i>	The X component of the first vertex of the triangle.
<i>ay</i>	The Y component of the first vertex of the triangle.
<i>az</i>	The Z component of the first vertex of the triangle.
<i>bx</i>	The X component of the second vertex of the triangle.
<i>by</i>	The Y component of the second vertex of the triangle.
<i>bz</i>	The Z component of the second vertex of the triangle.
<i>cx</i>	The X component of the third vertex of the triangle.
<i>cy</i>	The Y component of the third vertex of the triangle.
<i>cz</i>	The Z component of the third vertex of the triangle.
<i>area</i>	The area flags for the triangle.

Definition at line 802 of file Heightfield.Rasterization.cs.

5.451.3.6 RasterizeTriangle() [3/6]

```
void SharpNav.Heightfield.RasterizeTriangle (
    ref Triangle3 tri )
```

Rasterizes a triangle using conservative voxelization.

Parameters

<i>tri</i>	The triangle as a Triangle3 struct.

Definition at line 757 of file Heightfield.Rasterization.cs.

5.451.3.7 RasterizeTriangle() [4/6]

```
void SharpNav.Heightfield.RasterizeTriangle (
    ref Triangle3 tri,
    Area area )
```

Rasterizes a triangle using conservative voxelization.

Parameters

<i>tri</i>	The triangle as a Triangle3 struct.
<i>area</i>	The area flags for the triangle.

Definition at line 767 of file Heightfield.Rasterization.cs.

5.451.3.8 RasterizeTriangle() [5/6]

```
void SharpNav.Heightfield.RasterizeTriangle (
    ref Vector3 a,
    ref Vector3 b,
    ref Vector3 c )
```

Rasterizes a triangle using conservative voxelization.

Parameters

<i>a</i>	The first vertex of the triangle.
<i>b</i>	The second vertex of the triangle.
<i>c</i>	The third vertex of the triangle.

Definition at line 825 of file Heightfield.Rasterization.cs.

5.451.3.9 RasterizeTriangle() [6/6]

```
void SharpNav.Heightfield.RasterizeTriangle (
    ref Vector3 a,
    ref Vector3 b,
    ref Vector3 c,
    Area area )
```

Rasterizes a triangle using conservative voxelization.

Parameters

<i>a</i>	The first vertex of the triangle.
<i>b</i>	The second vertex of the triangle.
<i>c</i>	The third vertex of the triangle.
<i>area</i>	The area flags for the triangle.

Definition at line 837 of file Heightfield.Rasterization.cs.

5.451.3.10 RasterizeTriangles() [1/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    float[] verts )
```

Rasterizes several triangles at once.

If the length of the array is not a multiple of 9, the extra floats at the end will be skipped.

Parameters

<i>verts</i>	An array of vertices.

Definition at line 669 of file Heightfield.Rasterization.cs.

5.451.3.11 RasterizeTriangles() [2/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    float[] verts,
    Area area )
```

Rasterizes several triangles at once.

If the length of the array is not a multiple of 9, the extra floats at the end will be skipped.

Parameters

<i>verts</i>	An array of vertices.
<i>area</i>	The area flags for all of the triangles.

Definition at line 682 of file Heightfield.Rasterization.cs.

5.451.3.12 RasterizeTriangles() [3/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    float[] verts,
    int floatOffset,
    int floatStride,
    int triCount )
```

Rasterizes several triangles at once.

Parameters

<i>verts</i>	An array of vertices.
<i>floatOffset</i>	An offset into the array.
<i>floatStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (3 floats per vertex).
<i>triCount</i>	The number of triangles to rasterize.

Definition at line 694 of file Heightfield.Rasterization.cs.

5.451.3.13 RasterizeTriangles() [4/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    float[] verts,
    int floatOffset,
    int floatStride,
    int triCount,
    Area area )
```

Rasterizes several triangles at once.

Parameters

<i>verts</i>	An array of vertices.
<i>floatOffset</i>	An offset into the array.
<i>floatStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (3 floats per vertex).
<i>triCount</i>	The number of triangles to rasterize.
<i>area</i>	The area flags for all of the triangles.

Definition at line 707 of file Heightfield.Rasterization.cs.

5.451.3.14 RasterizeTriangles() [5/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    IEnumerable< Triangle3 > tris )
```

Rasterizes several triangles at once.

Parameters

<i>tris</i>	A collection of triangles.

Definition at line 475 of file Heightfield.Rasterization.cs.

5.451.3.15 RasterizeTriangles() [6/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    IEnumerable< Triangle3 > tris,
    Area area )
```

Rasterizes several triangles at once.

Parameters

<i>tris</i>	A collection of triangles.
<i>area</i>	The area flags for all of the triangles.

Definition at line 485 of file Heightfield.Rasterization.cs.

5.451.3.16 RasterizeTriangles() [7/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Triangle3[] tris )
```

Rasterizes several triangles at once.

Parameters

<i>tris</i>	An array of triangles.

Definition at line 503 of file Heightfield.Rasterization.cs.

5.451.3.17 RasterizeTriangles() [8/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Triangle3[] tris,
    Area area )
```

Rasterizes several triangles at once.

Parameters

<i>tris</i>	An array of triangles.
<i>area</i>	The area flags for all of the triangles.

Definition at line 513 of file Heightfield.Rasterization.cs.

5.451.3.18 RasterizeTriangles() [9/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Triangle3[] tris,
    int triOffset,
    int triCount )
```

Rasterizes several triangles at once.

Parameters

<i>tris</i>	An array of triangles.
<i>triOffset</i>	An offset into the array.
<i>triCount</i>	The number of triangles to rasterize, starting from the offset.

Definition at line 524 of file Heightfield.Rasterization.cs.

5.451.3.19 RasterizeTriangles() [10/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Triangle3[] tris,
    int triOffset,
    int triCount,
    Area area )
```

Rasterizes several triangles at once.

Parameters

<i>tris</i>	An array of triangles.
<i>triOffset</i>	An offset into the array.
<i>triCount</i>	The number of triangles to rasterize, starting from the offset.
<i>area</i>	The area flags for all of the triangles.

Definition at line 536 of file Heightfield.Rasterization.cs.

5.451.3.20 RasterizeTriangles() [11/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Vector3[] verts )
```

Rasterizes several triangles at once.

If the length of the array is not a multiple of 3, the extra vertices at the end will be skipped.

Parameters

<i>verts</i>	An array of vertices.

Definition at line 595 of file Heightfield.Rasterization.cs.

5.451.3.21 RasterizeTriangles() [12/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Vector3[] verts,
    Area area )
```

Rasterizes several triangles at once.

If the length of the array is not a multiple of 3, the extra vertices at the end will be skipped.

Parameters

<i>verts</i>	An array of vertices.
<i>area</i>	The area flags for all of the triangles.

Definition at line 608 of file Heightfield.Rasterization.cs.

5.451.3.22 RasterizeTriangles() [13/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Vector3[] verts,
    int vertOffset,
    int vertStride,
    int triCount )
```

Rasterizes several triangles at once.

Parameters

<i>verts</i>	An array of vertices.
<i>vertOffset</i>	An offset into the array.
<i>vertStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (1 Vector3 per vertex).
<i>triCount</i>	The number of triangles to rasterize, starting from the offset.

Definition at line 620 of file Heightfield.Rasterization.cs.

5.451.3.23 RasterizeTriangles() [14/14]

```
void SharpNav.Heightfield.RasterizeTriangles (
    Vector3[] verts,
    int vertOffset,
    int vertStride,
    int triCount,
    Area area )
```

Rasterizes several triangles at once.

Parameters

<i>verts</i>	An array of vertices.
<i>vertOffset</i>	An offset into the array.
<i>vertStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (1 Vector3 per vertex).
<i>triCount</i>	The number of triangles to rasterize, starting from the offset.
<i>area</i>	The area flags for all of the triangles.

Definition at line 633 of file Heightfield.Rasterization.cs.

5.451.3.24 RasterizeTrianglesIndexed() [1/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    float[] verts,
    int[] inds )
```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.

Definition at line 386 of file Heightfield.Rasterization.cs.

5.451.3.25 RasterizeTrianglesIndexed() [2/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    float[] verts,
    int[] inds,
    Area area )
```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>area</i>	The area flags for all the triangles.

Definition at line 397 of file Heightfield.Rasterization.cs.

5.451.3.26 RasterizeTrianglesIndexed() [3/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    float[] verts,
    int[] inds,
    int floatOffset,
    int floatStride,
    int indexOffset,
    int triCount )
```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>floatOffset</i>	An offset into the vertex array.
<i>floatStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (3 floats per vertex).
<i>indexOffset</i>	An offset into the index array.
<i>triCount</i>	The number of triangles to rasterize.

Definition at line 411 of file Heightfield.Rasterization.cs.

5.451.3.27 RasterizeTrianglesIndexed() [4/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    float[] verts,
    int[] inds,
    int floatOffset,
    int floatStride,
    int indexOffset,
    int triCount,
    Area area )
```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>floatOffset</i>	An offset into the vertex array.
<i>floatStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (3 floats per vertex).
<i>indexOffset</i>	An offset into the index array.
<i>triCount</i>	The number of triangles to rasterize.
<i>area</i>	The area flags for all of the triangles.

Definition at line 426 of file Heightfield.Rasterization.cs.

5.451.3.28 RasterizeTrianglesIndexed() [5/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    Vector3[] verts,
    int[] inds )
```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.

Definition at line 310 of file Heightfield.Rasterization.cs.

5.451.3.29 RasterizeTrianglesIndexed() [6/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    Vector3[] verts,
    int[] inds,
    Area area )
```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>area</i>	The area flags for all the triangles.

Definition at line 321 of file Heightfield.Rasterization.cs.

5.451.3.30 RasterizeTrianglesIndexed() [7/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    Vector3[] verts,
    int[] inds,
    int vertOffset,
    int vertStride,
    int indexOffset,
    int triCount )
```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>vertOffset</i>	An offset into the vertex array.
<i>vertStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (one Vector3 per vertex).
<i>indexOffset</i>	An offset into the index array.
<i>triCount</i>	The number of triangles to rasterize.

Definition at line 335 of file Heightfield.Rasterization.cs.

5.451.3.31 RasterizeTrianglesIndexed() [8/8]

```
void SharpNav.Heightfield.RasterizeTrianglesIndexed (
    Vector3[] verts,
```

```

    int[] inds,
    int vertOffset,
    int vertStride,
    int indexOffset,
    int triCount,
    Area area )

```

Rasterizes several triangles at once from an indexed array.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>vertOffset</i>	An offset into the vertex array.
<i>vertStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (one Vector3 per vertex).
<i>indexOffset</i>	An offset into the index array.
<i>triCount</i>	The number of triangles to rasterize.
<i>area</i>	The area flags for all of the triangles.

Definition at line 350 of file Heightfield.Rasterization.cs.

5.451.3.32 RasterizeTrianglesIndexedWithAreas() [1/4]

```

void SharpNav.Heightfield.RasterizeTrianglesIndexedWithAreas (
    float[] verts,
    int[] inds,
    Area[] areas )

```

Rasterizes several triangles at once from an indexed array with per-triangle area flags.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 86 of file Heightfield.Rasterization.cs.

5.451.3.33 RasterizeTrianglesIndexedWithAreas() [2/4]

```

void SharpNav.Heightfield.RasterizeTrianglesIndexedWithAreas (
    float[] verts,
    int[] inds,
    int floatOffset,
    int floatStride,

```

```

    int indexOffset,
    int triCount,
    Area[] areas )

```

Rasterizes several triangles at once from an indexed array with per-triangle area flags.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>floatOffset</i>	An offset into the vertex array.
<i>floatStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (3 floats per vertex).
<i>indexOffset</i>	An offset into the index array.
<i>triCount</i>	The number of triangles to rasterize.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 101 of file Heightfield.Rasterization.cs.

5.451.3.34 RasterizeTrianglesIndexedWithAreas() [3/4]

```

void SharpNav.Heightfield.RasterizeTrianglesIndexedWithAreas (
    Vector3[] verts,
    int[] inds,
    Area[] areas )

```

Rasterizes several triangles at once from an indexed array with per-triangle area flags.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 31 of file Heightfield.Rasterization.cs.

5.451.3.35 RasterizeTrianglesIndexedWithAreas() [4/4]

```

void SharpNav.Heightfield.RasterizeTrianglesIndexedWithAreas (
    Vector3[] verts,
    int[] inds,
    int vertOffset,
    int vertStride,
    int indexOffset,
    int triCount,
    Area[] areas )

```

Rasterizes several triangles at once from an indexed array with per-triangle area flags.

Parameters

<i>verts</i>	An array of vertices.
<i>inds</i>	An array of indices.
<i>vertOffset</i>	An offset into the vertex array.
<i>vertStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (one Vector3 per vertex).
<i>indexOffset</i>	An offset into the index array.
<i>triCount</i>	The number of triangles to rasterize.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 46 of file Heightfield.Rasterization.cs.

5.451.3.36 RasterizeTrianglesWithAreas() [1/6]

```
void SharpNav.Heightfield.RasterizeTrianglesWithAreas (
    float[] verts,
    Area[] areas )
```

Rasterizes several triangles at once with per-triangle area flags.

If the length of the array is not a multiple of 9, the extra floats at the end will be skipped.

Parameters

<i>verts</i>	An array of vertices.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 246 of file Heightfield.Rasterization.cs.

5.451.3.37 RasterizeTrianglesWithAreas() [2/6]

```
void SharpNav.Heightfield.RasterizeTrianglesWithAreas (
    float[] verts,
    int floatOffset,
    int floatStride,
    int triCount,
    Area[] areas )
```

Rasterizes several triangles at once with per-triangle area flags.

Parameters

<i>verts</i>	An array of vertices.
<i>floatOffset</i>	An offset into the array.
<i>floatStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (3 floats per vertex).
<i>triCount</i>	The number of triangles to rasterize.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 259 of file Heightfield.Rasterization.cs.

5.451.3.38 RasterizeTrianglesWithAreas() [3/6]

```
void SharpNav.Heightfield.RasterizeTrianglesWithAreas (
    Triangle3[] tris,
    Area[] areas )
```

Rasterizes several triangles at once with per-triangle area flags.

Parameters

<i>tris</i>	An array of triangles.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 154 of file Heightfield.Rasterization.cs.

5.451.3.39 RasterizeTrianglesWithAreas() [4/6]

```
void SharpNav.Heightfield.RasterizeTrianglesWithAreas (
    Triangle3[] tris,
    int triOffset,
    int triCount,
    Area[] areas )
```

Rasterizes several triangles at once with per-triangle area flags.

Parameters

<i>tris</i>	An array of triangles.
<i>triOffset</i>	An offset into the array.
<i>triCount</i>	The number of triangles to rasterize, starting from the offset.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 166 of file Heightfield.Rasterization.cs.

5.451.3.40 RasterizeTrianglesWithAreas() [5/6]

```
void SharpNav.Heightfield.RasterizeTrianglesWithAreas (
    Vector3[] verts,
    Area[] areas )
```

Rasterizes several triangles at once with per-triangle area flags.

If the length of the array is not a multiple of 3, the extra vertices at the end will be skipped.

Parameters

<i>verts</i>	An array of vertices.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 197 of file Heightfield.Rasterization.cs.

5.451.3.41 RasterizeTrianglesWithAreas() [6/6]

```
void SharpNav.Heightfield.RasterizeTrianglesWithAreas (
    Vector3[] verts,
    int vertOffset,
    int vertStride,
    int triCount,
    Area[] areas )
```

Rasterizes several triangles at once with per-triangle area flags.

Parameters

<i>verts</i>	An array of vertices.
<i>vertOffset</i>	An offset into the array.
<i>vertStride</i>	The number of array elements that make up a vertex. A value of 0 is interpreted as tightly-packed data (1 Vector3 per vertex).
<i>triCount</i>	The number of triangles to rasterize, starting from the offset.
<i>areas</i>	An array of area flags, one for each triangle.

Definition at line 210 of file Heightfield.Rasterization.cs.

5.451.4 Property Documentation

5.451.4.1 Bounds

```
BBox3 SharpNav.Heightfield.Bounds [get]
```

Gets the bounding box of the heightfield.

Definition at line 79 of file Heightfield.cs.

5.451.4.2 CellHeight

```
float SharpNav.Heightfield.CellHeight [get]
```

Gets the size of a cell on the Y axis.

Definition at line 173 of file Heightfield.cs.

5.451.4.3 CellSize

```
Vector3 SharpNav.Heightfield.CellSize [get]
```

Gets the size of a cell (voxel).

The size of the cell.

Definition at line 151 of file Heightfield.cs.

5.451.4.4 CellSizeXZ

```
float SharpNav.Heightfield.CellSizeXZ [get]
```

Gets the size of a cell on the X and Z axes.

Definition at line 162 of file Heightfield.cs.

5.451.4.5 Height

```
int SharpNav.Heightfield.Height [get]
```

Gets the number of cells in the Y (up) direction.

The height.

Definition at line 127 of file Heightfield.cs.

5.451.4.6 Length

```
int SharpNav.Heightfield.Length [get]
```

Gets the number of cells in the Z direction.

The length.

Definition at line 139 of file Heightfield.cs.

5.451.4.7 Maximum

`Vector3 SharpNav.Heightfield.Maximum [get]`

Gets the world-space maximum.

The maximum.

Definition at line 103 of file Heightfield.cs.

5.451.4.8 Minimum

`Vector3 SharpNav.Heightfield.Minimum [get]`

Gets the world-space minimum.

The minimum.

Definition at line 91 of file Heightfield.cs.

5.451.4.9 SpanCount

`int SharpNav.Heightfield.SpanCount [get]`

Gets the total number of spans.

Definition at line 184 of file Heightfield.cs.

5.451.4.10 this[int i]

`Cell SharpNav.Heightfield.this[int i] [get]`

Gets the [Cell](#) at the specified index.

Parameters

<i>i</i>	The index.

Returns

The cell at index i.

Definition at line 218 of file Heightfield.cs.

5.451.4.11 `this[int x, int y]`

```
Cell SharpNav.Heightfield.this[int x, int y] [get]
```

Gets the [Cell](#) at the specified coordinate.

Parameters

<i>x</i>	The x coordinate.
<i>y</i>	The y coordinate.

Returns

The cell at [x, y].

Definition at line 202 of file Heightfield.cs.

5.451.4.12 `this[SpanReference spanRef]`

```
Span SharpNav.Heightfield.this[SpanReference spanRef] [get]
```

Gets the [Span](#) at the reference.

Parameters

<i>spanRef</i>	A reference to a span.

Returns

The span at the reference.

Definition at line 234 of file Heightfield.cs.

5.451.4.13 `Width`

```
int SharpNav.Heightfield.Width [get]
```

Gets the number of cells in the X direction.

The width.

Definition at line 115 of file Heightfield.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Heightfield.cs
- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Heightfield.↔
Rasterization.cs

5.452 SharpNav.HeightPatch Class Reference

Stores height data in a grid.

Public Member Functions

- [HeightPatch](#) (int x, int y, int width, int length)
Initializes a new instance of the [HeightPatch](#) class.
- bool [IsSet](#) (int index)
Checks an index to see whether or not it's height value has been set.
- bool [TryGetHeight](#) (int index, out int value)
Gets the height value at a specified index. A return value indicates whether the height value is set.
- bool [TryGetHeight](#) (int x, int y, out int value)
Gets the height value at a specified index. A return value indicates whether the height value is set.
- void [Resize](#) (int x, int y, int width, int length)
Resizes the patch. Only works if the new size is smaller than or equal to the initial size.
- void [Clear](#) ()
Clears the [HeightPatch](#) by unsetting every value.
- void [SetAll](#) (int h)
Sets all of the height values to the same value.

Static Public Attributes

- const int [UnsetHeight](#) = -1
The value used when a height value has not yet been set.

Properties

- int [X](#) [get]
Gets the X coordinate of the patch.
- int [Y](#) [get]
Gets the Y coordinate of the patch.
- int [Width](#) [get]
Gets the width of the patch.
- int [Length](#) [get]
Gets the length of the patch.
- int [this\[int index\]](#) [get, set]
Gets or sets the height at a specified index.
- int [this\[int x, int y\]](#) [get, set]
Gets or sets the height at a specified coordinate (x, y).

5.452.1 Detailed Description

Stores height data in a grid.

Definition at line 11 of file HeightPatch.cs.

5.452.2 Constructor & Destructor Documentation

5.452.2.1 HeightPatch()

```
SharpNav.HeightPatch.HeightPatch (
    int x,
    int y,
    int width,
    int length )
```

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

Parameters

<i>x</i>	The initial X coordinate of the patch.
<i>y</i>	The initial Y coordinate of the patch.
<i>width</i>	The width of the patch.
<i>length</i>	The length of the patch.

Definition at line 28 of file HeightPatch.cs.

5.452.3 Member Function Documentation

5.452.3.1 Clear()

```
void SharpNav.HeightPatch.Clear ( )
```

Clears the [HeightPatch](#) by unsetting every value.

Definition at line 179 of file HeightPatch.cs.

5.452.3.2 IsSet()

```
bool SharpNav.HeightPatch.IsSet (
    int index )
```

Checks an index to see whether or not it's height value has been set.

Parameters

<i>index</i>	The index to check.

Returns

A value indicating whether or not the height value at the index is set.

Definition at line 128 of file HeightPatch.cs.

5.452.3.3 Resize()

```
void SharpNav.HeightPatch.Resize (
    int x,
    int y,
    int width,
    int length )
```

Resizes the patch. Only works if the new size is smaller than or equal to the initial size.

Parameters

<i>x</i>	The new X coordinate.
<i>y</i>	The new Y coordinate.
<i>width</i>	The new width.
<i>length</i>	The new length.

Definition at line 165 of file HeightPatch.cs.

5.452.3.4 SetAll()

```
void SharpNav.HeightPatch.SetAll (
    int h )
```

Sets all of the height values to the same value.

Parameters

<i>h</i>	The height to apply to all values.

Definition at line 189 of file HeightPatch.cs.

5.452.3.5 TryGetHeight() [1/2]

```
bool SharpNav.HeightPatch.TryGetHeight (
    int index,
    out int value )
```

Gets the height value at a specified index. A return value indicates whether the height value is set.

Parameters

<i>index</i>	The index to use.
<i>value</i>	Contains the height at the value.

Returns

A value indicating whether the value at the specified index is set.

Definition at line 139 of file HeightPatch.cs.

5.452.3.6 TryGetHeight() [2/2]

```
bool SharpNav.HeightPatch.TryGetHeight (
    int x,
    int y,
    out int value )
```

Gets the height value at a specified index. A return value indicates whether the height value is set.

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.
<i>value</i>	Contains the height at the value.

Returns

A value indicating whether the value at the specified index is set.

Definition at line 152 of file HeightPatch.cs.

5.452.4 Member Data Documentation**5.452.4.1 UnsetHeight**

```
const int SharpNav.HeightPatch.UnsetHeight = -1 [static]
```

The value used when a height value has not yet been set.

Definition at line 16 of file HeightPatch.cs.

5.452.5 Property Documentation

5.452.5.1 Length

```
int SharpNav.HeightPatch.Length [get]
```

Gets the length of the patch.

Definition at line 78 of file HeightPatch.cs.

5.452.5.2 this[int index]

```
int SharpNav.HeightPatch.this[int index] [get], [set]
```

Gets or sets the height at a specified index.

Parameters

<i>index</i>	The index inside the patch.

Returns

The height at the specified index.

Definition at line 91 of file HeightPatch.cs.

5.452.5.3 this[int x, int y]

```
int SharpNav.HeightPatch.this[int x, int y] [get], [set]
```

Gets or sets the height at a specified coordinate (x, y).

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.

Returns

The height at the specified index.

Definition at line 110 of file HeightPatch.cs.

5.452.5.4 Width

```
int SharpNav.HeightPatch.Width [get]
```

Gets the width of the patch.

Definition at line 67 of file HeightPatch.cs.

5.452.5.5 X

```
int SharpNav.HeightPatch.X [get]
```

Gets the X coordinate of the patch.

Definition at line 45 of file HeightPatch.cs.

5.452.5.6 Y

```
int SharpNav.HeightPatch.Y [get]
```

Gets the Y coordinate of the patch.

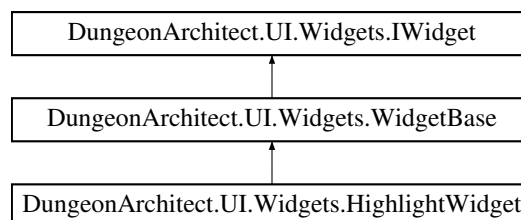
Definition at line 56 of file HeightPatch.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/HeightPatch.cs

5.453 DungeonArchitect.UI.Widgets.HighlightWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.HighlightWidget:



Public Member Functions

- [HighlightWidget](#) **SetContent** ([IWidget](#) widget)
- [HighlightWidget](#) **SetHighlightColor** (Color highlightColor)
- [HighlightWidget](#) **SetHighlightThickness** (float highlightThickness)
- [HighlightWidget](#) **SetHighlightTime** (float highlightTime)
- [HighlightWidget](#) **SetObjectOfInterest** (object objectOfInterest)
- void **Activate** ([UISystem](#) uiSystem)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Public Attributes

- [IWidget](#) **Widget**
- object **ObjectOfInterest**
- Color **HighlightColor** = Color.red
- float **HighlightThickness** = 3.0f
- float **HighlightTime** = 1.0f

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.453.1 Detailed Description

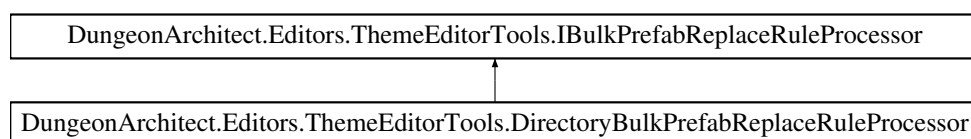
Definition at line 6 of file HighlightWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Window/HighlightWidget.cs

5.454 DungeonArchitect.Editors.ThemeEditorTools.IBulkPrefabReplaceRuleProcessor Interface Reference

Inheritance diagram for DungeonArchitect.Editors.ThemeEditorTools.IBulkPrefabReplaceRuleProcessor:



Public Member Functions

- void **DrawGUI** ()
- [BulkReplacementEntry\[\]](#) **Process** ([DungeonThemeEditorWindow](#) editor)

5.454.1 Detailed Description

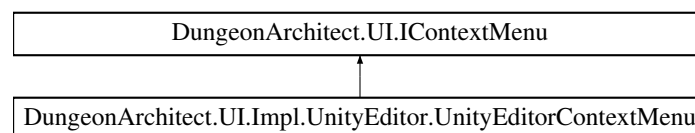
Definition at line 31 of file ThemeEditorToolPrefabReplacement.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolPrefabReplacement.cs

5.455 DungeonArchitect.UI.IContextMenu Interface Reference

Inheritance diagram for DungeonArchitect.UI.IContextMenu:



Public Member Functions

- void **AddItem** (string path, ContextMenuFunction func)
- void **AddItem** (string path, ContextMenuFunctionUserData func, object userData)
- void **AddSeparator** (string path)
- void **Show** ()

5.455.1 Detailed Description

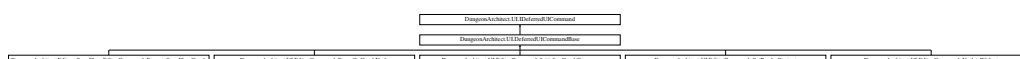
Definition at line 25 of file UIPlatform.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UIPlatform.cs

5.456 DungeonArchitect.UI.IDeferredUICommand Interface Reference

Inheritance diagram for DungeonArchitect.UI.IDeferredUICommand:



Public Member Functions

- void **Execute** ([UISystem](#) uiSystem)

5.456.1 Detailed Description

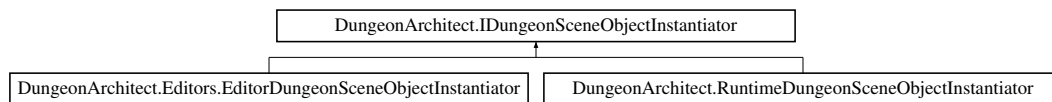
Definition at line 8 of file DeferredUICommands.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/DeferredUICommands.cs

5.457 DungeonArchitect.IDungeonSceneObjectInstantiator Interface Reference

Inheritance diagram for DungeonArchitect.IDungeonSceneObjectInstantiator:



Public Member Functions

- GameObject **Instantiate** (GameObject template, Vector3 position, Quaternion rotation, Vector3 scale, Transform parent)

5.457.1 Detailed Description

Definition at line 7 of file DungeonSceneObjectInstantiator.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/SceneProvider/DungeonSceneObjectInstantiator.cs

5.458 DungeonArchitect.Triangulator.IEDGE Struct Reference

Public Attributes

- int **p1**
- int **p2**

5.458.1 Detailed Description

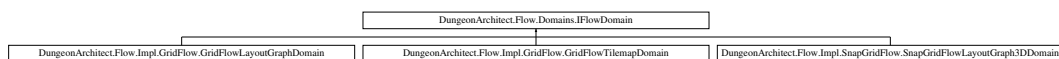
Definition at line 15 of file DelauneyV2.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/Delauney↔
V2.cs

5.459 DungeonArchitect.Flow.Domains.IFlowDomain Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.IFlowDomain:



Properties

- System.Type[] **SupportedTasks** [get]
- string **DisplayName** [get]

5.459.1 Detailed Description

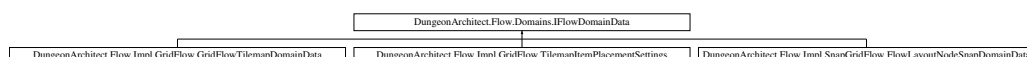
Definition at line 3 of file IFlowDomain.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/IFlow↔
Domain.cs

5.460 DungeonArchitect.Flow.Domains.IFlowDomainData Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.IFlowDomainData:



Public Member Functions

- [IFlowDomainData Clone](#) ()

5.460.1 Detailed Description

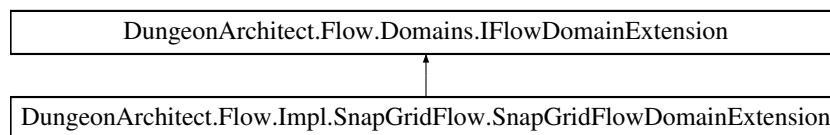
Definition at line 5 of file FlowDomainData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Flow↔DomainData.cs

5.461 DungeonArchitect.Flow.Domains.IFlowDomainExtension Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.IFlowDomainExtension:



5.461.1 Detailed Description

Definition at line 5 of file FlowDomainExtensions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Flow↔DomainExtensions.cs

5.462 DungeonArchitect.Editors.Flow.IFlowEditorWindow Interface Reference

5.462.1 Detailed Description

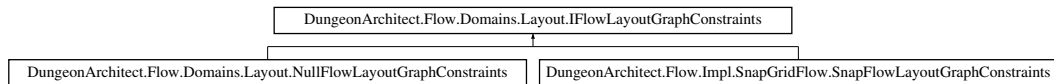
Definition at line 16 of file FlowEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/FlowEditor↔Window.cs

5.463 DungeonArchitect.Flow.Domains.Layout.IFlowLayoutGraphConstraints↔ Constraints Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.IFlowLayoutGraphConstraints:



Public Member Functions

- bool **IsValid** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutGraphNode](#) node, [FlowLayoutGraphNode\[\]](#) incomingNodes)
- bool **IsValid** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutPathNodeGroup](#) group, int pathIndex, int pathLength, [FFAGConstraintsLink\[\]](#) incomingNodes)

5.463.1 Detailed Description

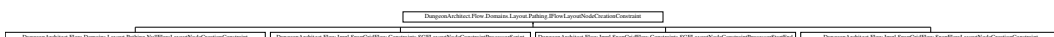
Definition at line 22 of file [FlowLayoutGraphConstraints.cs](#).

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

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔LayoutGraph/FlowLayoutGraphConstraints.cs](#)

5.464 DungeonArchitect.Flow.Domains.Layout.Pathing.IFlowLayoutNodeCreationConstraint↔ NodeCreationConstraint Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Pathing.IFlowLayoutNodeCreationConstraint:



Public Member Functions

- bool **CanCreateNodeAt** ([FlowLayoutGraphNode](#) node, int totalPathLength, int currentPathPosition)

5.464.1 Detailed Description

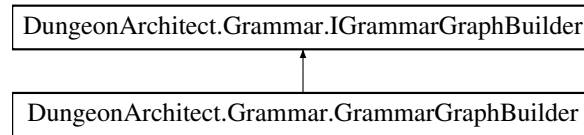
Definition at line 8 of file [FlowLayoutGraphPathUtils.cs](#).

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

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs](#)

5.465 DungeonArchitect.Grammar.IGrammarGraphBuilder Interface Reference

Inheritance diagram for DungeonArchitect.Grammar.IGrammarGraphBuilder:



Public Member Functions

- int **CreateNode** (string nodeName, int executionIndex)
- bool **LinkNodes** (int nodeAId, int nodeBId)

5.465.1 Detailed Description

Definition at line 6 of file GrammarGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Grammar/GraphBuillder/GrammarGraphBuilder.cs

5.466 DungeonArchitect.Grammar.IGrammarGraphBuildScript Interface Reference

Public Member Functions

- void **Generate** (IGrammarGraphBuilder grammarBuilder)

5.466.1 Detailed Description

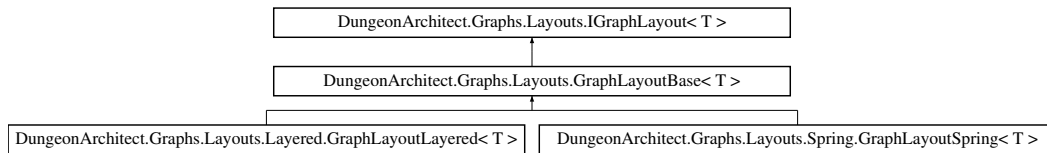
Definition at line 3 of file GrammarGraphBuildScript.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Graphs/↔ Grammar/GraphBuillder/GrammarGraphBuildScript.cs

5.467 DungeonArchitect.Graphs.Layouts.IGraphLayout< T > Interface Template Reference

Inheritance diagram for DungeonArchitect.Graphs.Layouts.IGraphLayout< T >:



Public Member Functions

- void **Layout** (T[] nodes, [IGraphLayoutNodeActions< T >](#) nodeActions)

5.467.1 Detailed Description

Definition at line 7 of file GraphLayout.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph↔Layout/GraphLayout.cs

5.468 DungeonArchitect.Graphs.Layouts.IGraphLayoutNodeActions< T > Interface Template Reference

Public Member Functions

- void **SetNodePosition** (T node, Vector2 position)
- Vector2 **GetNodePosition** (T node)
- T[] **GetOutgoingNodes** (T node)

5.468.1 Detailed Description

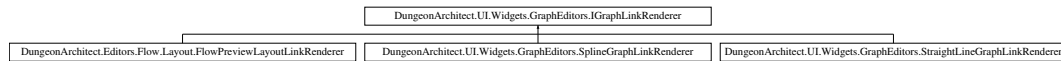
Definition at line 12 of file GraphLayout.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph↔Layout/GraphLayout.cs

5.469 DungeonArchitect.UI.Widgets.GraphEditors.IGraphLinkRenderer Interface Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.IGraphLinkRenderer:



Public Member Functions

- void **DrawGraphLink** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphLink](#) link, [GraphCamera](#) camera)

5.469.1 Detailed Description

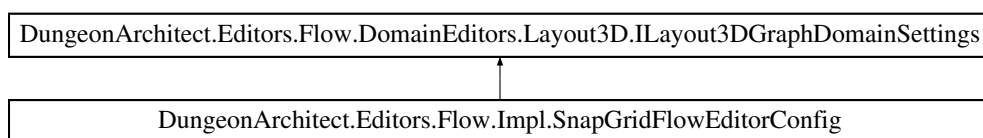
Definition at line 8 of file GraphLinkRenderer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔ Editor/Renderers/GraphLinkRenderer.cs

5.470 DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.↔ ILayout3DGraphDomainSettings Interface Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.↔ ILayout3DGraphDomainSettings:



Properties

- bool **AutoFocusViewport** [get]

5.470.1 Detailed Description

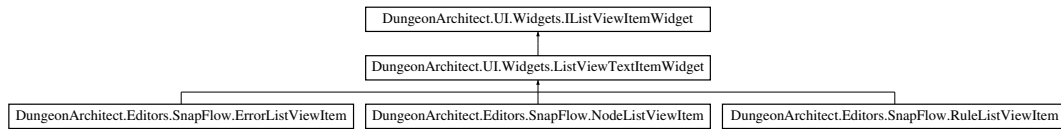
Definition at line 11 of file Layout3DGraphDomainEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Domain↔ Editors/Layout/Layout3DGraphDomainEditor.cs

5.471 DungeonArchitect.UI.Widgets.IListViewItemWidget Interface Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.IListViewItemWidget:



Public Member Functions

- string **GetCaption** ()

Properties

- bool **Selected** [get, set]
- object **ItemData** [get, set]

Events

- OnListViewItemSelected **ItemSelected**
- OnListViewItemSelected **ItemDoubleClicked**

5.471.1 Detailed Description

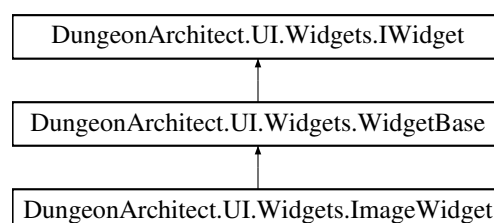
Definition at line 13 of file ListViewWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/ListViewWidget.cs

5.472 DungeonArchitect.UI.Widgets.ImageWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.ImageWidget:



Public Member Functions

- **ImageWidget** (Texture2D texture)
- **ImageWidget SetImage** (Texture2D texture)
- **ImageWidget SetDrawMode** (ImageWidgetDrawMode drawMode)
- **ImageWidget SetTint** (Color tint)
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.472.1 Detailed Description

Definition at line 13 of file ImageWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/ImageWidget.cs

5.473 DungeonArchitect.Graphs.IndexCounter Class Reference

An ID provider for graph objects

Public Member Functions

- int **GetNext** ()

5.473.1 Detailed Description

An ID provider for graph objects

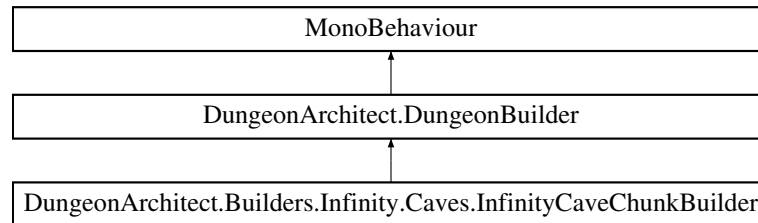
Definition at line 14 of file Graph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph.cs

5.474 DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder↩ Builder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout
- override void [EmitMarkers](#) ()
Emit markers defined by this builder

Additional Inherited Members

5.474.1 Detailed Description

Definition at line 13 of file `InfinityCaveChunkBuilder.cs`.

5.474.2 Member Function Documentation

5.474.2.1 BuildDungeon()

```

override void DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
  
```

Builds the dungeon layout

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 18 of file `InfinityCaveChunkBuilder.cs`.

5.474.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder.EmitMarkers (
) [virtual]
```

Emit markers defined by this builder

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

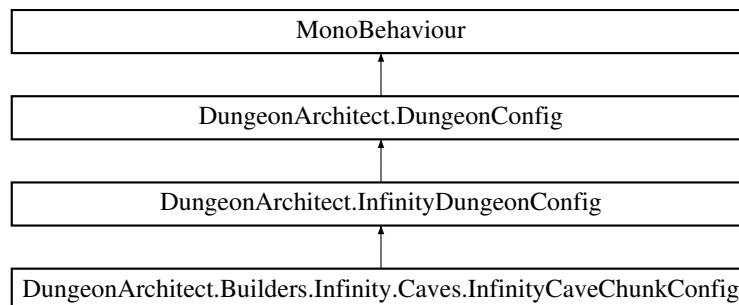
Definition at line 30 of file InfinityCaveChunkBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/InfinityCaves/InfinityCaveChunkBuilder.cs

5.475 DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkConfig:



Public Member Functions

- override Vector3 **GetLogicalCoord** (Vector3 p)
- override bool **BuildAlongX** ()
- override bool **BuildAlongY** ()
- override bool **BuildAlongZ** ()

Public Attributes

- Vector2 **gridSize** = new Vector2(4, 4)
- int **iterations** = 4
- int **neighborRocks** = 5

5.475.1 Detailed Description

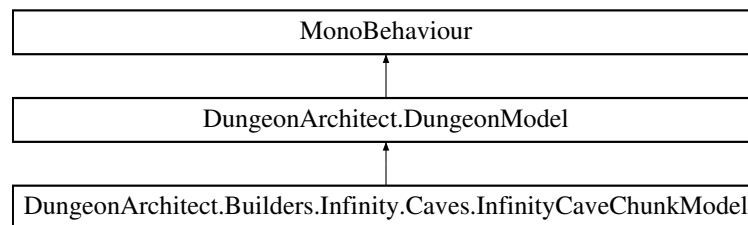
Definition at line 6 of file InfinityCaveChunkConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/InfinityCaves/InfinityCaveChunkConfig.cs

5.476 DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkModel:



Public Attributes

- [InfinityCaveChunkConfig](#) **Config**
- MazeTileState[,] **tileStates**

Additional Inherited Members

5.476.1 Detailed Description

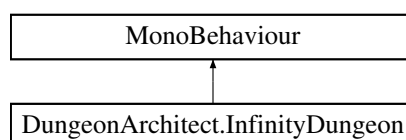
Definition at line 11 of file InfinityCaveChunkModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/InfinityCaves/InfinityCaveChunkModel.cs

5.477 DungeonArchitect.InfinityDungeon Class Reference

Inheritance diagram for DungeonArchitect.InfinityDungeon:



Public Member Functions

- void **EditorUpdate** ()
- void **BuildDungeon** ()
- [Dungeon](#) **BuildDungeonChunk** (Vector3 chunkPosition)
- void **DestroyDungeon** ()
- void **CopyDungeonConfig** ([InfinityDungeonConfig](#) targetConfig)

Public Attributes

- Transform **buildPositionTracker**
- float **buildDistance** = 40
- List< [Graph](#) > **dungeonThemes**
- Transform **parentGameObject**
- GameObject **chunkDungeonTemplate**

5.477.1 Detailed Description

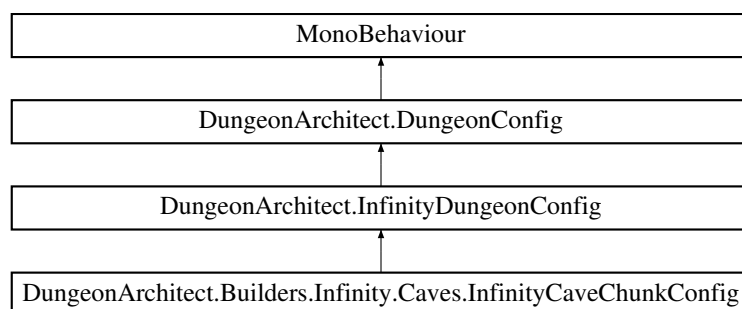
Definition at line 9 of file InfinityDungeon.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Infinity/InfinityDungeon.cs

5.478 DungeonArchitect.InfinityDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.InfinityDungeonConfig:



Public Member Functions

- abstract Vector3 **GetLogicalCoord** (Vector3 p)
- abstract bool **BuildAlongX** ()
- abstract bool **BuildAlongY** ()
- abstract bool **BuildAlongZ** ()

Public Attributes

- Vector3 **chunkPosition**
- Vector3 **chunkSize**

5.478.1 Detailed Description

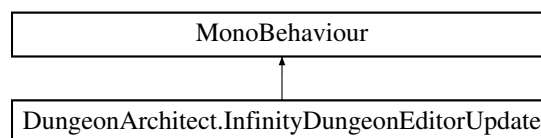
Definition at line 5 of file InfinityDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Infinity/Infinity↔
DungeonConfig.cs

5.479 DungeonArchitect.InfinityDungeonEditorUpdate Class Reference

Inheritance diagram for DungeonArchitect.InfinityDungeonEditorUpdate:



Public Member Functions

- void **EditorUpdate** ()

Public Attributes

- [InfinityDungeon](#) **infinityDungeon**

5.479.1 Detailed Description

Definition at line 5 of file InfinityDungeonEditorUpdate.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Infinity/Infinity↔
DungeonEditorUpdate.cs

5.480 DungeonArchitect.Utils.Noise.INoisePolicy< T > Interface Template Reference

Public Member Functions

- float **Sample** (float x, float y, [INoiseTable](#)< T > [NoiseTable](#))
- T **GetRandom** (System.Random random)

5.480.1 Detailed Description

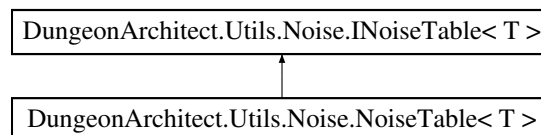
Definition at line 14 of file GradientNoise.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Noise/Gradient↵
Noise.cs

5.481 DungeonArchitect.Utils.Noise.INoiseTable< T > Interface Template Reference

Inheritance diagram for DungeonArchitect.Utils.Noise.INoiseTable< T >:



Public Member Functions

- void **Init** (int InSize, System.Random random)
- float **GetNoise** (float u, float v)
- [NoiseTableCell](#)< T > **GetCell** (float x, float y)

5.481.1 Detailed Description

Definition at line 7 of file GradientNoise.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Noise/Gradient↵
Noise.cs

5.482 DungeonArchitect.Eeditors.InspectorNotify Class Reference

Public Member Functions

- delegate void **OnFlowTaskPropertyChanged** ([FlowExecTask](#) task)
- delegate void **OnSnapPropertyChanged** (Object obj)

Static Public Member Functions

- static void **Dispatch** (SerializedObject subject, Object target)

Events

- static OnFlowTaskPropertyChanged **FlowTaskPropertyChanged**
- static OnSnapPropertyChanged **SnapPropertyChanged**

5.482.1 Detailed Description

Definition at line 10 of file InspectorNotify.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Inspector↔
Notify.cs

5.483 DungeonArchitect.Eeditors.InspectorStyles Class Reference

Static Public Attributes

- static readonly GUIStyle **TitleStyle**
- static readonly GUIStyle **HeaderStyle**

5.483.1 Detailed Description

Definition at line 6 of file InspectorStyles.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Inspector↔
Styles.cs

5.484 DungeonArchitect.Eeditors.InspectorUtils Class Reference

Utility functions for drawing [UI](#) in the Inspector window

Static Public Member Functions

- static void [DrawMatrixProperty](#) (string caption, ref Matrix4x4 matrix)
Draws the translation / rotation / scale widgets for a Matrix4x4
- static void [RoundVector](#) (ref Vector3 vector, int precision)
Rounds the Vector to the nearest precision
- static float [Round](#) (float f, int precision)
rounds a float to the nearest precision
- static void [DrawVectorProperty](#) (string caption, ref Vector3 vector)
Draws XYZ components of a Vector3 in the inspector window within the same line for better usability and aesthetics

5.484.1 Detailed Description

Utility functions for drawing [UI](#) in the Inspector window

Definition at line 12 of file InspectorUtils.cs.

5.484.2 Member Function Documentation

5.484.2.1 DrawMatrixProperty()

```
static void DungeonArchitect.Editors.InspectorUtils.DrawMatrixProperty (  
    string caption,  
    ref Matrix4x4 matrix ) [static]
```

Draws the translation / rotation / scale widgets for a Matrix4x4

Parameters

<i>caption</i>	The caption to display above the widget
<i>matrix</i>	The transform matrix to modify

Definition at line 19 of file InspectorUtils.cs.

5.484.2.2 DrawVectorProperty()

```
static void DungeonArchitect.Editors.InspectorUtils.DrawVectorProperty (  
    string caption,  
    ref Vector3 vector ) [static]
```

Draws XYZ components of a Vector3 in the inspector window within the same line for better usability and aesthetics

Parameters

<i>caption</i>	The caption to use on the property
<i>vector</i>	The vector to modify

Definition at line 73 of file InspectorUtils.cs.

5.484.2.3 Round()

```
static float DungeonArchitect.Editors.InspectorUtils.Round (  
    float f,  
    int precision ) [static]
```

rounds a float to the nearest precision

Parameters

<i>f</i>	The value to round
<i>precision</i>	The precision in digits

Returns

Definition at line 62 of file InspectorUtils.cs.

5.484.2.4 RoundVector()

```
static void DungeonArchitect.Editors.InspectorUtils.RoundVector (  
    ref Vector3 vector,  
    int precision ) [static]
```

Rounds the Vector to the nearest precision

Parameters

<i>vector</i>	The vector to round
<i>precision</i>	The precision in digits

Definition at line 49 of file InspectorUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/InspectorUtils.cs

5.485 DungeonArchitect.Utls.InstanceCache Class Reference

Caches instances by their name so they can be reused when needed again instead of recreating it

Public Member Functions

- ScriptableObject [GetInstance](#) (string typeName)
Retrieves the instance of the specified ScriptableObject type name. If none exists, a new one is created and stored
- void **Clear** ()

5.485.1 Detailed Description

Caches instances by their name so they can be reused when needed again instead of recreating it

Definition at line 13 of file InstanceCache.cs.

5.485.2 Member Function Documentation

5.485.2.1 GetInstance()

```
ScriptableObject DungeonArchitect.Utls.InstanceCache.GetInstance (
    string typeName )
```

Retrieves the instance of the specified ScriptableObject type name. If none exists, a new one is created and stored

Parameters

<i>typeName</i>	The typename of the ScriptableObject

Returns

The cached instance of the specified ScriptableObject typename

Definition at line 21 of file InstanceCache.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/InstanceCache.cs↔

5.486 DungeonArchitect.IntVector Struct Reference

Represent an integer vector

Public Member Functions

- **IntVector** (Vector3 v)
- **IntVector** (int x, int y, int z)
- void **Set** (int x, int y, int z)
- float **DistanceSq** ()
- float **Distance** ()
- Vector3 **ToVector3** ()
- override bool **Equals** (System.Object obj)
- override int **GetHashCode** ()
- override string **ToString** ()

Static Public Member Functions

- static **IntVector operator+** (**IntVector** a, **IntVector** b)
- static **IntVector operator-** (**IntVector** a, **IntVector** b)
- static **IntVector operator*** (**IntVector** a, **IntVector** b)
- static Vector3 **operator*** (**IntVector** a, Vector3 b)
- static **IntVector operator/** (**IntVector** a, **IntVector** b)
- static **IntVector operator+** (**IntVector** a, int b)
- static **IntVector operator-** (**IntVector** a, int b)
- static **IntVector operator*** (**IntVector** a, int b)
- static **IntVector operator/** (**IntVector** a, int b)
- static bool **operator==** (**IntVector** a, **IntVector** b)
- static bool **operator!=** (**IntVector** a, **IntVector** b)
- static Vector3 **ToV3** (**IntVector** iv)

Public Attributes

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

Static Public Attributes

- static readonly **IntVector Zero** = new **IntVector**(0, 0, 0)

5.486.1 Detailed Description

Represent an integer vector

Definition at line 11 of file IntVector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Math/Int↵
Vector.cs

5.487 DungeonArchitect.IntVector2 Struct Reference

Represent an integer vector

Public Member Functions

- **IntVector2** (Vector3 v)
- **IntVector2** (int x, int y)
- void **Set** (int x, int y)
- int **ManhattanDistance** ()
- float **DistanceSq** ()
- **IntVector2** **Abs** ()
- float **Distance** ()
- Vector2 **ToVector2** ()
- override bool **Equals** (System.Object obj)
- override int **GetHashCode** ()

Static Public Member Functions

- static **IntVector2** **operator+** (**IntVector2** a, **IntVector2** b)
- static **IntVector2** **operator-** (**IntVector2** a, **IntVector2** b)
- static **IntVector2** **operator*** (**IntVector2** a, **IntVector2** b)
- static Vector3 **operator*** (**IntVector2** a, Vector3 b)
- static **IntVector2** **operator/** (**IntVector2** a, **IntVector2** b)
- static **IntVector2** **operator+** (**IntVector2** a, int b)
- static **IntVector2** **operator-** (**IntVector2** a, int b)
- static **IntVector2** **operator*** (**IntVector2** a, int b)
- static **IntVector2** **operator/** (**IntVector2** a, int b)
- static Vector2 **ToV2** (**IntVector2** iv)

Public Attributes

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

Static Public Attributes

- static readonly **IntVector2** **Zero** = new **IntVector2**(0, 0)

5.487.1 Detailed Description

Represent an integer vector

Definition at line 11 of file IntVector2.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Math/Int↵
Vector2.cs

5.488 DungeonArchitect.Builders.Grid.IntVector2Key Struct Reference

Data-structure for [IntVector](#) pair. Used for caching

Public Member Functions

- **IntVector2Key** ([IntVector](#) a, [IntVector](#) b)
- override bool **Equals** (System.Object obj)
- override int **GetHashCode** ()

Public Attributes

- [IntVector](#) a
- [IntVector](#) b

5.488.1 Detailed Description

Data-structure for [IntVector](#) pair. Used for caching

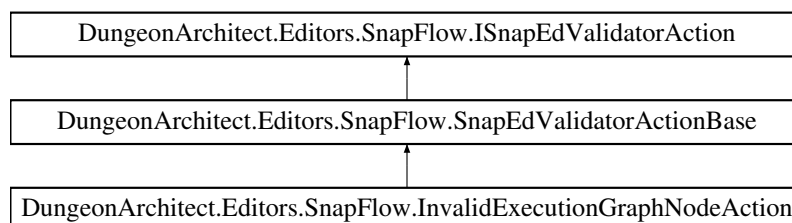
Definition at line 236 of file GridDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Model.cs

5.489 DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphNode↵ Action Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphNodeAction:



Public Member Functions

- **InvalidExecutionGraphNodeAction** ([GraphNode](#) node)
- override void **Execute** ([SnapEditorWindow](#) editor)

5.489.1 Detailed Description

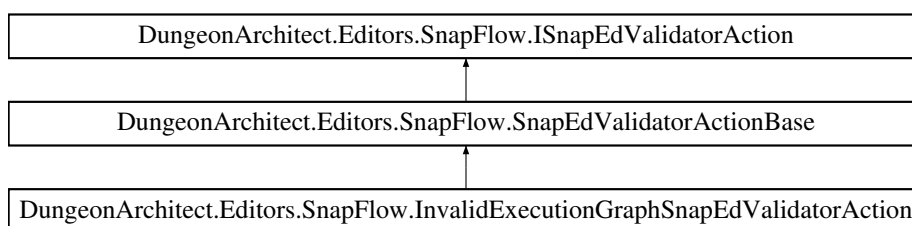
Definition at line 157 of file DungeonFlowValidatorActions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs

5.490 **DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphSnapEdValidatorAction** Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphSnapEdValidatorAction:



Public Member Functions

- override void **Execute** ([SnapEditorWindow](#) editor)

5.490.1 Detailed Description

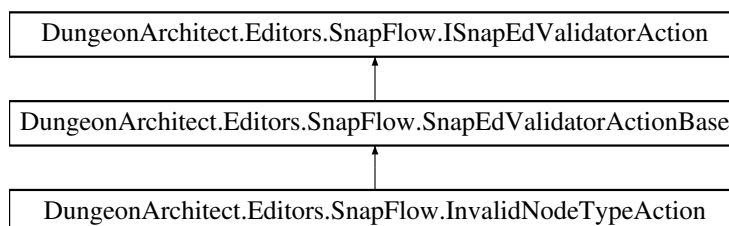
Definition at line 35 of file DungeonFlowValidatorActions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs

5.491 **DungeonArchitect.Editors.SnapFlow.InvalidNodeTypeAction** Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.InvalidNodeTypeAction:



Public Member Functions

- **InvalidNodeTypeAction** ([GrammarNodeType](#) nodeType)
- override void **Execute** ([SnapEditorWindow](#) editor)

5.491.1 Detailed Description

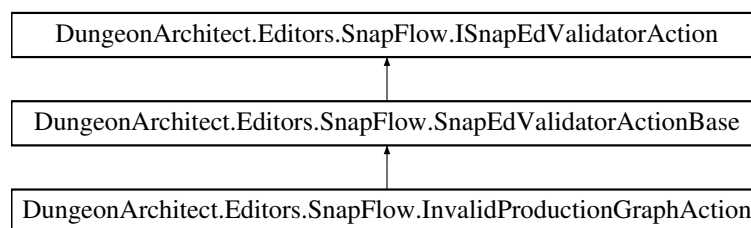
Definition at line 79 of file `DungeonFlowValidatorActions.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs`

5.492 DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction Class Reference

Inheritance diagram for `DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction`:



Public Member Functions

- **InvalidProductionGraphAction** ([GrammarProductionRule](#) productionRule, [GrammarGraph](#) graph)
- override void **Execute** ([SnapEditorWindow](#) editor)

5.492.1 Detailed Description

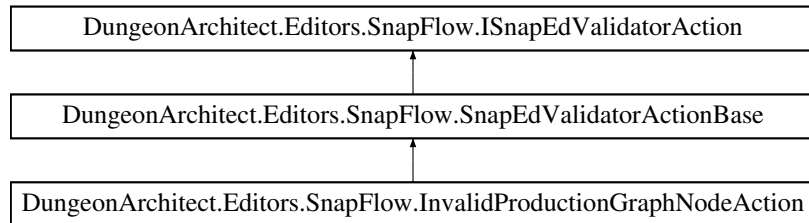
Definition at line 94 of file `DungeonFlowValidatorActions.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs`

5.493 DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphNodeAction Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphNodeAction:



Public Member Functions

- **InvalidProductionGraphNodeAction** ([GrammarProductionRule](#) productionRule, [GraphNode](#) node)
- override void **Execute** ([SnapEditorWindow](#) editor)

5.493.1 Detailed Description

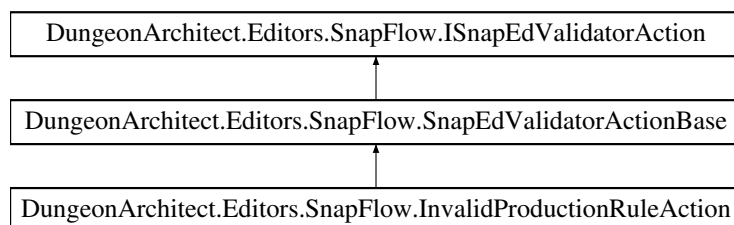
Definition at line 116 of file DungeonFlowValidatorActions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs

5.494 DungeonArchitect.Editors.SnapFlow.InvalidProductionRuleAction Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.InvalidProductionRuleAction:



Public Member Functions

- **InvalidProductionRuleAction** ([GrammarProductionRule](#) productionRule)
- override void **Execute** ([SnapEditorWindow](#) editor)

5.494.1 Detailed Description

Definition at line 47 of file DungeonFlowValidatorActions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs

5.495 DungeonArchitect.Builders.Isaac.IsaacBuilderUtils Class Reference

Static Public Member Functions

- static [IsaacRoomTile](#) **GetTileAt** (int x, int z, [IsaacRoomLayout](#) layout)
- static bool **ContainsDoorAt** (int x, int z, [IsaacRoom](#) room)
- static [IsaacRoom](#) **GetRoom** ([IsaacDungeonModel](#) model, int roomId)

5.495.1 Detailed Description

Definition at line 3 of file IsaacBuilderUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/Utils/IsaacBuilderUtils.cs

5.496 DungeonArchitect.Builders.Isaac.IsaacDoor Class Reference

Public Attributes

- int **roomA**
- int **roomB**
- float **ratio** = 0.5f

5.496.1 Detailed Description

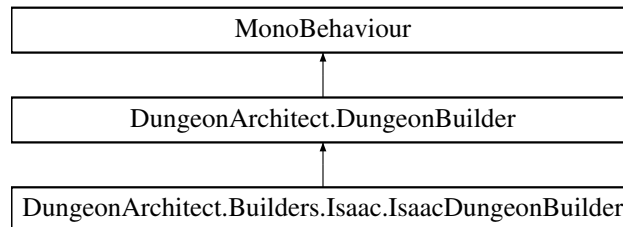
Definition at line 27 of file IsaacDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeonModel.cs

5.497 DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

- override void [EmitMarkers](#) ()

Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Additional Inherited Members

5.497.1 Detailed Description

Definition at line 6 of file IsaacDungeonBuilder.cs.

5.497.2 Member Function Documentation

5.497.2.1 BuildDungeon()

```

override void DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
  
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 24 of file IsaacDungeonBuilder.cs.

5.497.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder.EmitMarkers ( ) [virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built. You should emit your markers based on the layout you have saved in the model generated previously. When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again).

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

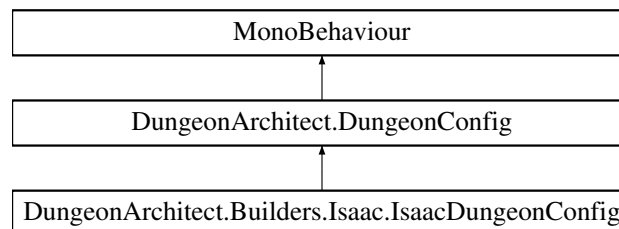
Definition at line 46 of file IsaacDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeonBuilder.cs

5.498 DungeonArchitect.Builders.Isaac.IsaacDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.Isaac.IsaacDungeonConfig:



Public Member Functions

- override bool **IsMode2D** ()

Public Attributes

- int **minRooms**
- int **maxRooms**
- int **roomWidth** = 10
- int **roomHeight** = 6
- Vector2 **tileSize** = new Vector2(1, 1)
- Vector2 **roomPadding** = new Vector2(1, 1)
- float **growForwardProbability** = 0.75f
- float **growSidewaysProbability** = 0.25f
- float **spawnRoomBranchProbability** = 0.75f
- float **cycleProbability** = 1.0f
- bool **Mode2D** = false

5.498.1 Detailed Description

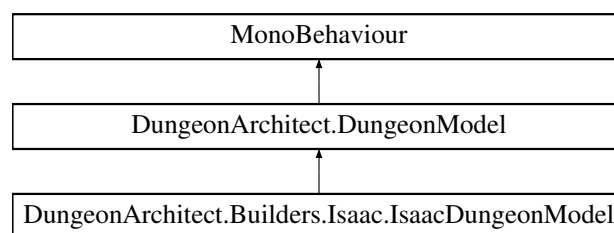
Definition at line 5 of file IsaacDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeon↵
Config.cs

5.499 DungeonArchitect.Builders.Isaac.IsaacDungeonModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.Isaac.IsaacDungeonModel:



Public Attributes

- [IsaacDungeonConfig](#) **config**
- [IsaacRoom](#)[] **rooms**
- [IsaacDoor](#)[] **doors**

Additional Inherited Members

5.499.1 Detailed Description

Definition at line 73 of file IsaacDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeon↵
Model.cs

5.500 DungeonArchitect.Builders.Isaac.IsaacRoom Class Reference

Public Attributes

- int **roomId**
- [IntVector](#) **position**
- [IsaacRoomLayout](#) **layout**
- List< int > **adjacentRooms** = new List<int>()
- List< [IntVector](#) > **doorPositions** = new List<[IntVector](#)>()

5.500.1 Detailed Description

Definition at line 8 of file IsaacDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeon↔Model.cs

5.501 DungeonArchitect.Builders.Isaac.IsaacRoomFactory Class Reference

Public Member Functions

- [IsaacRoom](#) **CreateRoom** ([IntVector](#) position)

5.501.1 Detailed Description

Definition at line 331 of file IsaacDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeon↔Builder.cs

5.502 DungeonArchitect.Builders.Isaac.IsaacRoomLayout Class Reference

Public Member Functions

- void **InitializeTiles** (int width, int height, IsaacRoomTileType tileType)

Public Attributes

- [IsaacRoomTile](#)[,] **Tiles** = new [IsaacRoomTile](#)[0, 0]

5.502.1 Detailed Description

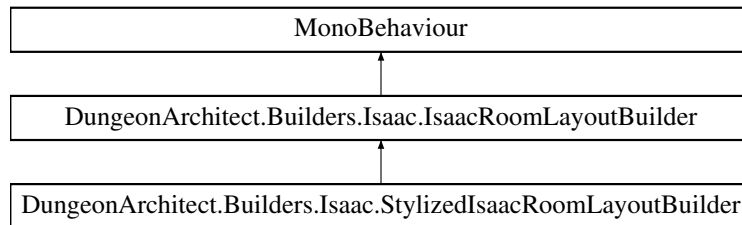
Definition at line 40 of file IsaacDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeon↔Model.cs

5.503 DungeonArchitect.Builders.Isaac.IsaacRoomLayoutBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Isaac.IsaacRoomLayoutBuilder:



Public Member Functions

- abstract [IsaacRoomLayout](#) **GenerateLayout** ([IsaacRoom](#) room, System.Random random, int roomWidth, int roomHeight)

5.503.1 Detailed Description

Definition at line 5 of file IsaacRoomLayoutBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/RoomLayout/IsaacRoomLayoutBuilder.cs

5.504 DungeonArchitect.Builders.Isaac.IsaacRoomTile Class Reference

Public Attributes

- IsaacRoomTileType **tileType**

5.504.1 Detailed Description

Definition at line 61 of file IsaacDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/IsaacDungeonModel.cs

5.505 DungeonArchitect.Editors.Visualization.Implementation.IsaacThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for DungeonArchitect.Editors.Visualization.Implementation.IsaacThemeMarkerVisualizationBuilder:



Public Member Functions

- bool **Build** ([Dungeon](#) dungeon, string markerName, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)

Additional Inherited Members

5.505.1 Detailed Description

Definition at line 7 of file IsaacThemeMarkerVisualizationBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/MarkerVisualizers/Implementations/IsaacThemeMarkerVisualizationBuilder.cs

5.506 DungeonArchitect.ISGFLayoutNodeCategoryConstraint Interface Reference

Public Member Functions

- string[] **GetModuleCategoriesAtNode** (int currentPathPosition, int pathLength)

5.506.1 Detailed Description

Definition at line 3 of file ISGFLayoutNodeCategoryConstraint.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGridFlow/Constraints/ISGFLayoutNodeCategoryConstraint.cs

5.507 DungeonArchitect.ISGFLayoutNodePositionConstraint Interface Reference

Public Member Functions

- bool **CanCreateNodeAt** (int currentPathPosition, int totalPathLength, Vector3Int nodeCoord, Vector3Int gridSize)

5.507.1 Detailed Description

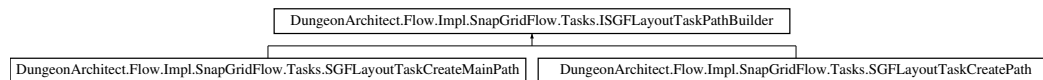
Definition at line 5 of file ISGFLayoutNodePositionConstraint.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Constraints/ISGFLayoutNodePositionConstraint.cs

5.508 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.ISGFLayoutTaskPathBuilder↔ Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.ISGFLayoutTaskPathBuilder:



Public Member Functions

- string[] **GetSnapModuleCategories** ()
- string[] **GetCategoriesAtNode** (int pathIndex, int pathLength)

5.508.1 Detailed Description

Definition at line 3 of file ISGFLayoutTaskPathBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Tasks/ISGFLayoutTaskPathBuilder.cs

Properties

- [SxTransform](#) **WorldTransform** [get, set]
- [ISxSceneNode](#)[] **Children** [get]
- [ISxSceneNode](#) **Parent** [get, set]

5.510.1 Detailed Description

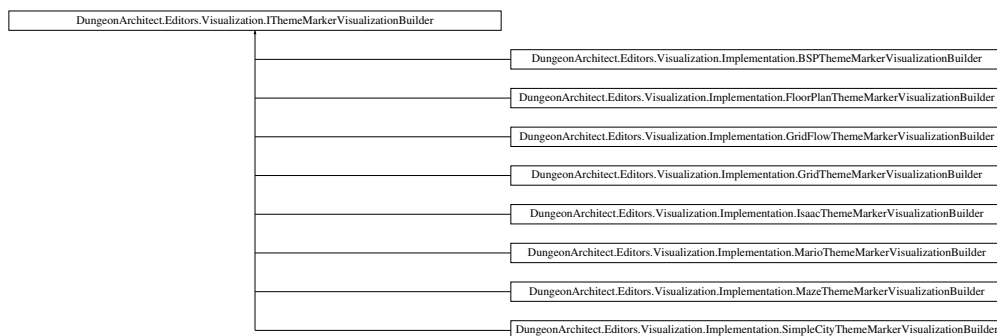
Definition at line 50 of file SxSceneGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/Sx↔SceneGraph.cs

5.511 DungeonArchitect.Eeditors.Visualization.IThemeMarker↔VisualizationBuilder Interface Reference

Inheritance diagram for DungeonArchitect.Eeditors.Visualization.IThemeMarkerVisualizationBuilder:



Public Member Functions

- bool **Build** ([Dungeon](#) dungeon, string markerName, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)

5.511.1 Detailed Description

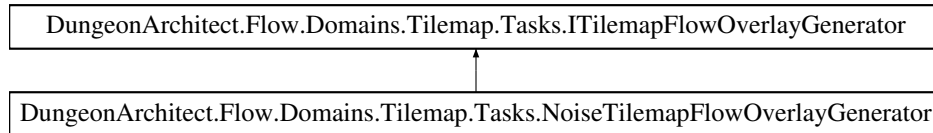
Definition at line 15 of file IThemeMarkerVisualizationBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/↔MarkerVisualizers/IThemeMarkerVisualizationBuilder.cs

5.512 DungeonArchitect.Flow.Domains.Tilemap.Tasks.ITilemapFlowOverlayGenerator↔ OverlayGenerator Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.ITilemapFlowOverlayGenerator:



Public Member Functions

- void **Init** (System.Random random)
- bool **Generate** ([FlowTilemapCell](#) cell, [FlowTilemapCell](#) incomingCell, System.Random random, ref float overlayValue)

5.512.1 Detailed Description

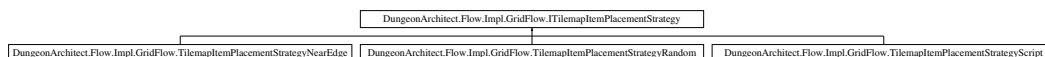
Definition at line 26 of file TilemapBaseFlowTaskCreateOverlay.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
Tilemap/Tasks/TilemapBaseFlowTaskCreateOverlay.cs

5.513 DungeonArchitect.Flow.Impl.GridFlow.ITilemapItemPlacement↔ Strategy Interface Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.ITilemapItemPlacementStrategy:



Public Member Functions

- bool **PlaceItems** ([FlowItem](#) item, [FlowTilemapCell](#)[] freeCells, [TilemapItemPlacementSettings](#) settings, [TilemapItemPlacementStrategyContext](#) context, ref int outFreeTileIndex, ref string errorMessage)

5.513.1 Detailed Description

Definition at line 15 of file TilemapItemPlacementStrategy.cs.

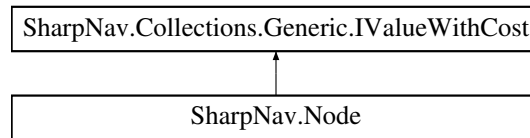
The documentation for this interface was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔
TilemapPlacement/TilemapItemPlacementStrategy.cs

5.514 SharpNav.Collections.Generic.IValueWithCost Interface Reference

An interface that defines a class containing a cost associated with the instance. Used in `PriorityQueue<T>`

Inheritance diagram for SharpNav.Collections.Generic.IValueWithCost:



Properties

- float `Cost` [get]
Gets the cost of this instance.

5.514.1 Detailed Description

An interface that defines a class containing a cost associated with the instance. Used in `PriorityQueue<T>`

Definition at line 10 of file `IValueWithCost.cs`.

5.514.2 Property Documentation

5.514.2.1 Cost

```
float SharpNav.Collections.Generic.IValueWithCost.Cost [get]
```

Gets the cost of this instance.

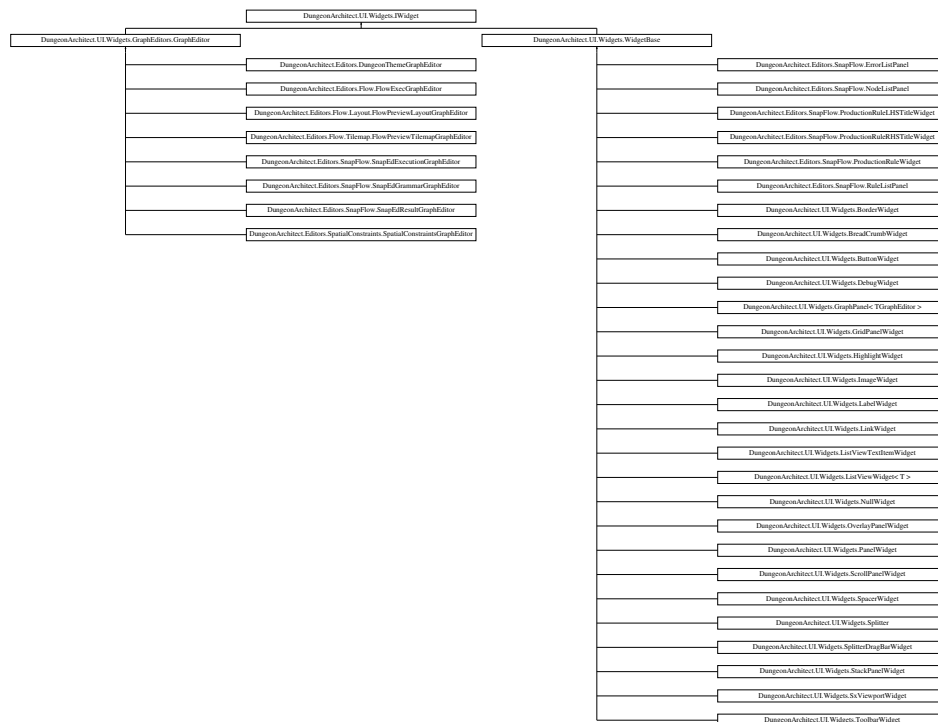
Definition at line 15 of file `IValueWithCost.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/↵
Generic/IValueWithCost.cs`

5.515 DungeonArchitect.UI.Widgets.IWidget Interface Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.IWidget:



Public Member Functions

- void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- void **Draw** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
- void **HandleInput** (Event e, [UISystem](#) uiSystem)
- void **HandleMessage** ([UISystem](#) uiSystem, WidgetMessage message)
- void **OnFocus** ()
- void **LostFocus** ()
- bool **IsCompositeWidget** ()
- bool **CanAcquireFocus** ()
- bool **RequiresInputEveryFrame** ()
- [IWidget](#)[] **GetChildWidgets** ()
- Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)

Properties

- Rect **WidgetBounds** [get, set]
- bool **ShowFocusHighlight** [get, set]
- Vector2 **ScrollPosition** [get, set]

5.515.1 Detailed Description

Definition at line 12 of file Widget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Widget.cs

5.516 DungeonArchitect.UI.Widgets.GraphEditors.KeyboardState Class Reference

Caches the keyboard state

Public Member Functions

- void **SetState** (KeyCode keyCode, bool pressed)
- void **HandleInput** (Event e)
- bool **GetSate** (KeyCode keyCode)

Properties

- bool **ControlPressed** [get]
- bool **ShiftPressed** [get]
- bool **AltPressed** [get]

5.516.1 Detailed Description

Caches the keyboard state

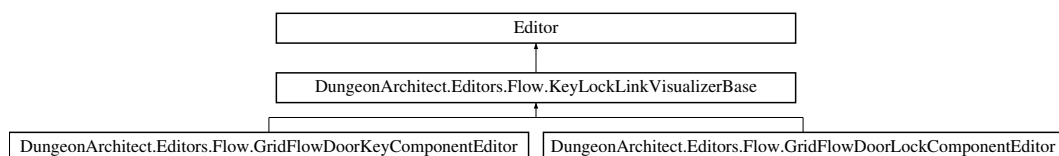
Definition at line 1398 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔
Editor/GraphEditor.cs

5.517 DungeonArchitect.Editors.Flow.KeyLockLinkVisualizerBase Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.KeyLockLinkVisualizerBase:



Protected Member Functions

- void **DrawLine** (Component a, Component b)

5.517.1 Detailed Description

Definition at line 7 of file FlowEdSceneUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Utils/FlowEdSceneUtils.cs

5.518 DungeonArchitect.Utils.KeyValueData Class Reference

Public Member Functions

- bool **GetFloat** (string key, ref float value)
- bool **GetInt** (string key, ref int value)
- bool **GetString** (string key, ref string value)
- bool **GetVector3** (string key, ref Vector3 value)
- bool **GetVector2** (string key, ref Vector2 value)
- void **Set** (string key, float value)
- void **Set** (string key, int value)
- void **Set** (string key, string value)
- void **Set** (string key, Vector3 value)
- void **Set** (string key, Vector2 value)

5.518.1 Detailed Description

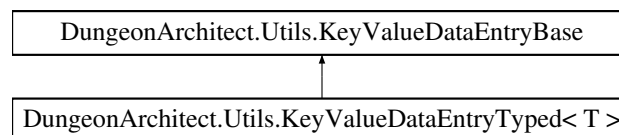
Definition at line 28 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValueData.cs

5.519 DungeonArchitect.Utils.KeyValueDataEntryBase Class Reference

Inheritance diagram for DungeonArchitect.Utils.KeyValueDataEntryBase:



Public Member Functions

- virtual object **GetValue** ()
- virtual void **SetValue** (object value)

Public Attributes

- string **key**

5.519.1 Detailed Description

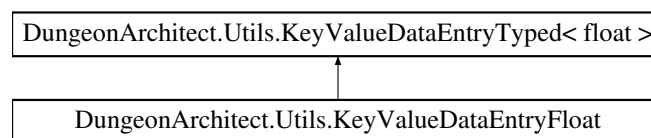
Definition at line 7 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValue↔Data.cs

5.520 DungeonArchitect.Utils.KeyValueDataEntryFloat Class Reference

Inheritance diagram for DungeonArchitect.Utils.KeyValueDataEntryFloat:



Additional Inherited Members

5.520.1 Detailed Description

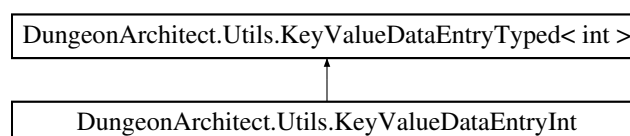
Definition at line 21 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValue↔Data.cs

5.521 DungeonArchitect.Utils.KeyValueDataEntryInt Class Reference

Inheritance diagram for DungeonArchitect.Utils.KeyValueDataEntryInt:



Additional Inherited Members

5.521.1 Detailed Description

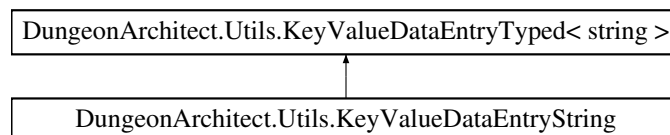
Definition at line 22 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValue↵Data.cs

5.522 DungeonArchitect.Utls.KeyValueDataEntryString Class Reference

Inheritance diagram for DungeonArchitect.Utls.KeyValueDataEntryString:



Additional Inherited Members

5.522.1 Detailed Description

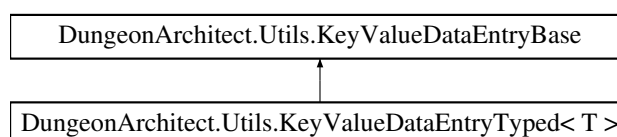
Definition at line 23 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValue↵Data.cs

5.523 DungeonArchitect.Utls.KeyValueDataEntryTyped< T > Class Template Reference

Inheritance diagram for DungeonArchitect.Utls.KeyValueDataEntryTyped< T >:



Public Member Functions

- override object **GetValue** ()
- override void **SetValue** (object value)

Public Attributes

- T value

5.523.1 Detailed Description

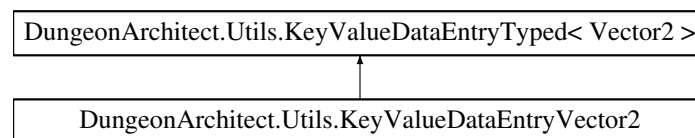
Definition at line 14 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValue↵Data.cs

5.524 DungeonArchitect.Utils.KeyValueDataEntryVector2 Class Reference

Inheritance diagram for DungeonArchitect.Utils.KeyValueDataEntryVector2:



Additional Inherited Members

5.524.1 Detailed Description

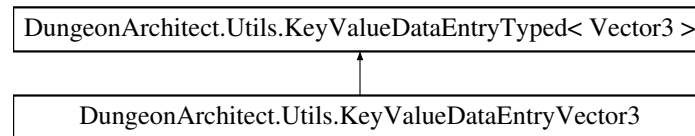
Definition at line 25 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValue↵Data.cs

5.525 DungeonArchitect.Utls.KeyValueDataEntryVector3 Class Reference

Inheritance diagram for DungeonArchitect.Utls.KeyValueDataEntryVector3:



Additional Inherited Members

5.525.1 Detailed Description

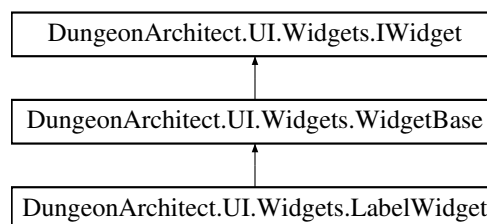
Definition at line 24 of file KeyValueData.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/KeyValueData.cs

5.526 DungeonArchitect.UI.Widgets.LabelWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.LabelWidget:



Public Member Functions

- **LabelWidget** (string text)
- **LabelWidget SetColor** (Color color)
- **LabelWidget SetFontSize** (int size)
- **LabelWidget SetTextAlign** (TextAnchor align)
- **LabelWidget SetWordWrap** (bool wordWrap)
- float **CalcHeight** (UIStyleManager styleManager, string text, float width)
- Vector2 **CalcSize** (UISystem uiSystem, string text)
- override Vector2 **GetDesiredSize** (Vector2 size, UISystem uiSystem)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Properties

- string **Text** [get]
- Color **Color** [get]
- int **FontSize** [get]
- bool **WordWrap** [get, set]
- TextAnchor **TextAlign** [get]

Additional Inherited Members

5.526.1 Detailed Description

Definition at line 5 of file LabelWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/LabelWidget.cs

5.527 DungeonArchitect.Landscape.LandscapeDataRasterizer Class Reference

Manages the landscape data and performs various rasterization algorithms (draw cells, lines etc)

Public Member Functions

- [LandscapeDataRasterizer](#) (Terrain terrain, Rect worldBounds)
Creates a new instance
- void [LoadData](#) ()
Loads the data from the terrain into memory for modification
- void **DrawCell** (float x, float y, float w, float h, float elevation)
- void [DrawCell](#) (float x, float y, float w, float h, float elevation, float flatten)
Rasterizes the terrain height along the specified world coordinate with the specified elevation height
- void **SmoothCell** (float x, float y, float w, float h, float elevation, int smoothingDistance, AnimationCurve smoothingCurve)
- void [SmoothCell](#) (float x, float y, float w, float h, float elevation, int smoothingDistance, AnimationCurve smoothingCurve, float flatten)
Applies a smoothing blur filter based on the user-defined smoothing curve
- void [SaveData](#) ()
Saves the data in memory back into the terrain. This modifies the terrain object

Static Public Member Functions

- static float [GetHeight](#) (Terrain terrain, float worldX, float worldZ)
Gets the height of the terrain at the specified world space
- static void **WorldToTerrainDistance** (Terrain terrain, float worldDistX, float worldDistZ, out int terrainDistX, out int terrainDistZ)
- static void **TerrainToWorldDistance** (Terrain terrain, int terrainDistX, int terrainDistZ, out float worldDistX, out float worldDistZ)
- static void [WorldToTerrainCoord](#) (Terrain terrain, float x, float y, out int gx, out int gy)
Converts the world coordinate to internal terrain coordinate where the data is loaded
- static void [WorldToTerrainCoord](#) (Terrain terrain, float x, float y, out int gx, out int gy, RasterizerTextureSpace textureSpace)
Converts the world coordinate to internal terrain coordinate where the data is loaded
- static void [WorldToTerrainTextureCoord](#) (Terrain terrain, float x, float y, out int tx, out int ty)
Converts the world coordinate to terrain texture coordinate
- static void [WorldToTerrainDetailCoord](#) (Terrain terrain, float x, float y, out int tx, out int ty)
Converts the world coordinate to terrain texture coordinate

5.527.1 Detailed Description

Manages the landscape data and performs various rasterization algorithms (draw cells, lines etc)

Definition at line 17 of file LandscapeDataRasterizer.cs.

5.527.2 Constructor & Destructor Documentation

5.527.2.1 LandscapeDataRasterizer()

```
DungeonArchitect.Landscape.LandscapeDataRasterizer.LandscapeDataRasterizer (
    Terrain terrain,
    Rect worldBounds )
```

Creates a new instance

Parameters

<i>terrain</i>	The terrain object to modify
<i>elevation</i>	The preferred ground level elevation

Definition at line 32 of file LandscapeDataRasterizer.cs.

5.527.3 Member Function Documentation

5.527.3.1 DrawCell()

```
void DungeonArchitect.Landscape.LandscapeDataRasterizer.DrawCell (
    float x,
    float y,
    float w,
    float h,
    float elevation,
    float flatten )
```

Rasterizes the terrain height along the specified world coordinate with the specified elevation height

Parameters

<i>x</i>	x coordinate in world space
<i>y</i>	z coordinate in world space
<i>w</i>	width in world space
<i>h</i>	height in world space
<i>elevation</i>	The elevation to set in the specified bounds

Definition at line 254 of file LandscapeDataRasterizer.cs.

5.527.3.2 GetHeight()

```
static float DungeonArchitect.Landscape.LandscapeDataRasterizer.GetHeight (
    Terrain terrain,
    float worldX,
    float worldZ ) [static]
```

Gets the height of the terrain at the specified world space

Parameters

<i>terrain</i>	The terrain object
<i>worldX</i>	X coordinate in world space
<i>worldZ</i>	Z coordinate in world space

Returns

The Y height of the terrain at the specified location

Definition at line 88 of file LandscapeDataRasterizer.cs.

5.527.3.3 LoadData()

```
void DungeonArchitect.Landscape.LandscapeDataRasterizer.LoadData ( )
```

Loads the data from the terrain into memory for modification

Definition at line 48 of file LandscapeDataRasterizer.cs.

5.527.3.4 SaveData()

```
void DungeonArchitect.Landscape.LandscapeDataRasterizer.SaveData ( )
```

Saves the data in memory back into the terrain. This modifies the terrain object

Definition at line 361 of file LandscapeDataRasterizer.cs.

5.527.3.5 SmoothCell()

```
void DungeonArchitect.Landscape.LandscapeDataRasterizer.SmoothCell (
    float x,
    float y,
    float w,
    float h,
    float elevation,
    int smoothingDistance,
    AnimationCurve smoothingCurve,
    float flatten )
```

Applies a smoothing blur filter based on the user-defined smoothing curve

Parameters

<i>x</i>	x coordinate in world space
<i>y</i>	z coordinate in world space
<i>w</i>	width in world space
<i>h</i>	height in world space
<i>elevation</i>	The elevation to set in the specified bounds
<i>smoothingDistance</i>	The distance to apply the smoothing transition on. For e.g. if the distance is 5, the smoothing would occur over 5 units
<i>smoothingCurve</i>	The user defined curve to control the steepness of cliffs

Definition at line 307 of file LandscapeDataRasterizer.cs.

5.527.3.6 WorldToTerrainCoord() [1/2]

```
static void DungeonArchitect.Landscape.LandscapeDataRasterizer.WorldToTerrainCoord (
    Terrain terrain,
    float x,
```

```
float y,  
out int gx,  
out int gy ) [static]
```

Converts the world coordinate to internal terrain coordinate where the data is loaded

Parameters

<i>terrain</i>	The terrain to query
<i>x</i>	x coordinate in world coordinate
<i>y</i>	z coordinate in world coordinate
<i>gx</i>	x coordnate in the 2D terrain height data coordinate
<i>gy</i>	y coordnate in the 2D terrain height data coordinate

Definition at line 132 of file LandscapeDataRasterizer.cs.

5.527.3.7 WorldToTerrainCoord() [2/2]

```
static void DungeonArchitect.Landscape.LandscapeDataRasterizer.WorldToTerrainCoord (  
    Terrain terrain,  
    float x,  
    float y,  
    out int gx,  
    out int gy,  
    RasterizerTextureSpace textureSpace ) [static]
```

Converts the world coordinate to internal terrain coordinate where the data is loaded

Parameters

<i>terrain</i>	The terrain to query
<i>x</i>	x coordinate in world coordinate
<i>y</i>	z coordinate in world coordinate
<i>gx</i>	x coordnate in the 2D terrain height data coordinate
<i>gy</i>	y coordnate in the 2D terrain height data coordinate

Definition at line 145 of file LandscapeDataRasterizer.cs.

5.527.3.8 WorldToTerrainDetailCoord()

```
static void DungeonArchitect.Landscape.LandscapeDataRasterizer.WorldToTerrainDetailCoord (  
    Terrain terrain,  
    float x,  
    float y,  
    out int tx,  
    out int ty ) [static]
```

Converts the world coordinate to terrain texture coordinate

Parameters

<i>terrain</i>	The terrain to query
<i>x</i>	x coordinate in world coordinate
<i>y</i>	z coordinate in world coordinate
<i>tx</i>	x coordiante in the 2D terrain texture data coordinate
<i>ty</i>	y coordiante in the 2D terrain texture data coordinate

Definition at line 219 of file LandscapeDataRasterizer.cs.

5.527.3.9 WorldToTerrainTextureCoord()

```
static void DungeonArchitect.Landscape.LandscapeDataRasterizer.WorldToTerrainTextureCoord (
    Terrain terrain,
    float x,
    float y,
    out int tx,
    out int ty ) [static]
```

Converts the world coordinate to terrain texture coordinate

Parameters

<i>terrain</i>	The terrain to query
<i>x</i>	x coordinate in world coordinate
<i>y</i>	z coordinate in world coordinate
<i>tx</i>	x coordiante in the 2D terrain texture data coordinate
<i>ty</i>	y coordiante in the 2D terrain texture data coordinate

Definition at line 190 of file LandscapeDataRasterizer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Terrain/Landscape↔
DataRasterizer.cs

5.528 DungeonArchitect.Landscape.LandscapeTexture Class Reference

Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain

Public Attributes

- [LandscapeTextureType](#) **textureType**
- TerrainLayer **terrainLayer**

5.528.1 Detailed Description

Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain

Definition at line 22 of file TerrainTexture.cs.

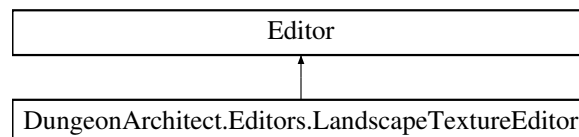
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Terrain/TerrainTexture.cs

5.529 DungeonArchitect.Editors.LandscapeTextureEditor Class Reference

Custom property editor for the [Landscape](#) texture data-structure

Inheritance diagram for DungeonArchitect.Editors.LandscapeTextureEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.529.1 Detailed Description

Custom property editor for the [Landscape](#) texture data-structure

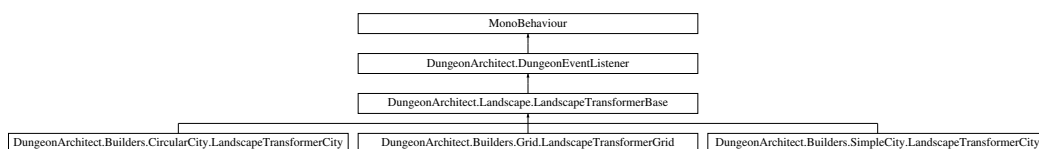
Definition at line 12 of file LandscapeTextureEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/Landscape/LandscapeTextureEditor.cs

5.530 DungeonArchitect.Landscape.LandscapeTransformerBase Class Reference

Inheritance diagram for DungeonArchitect.Landscape.LandscapeTransformerBase:



Public Member Functions

- override void [OnPostDungeonLayoutBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the layout is built in memory, but before the markers are emitted
- override void [OnDungeonDestroyed](#) ([Dungeon](#) dungeon)
Called after the dungeon is destroyed

Public Attributes

- Terrain **terrain**
- [DungeonLandscapeRestorationCache](#) **landscapeRestorationCache**

Protected Member Functions

- virtual void **BuildTerrain** ([DungeonModel](#) model)
- virtual Rect **GetDungeonBounds** ([DungeonModel](#) model)

5.530.1 Detailed Description

Definition at line 5 of file LandscapeTransformerBase.cs.

5.530.2 Member Function Documentation

5.530.2.1 OnDungeonDestroyed()

```
override void DungeonArchitect.Landscape.LandscapeTransformerBase.OnDungeonDestroyed (
    Dungeon dungeon ) [virtual]
```

Called after the dungeon is destroyed

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 43 of file LandscapeTransformerBase.cs.

5.530.2.2 OnPostDungeonLayoutBuild()

```
override void DungeonArchitect.Landscape.LandscapeTransformerBase.OnPostDungeonLayoutBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
```

Called after the layout is built in memory, but before the markers are emitted

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 19 of file LandscapeTransformerBase.cs.

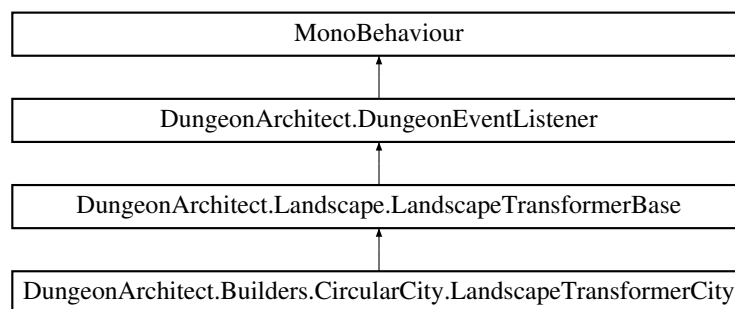
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Landscape/LandscapeTransformerBase.cs↔

5.531 DungeonArchitect.Builders.CircularCity.LandscapeTransformerCity Class Reference↔

The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings

Inheritance diagram for DungeonArchitect.Builders.CircularCity.LandscapeTransformerCity:



Public Attributes

- [CircularCityLandscapeTexture](#)[] **textures**
- [CircularCityFoliageTheme](#)[] **foliage**
- int **roadBlurDistance** = 6
- float **corridorBlurThreshold** = 0.5f
- float **roomBlurThreshold** = 0.5f

Protected Member Functions

- override void **BuildTerrain** ([DungeonModel](#) model)

Additional Inherited Members

5.531.1 Detailed Description

The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings

Definition at line 59 of file LandscapeTransformerCircularCity.cs.

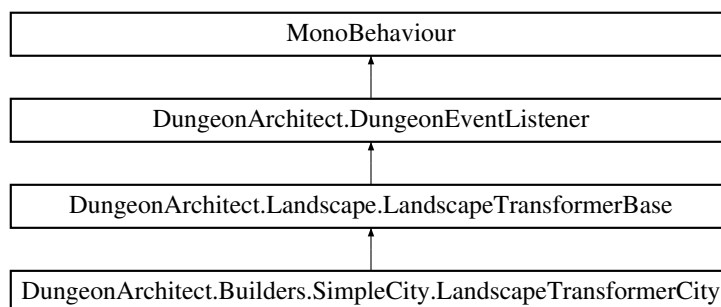
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/CircularCity/Landscape/LandscapeTransformerCircularCity.cs

5.532 DungeonArchitect.Builders.SimpleCity.LandscapeTransformerCity Class Reference

The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings

Inheritance diagram for DungeonArchitect.Builders.SimpleCity.LandscapeTransformerCity:



Public Attributes

- [SimpleCityLandscapeTexture\[\]](#) **textures**
- [SimpleCityFoliageTheme\[\]](#) **foliage**
- int **roadBlurDistance** = 6
- float **corridorBlurThreshold** = 0.5f
- float **roomBlurThreshold** = 0.5f
- float **flatten** = 1
- int **blendingUnits** = 6
- AnimationCurve **smoothingCurve**

Protected Member Functions

- override void **BuildTerrain** ([DungeonModel](#) model)
- override Rect **GetDungeonBounds** ([DungeonModel](#) model)

Additional Inherited Members

5.532.1 Detailed Description

The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings

Definition at line 54 of file LandscapeTransformerCity.cs.

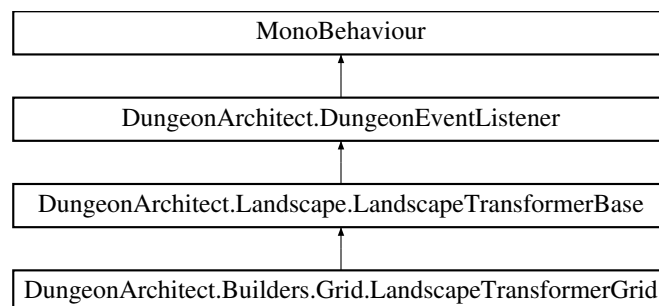
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Landscape/LandscapeTransformerCity.cs

5.533 DungeonArchitect.Builders.Grid.LandscapeTransformerGrid Class Reference

The terrain modifier that works with the grid based dungeon builder (DungeonBuilderGrid) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings

Inheritance diagram for DungeonArchitect.Builders.Grid.LandscapeTransformerGrid:



Public Attributes

- [LandscapeTexture\[\]](#) **textures**
- float **layoutLevelOffset** = 0
- int **smoothingDistance** = 5
- AnimationCurve **roomElevationCurve**
- AnimationCurve **corridorElevationCurve**
- int **roadBlurDistance** = 6
- float **corridorBlurThreshold** = 0.5f
- float **roomBlurThreshold** = 0.5f

Protected Member Functions

- override void **BuildTerrain** ([DungeonModel](#) model)
- override Rect **GetDungeonBounds** ([DungeonModel](#) model)
- virtual void **ApplySmoothing** ([GridDungeonModel](#) model, [LandscapeDataRasterizer](#) rasterizer)

Additional Inherited Members

5.533.1 Detailed Description

The terrain modifier that works with the grid based dungeon builder (`DungeonBuilderGrid`) It modifies the terrain by adjusting the height around the layout of the dungeon and painting it based on the specified texture settings

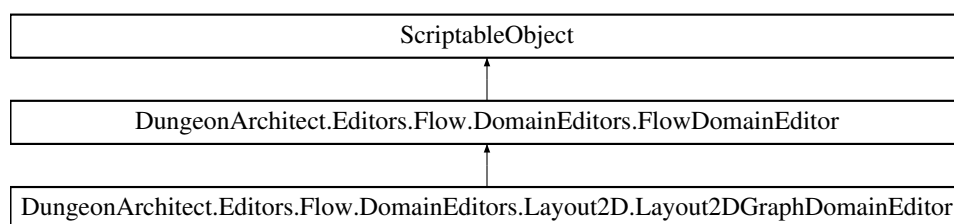
Definition at line 15 of file `LandscapeTransformerGrid.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Landscape/LandscapeTransformerGrid.cs`

5.534 `DungeonArchitect.Eeditors.Flow.DomainEditors.Layout2D.Layout2DGraphDomainEditor` Class Reference

Inheritance diagram for `DungeonArchitect.Eeditors.Flow.DomainEditors.Layout2D.Layout2DGraphDomainEditor`:



Public Member Functions

- delegate void **GraphNodeDelegate** (object sender, [GraphNodeEventArgs](#) e)
- delegate void **ItemStateDelegate** ([FlowItem](#) item)
- override void **Init** ([IFlowDomain](#) domain, [FlowEditorConfig](#) editorConfig, [UISystem](#) uiSystem)
- override void **Destroy** ()
- override void **UpdateNodePreview** ([FlowExecTaskState](#) taskState)
- override void **SetReadOnly** (bool readOnly)

Properties

- [FlowItem](#) **SelectedItem** = null [get, set]
- [FlowLayoutGraphNode](#) **SelectedLayoutNode** = null [get, set]
- override [IWidget](#) **Content** [get, protected set]
- override bool **StateValid** [get]
- [FlowLayoutGraph](#) **FlowGraph** [get, set]
- [FlowPreviewLayoutGraphEditor?](#) **GraphEditor** [get]

Events

- GraphNodeDelegate **NodeSelectionChanged**
- GraphNodeDelegate **NodeDoubleClicked**
- ItemStateDelegate **ItemSelectionChanged**

5.534.1 Detailed Description

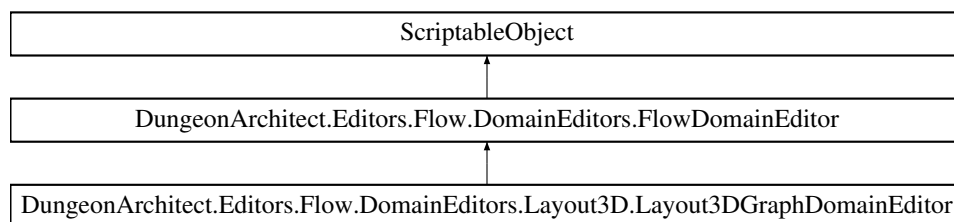
Definition at line 15 of file Layout2DGraphDomainEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Domain↵
Editors/Layout/Layout2DGraphDomainEditor.cs

5.535 DungeonArchitect.Editor.Flow.DomainEditors.Layout3D.↵ Layout3DGraphDomainEditor Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.DomainEditors.Layout3D.Layout3DGraphDomainEditor:



Public Member Functions

- override void **Init** (IFlowDomain domain, FlowEditorConfig editorConfig, UISystem uiSystem)
- override void **UpdateNodePreview** (FlowExecTaskState taskState)
- override bool **RequiresRepaint** ()
- override void **HandleInput** (UISystem uiSystem)

Properties

- override IWidget **Content** [get, protected set]
- override bool **StateValid** [get]
- FlowLayoutGraph **FlowGraph** [get, set]

5.535.1 Detailed Description

Definition at line 16 of file Layout3DGraphDomainEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Domain↵
Editors/Layout/Layout3DGraphDomainEditor.cs

5.536 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.↔ Layout3DGraphRenderingResource Class Reference

Static Public Member Functions

- static Font **GetFont** ()

5.536.1 Detailed Description

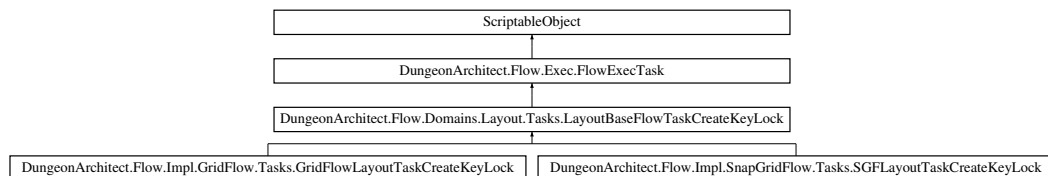
Definition at line 549 of file FlowLayoutToolGraphRendering.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.537 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlow↔ TaskCreateKeyLock Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateKeyLock:



Public Member Functions

- override FlowTaskExecOutput **Execute** (FlowTaskExecContext context, FlowTaskExecInput input)

Public Attributes

- string **keyBranch** = "main"
- string **lockBranch** = "main"
- string **keyMarkerName** = "Key"
- string **lockMarkerName** = "Lock"

Protected Member Functions

- virtual bool **Validate** (FlowTaskExecContext context, FlowTaskExecInput input, ref string errorMessage, ref FlowTaskExecutionResult executionResult)
- virtual void **ProcessKeyItem** (FlowItem keyItem, FlowLayoutGraphNode keyNode, FlowLayoutGraphLink lockLink)

5.537.1 Detailed Description

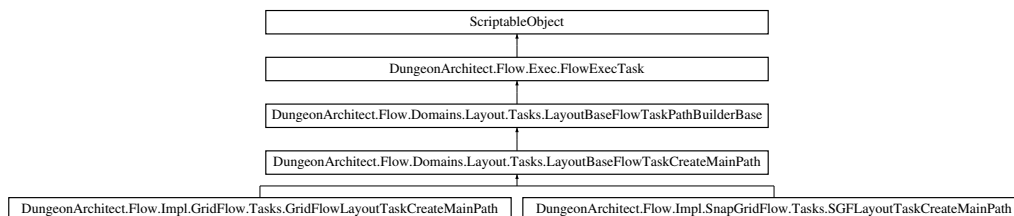
Definition at line 10 of file LayoutBaseFlowTaskCreateKeyLock.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tasks/LayoutBaseFlowTaskCreateKeyLock.cs

5.538 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateMainPath Class Reference↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreateMainPath:



Public Member Functions

- virtual void **ProcessGoalItem** ([FlowItem](#) goalItem, [FlowLayoutGraphNode](#) goalNode)
- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- int **pathSize** = 12
- string **pathName** = "main"
- Color **nodeColor** = Color.green
- string **startMarkerName** = "SpawnPoint"
- string **goalMarkerName** = "LevelGoal"
- string **startNodePathName** = "main_start"
- string **goalNodePathName** = "main_goal"
- bool **drawDebug** = false
- int **numParallelSearches** = 1
- long **maxFramesToProcess** = 1000

Protected Member Functions

- virtual bool **Validate** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input, ref string errorMessage, ref [FlowTaskExecutionResult](#) executionResult)
- virtual void **ProcessEntranceItem** ([FlowItem](#) entranceItem, [FlowLayoutGraphNode](#) entranceNode)
- override void **FinalizePath** ([FlowLayoutStaticGrowthState](#) staticState, [FlowLayoutGrowthState](#) state)

5.538.1 Detailed Description

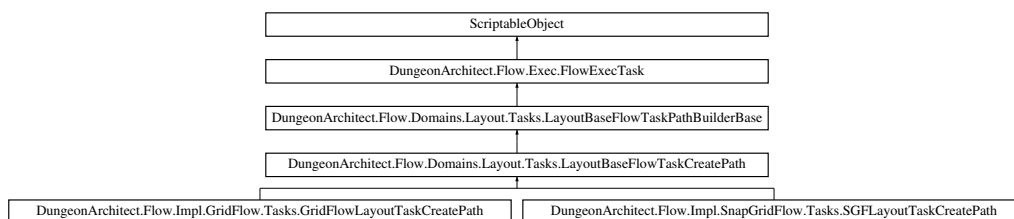
Definition at line 9 of file LayoutBaseFlowTaskCreateMainPath.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tasks/LayoutBaseFlowTaskCreateMainPath.cs

5.539 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreatePath Class Reference ↵

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskCreatePath:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- int **minPathSize** = 3
- int **maxPathSize** = 3
- string **pathName** = "branch"
- Color **nodeColor** = new Color(1, 0.5f, 0)
- string **startFromPath** = "main"
- string **endOnPath** = ""
- string **startNodePathNameOverride** = ""
- string **endNodePathNameOverride** = ""
- int **numParallelSearches** = 1
- long **maxFramesToProcess** = 2000
- bool **drawDebug** = false

Additional Inherited Members

5.539.1 Detailed Description

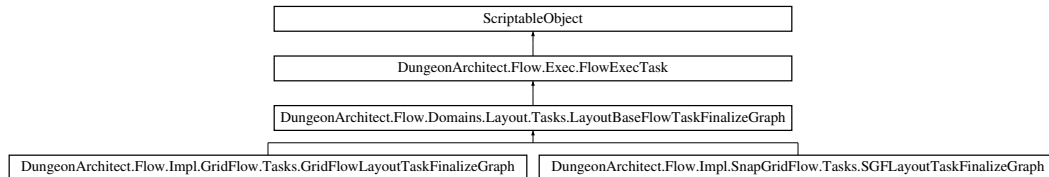
Definition at line 9 of file LayoutBaseFlowTaskCreatePath.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵
LayoutGraph/Tasks/LayoutBaseFlowTaskCreatePath.cs

5.540 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskFinalizeGraph Class Reference ↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskFinalizeGraph:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- bool **debugDraw** = false
- int **oneWayDoorPromotionWeight** = 0

Protected Member Functions

- [IntVector2](#) **GetNodeCoord** ([FlowLayoutGraphNode](#) node)

5.540.1 Detailed Description

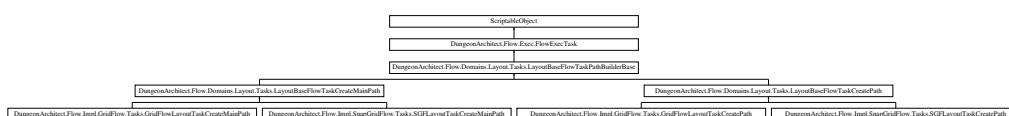
Definition at line 8 of file LayoutBaseFlowTaskFinalizeGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tasks/LayoutBaseFlowTaskFinalizeGraph.cs

5.541 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskPathBuilderBase Class Reference ↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskPathBuilderBase:



Protected Member Functions

- virtual void **FinalizePath** ([FlowLayoutStaticGrowthState](#) StaticState, [FlowLayoutGrowthState](#) State)
- virtual [FlowLayoutNodeGroupGenerator](#) **CreateNodeGroupGenerator** ([FlowDomainExtensions](#) domain↔
Extensions, [FlowLayoutGraph](#) graph)
- virtual [IFlowLayoutGraphConstraints](#) **CreateGraphConstraint** ([FlowDomainExtensions](#) domainExtensions,
[FlowLayoutGraph](#) graph)
- virtual [IFlowLayoutNodeCreationConstraint](#) **CreateNodeCreationConstraint** ([FlowDomainExtensions](#)
domainExtensions, [FlowLayoutGraph](#) graph)

Additional Inherited Members

5.541.1 Detailed Description

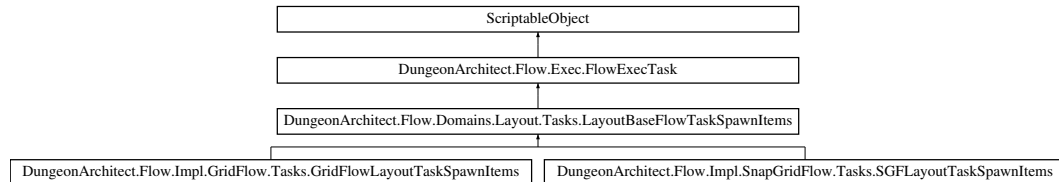
Definition at line 6 of file LayoutBaseFlowTaskPathBuilderBase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tasks/LayoutBaseFlowTaskPathBuilderBase.cs

5.542 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskSpawnItems Class Reference↔

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBaseFlowTaskSpawnItems:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- string[] **paths** = new string[] { "main" }
- FlowGraphItemType **itemType** = FlowGraphItemType.Enemy
- string **markerName** = ""
- [FlowGraphItemCustomInfo](#) **customItemInfo** = FlowGraphItemCustomInfo.Default
- int **minCount** = 1
- int **maxCount** = 4
- LayoutFlowNodeHandler_SpawnItemMethod **spawnMethod** = LayoutFlowNodeHandler_SpawnItem↔
Method.LinearDifficulty
- AnimationCurve **spawnDistributionCurve** = AnimationCurve.Linear(0, 0, 1, 1)
- float **spawnDistributionVariance** = 0.2f
- float **minSpawnDifficulty** = 0.0f
- float **spawnProbability** = 1.0f
- bool **showDifficulty** = false
- Color **difficultyInfoColor** = new Color(0, 0, 0.5f)

Protected Member Functions

- virtual bool **Validate** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input, ref string errorMessage, ref FlowTaskExecutionResult executionResult)
- virtual void **HandleItemSpawn** ([FlowLayoutGraphNode](#) node, [FlowItem](#) item)

5.542.1 Detailed Description

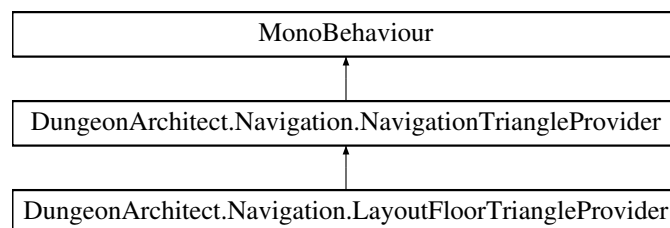
Definition at line 17 of file LayoutBaseFlowTaskSpawnItems.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tasks/LayoutBaseFlowTaskSpawnItems.cs

5.543 DungeonArchitect.Navigation.LayoutFloorTriangleProvider Class Reference

Inheritance diagram for DungeonArchitect.Navigation.LayoutFloorTriangleProvider:



Public Member Functions

- override void **AddNavTriangles** (List< Triangle3 > triangles)

Public Attributes

- [Dungeon](#) **dungeon**

5.543.1 Detailed Description

Definition at line 12 of file LayoutFloorTriangleProvider.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Navigation_↔ SN/LayoutFloorTriangleProvider.cs

5.544 DungeonArchitect.Graphs.Layouts.Layered.LayoutTree< T > Class Template Reference

Public Attributes

- [LayoutTreeNode< T >](#) **root**
- List< [LayoutTreeNode< T >](#) > **nodes** = new List<[LayoutTreeNode<T>](#)>()

5.544.1 Detailed Description

Definition at line 17 of file GraphLayoutLayered.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph↔ Layout/GraphLayoutLayered.cs

5.545 DungeonArchitect.Graphs.Layouts.Layered.LayoutTreeNode< T > Class Template Reference

Public Attributes

- [GraphLayoutNode< T >](#) **GraphNode**
- float **X**
- int **Depth**
- float **Mod**
- [LayoutTreeNode< T >](#) **Parent**
- List< [LayoutTreeNode< T >](#) > **Children** = new List<[LayoutTreeNode<T>](#)>()

5.545.1 Detailed Description

Definition at line 6 of file GraphLayoutLayered.cs.

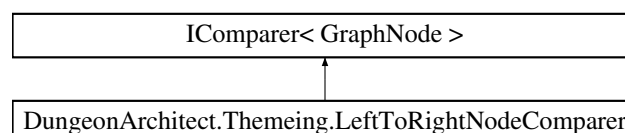
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph↔ Layout/GraphLayoutLayered.cs

5.546 DungeonArchitect.Themeing.LeftToRightNodeComparer Class Reference

Sorts the nodes from left to right based on the X-axis. This is used for sorting the visual nodes for execution, since they are executed from left to right

Inheritance diagram for DungeonArchitect.Themeing.LeftToRightNodeComparer:



Public Member Functions

- int **Compare** ([GraphNode](#) a, [GraphNode](#) b)

5.546.1 Detailed Description

Sorts the nodes from left to right based on the X-axis. This is used for sorting the visual nodes for execution, since they are executed from left to right

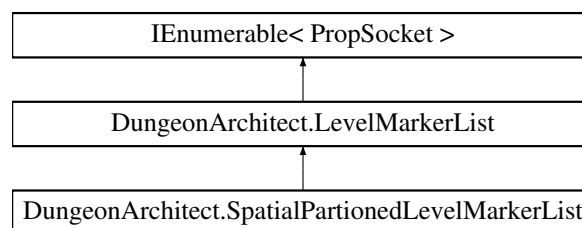
Definition at line 116 of file `DungeonThemeData.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/DungeonThemeData.cs`

5.547 DungeonArchitect.LevelMarkerList Class Reference

Inheritance diagram for `DungeonArchitect.LevelMarkerList`:



Public Member Functions

- IEnumerator< [PropSocket](#) > **GetEnumerator** ()
- virtual void **Add** ([PropSocket](#) marker)
- virtual void **AddRange** ([PropSocket](#)[] markerList)
- virtual void **Remove** ([PropSocket](#) marker)
- virtual void **Clear** ()
- int **GetNextSocketId** ()
- virtual IEnumerable< [PropSocket](#) > **GetMarkersInSearchArea** ([Vector2](#) center, float radius)
- [PropSocket](#) **EmitMarker** (string SocketType, [Matrix4x4](#) transform, [IntVector](#) gridPosition, int cellId)
- [PropSocket](#) **EmitMarker** (string SocketType, [Matrix4x4](#) transform, [IntVector](#) gridPosition, int cellId, object metadata)
- void **EmitMarker** (string SocketType, [Matrix4x4](#) _transform, int count, [Vector3](#) InterOffset, [IntVector](#) grid↔ Position, int cellId, [Vector3](#) LogicalToWorldScale)
- void **EmitMarker** (string SocketType, [Matrix4x4](#) _transform, int count, [Vector3](#) InterOffset, [IntVector](#) grid↔ Position, int cellId, [Vector3](#) LogicalToWorldScale, object metadata)

Protected Attributes

- List< [PropSocket](#) > **markers** = new List<[PropSocket](#)>()
- int **_SocketIdCounter** = 0

Properties

- [PropSocket](#) **this**[int index] [get]
- int **Count** [get]

5.547.1 Detailed Description

Definition at line 10 of file LevelMarkerList.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Utils/LevelMarkerList.cs

5.548 SharpNav.Pathfinding.Link Class Reference

A link is formed between two polygons in a [TiledNavMesh](#)

Static Public Attributes

- const int [External](#) = unchecked((int)0x80000000)
Entity links to external entity.
- const int [Null](#) = unchecked((int)0xffffffff)
Doesn't link to anything.

Properties

- int [Reference](#) [get, set]
Gets or sets the neighbor reference (the one it's linked to)
- int [Next](#) [get, set]
Gets or sets the index of next link
- int [Edge](#) [get, set]
Gets or sets the index of polygon edge
- [BoundarySide](#) [Side](#) [get, set]
Gets or sets the polygon side
- int [BMin](#) [get, set]
Gets or sets the minimum Vector3 of the bounding box
- int [BMax](#) [get, set]
Gets or sets the maximum Vector3 of the bounding box

5.548.1 Detailed Description

A link is formed between two polygons in a [TiledNavMesh](#)

Definition at line 9 of file Link.cs.

5.548.2 Member Data Documentation

5.548.2.1 External

```
const int SharpNav.Pathfinding.Link.External = unchecked((int)0x80000000) [static]
```

Entity links to external entity.

Definition at line 14 of file Link.cs.

5.548.2.2 Null

```
const int SharpNav.Pathfinding.Link.Null = unchecked((int)0xffffffff) [static]
```

Doesn't link to anything.

Definition at line 19 of file Link.cs.

5.548.3 Property Documentation

5.548.3.1 BMax

```
int SharpNav.Pathfinding.Link.BMax [get], [set]
```

Gets or sets the maximum Vector3 of the bounding box

Definition at line 49 of file Link.cs.

5.548.3.2 BMin

```
int SharpNav.Pathfinding.Link.BMin [get], [set]
```

Gets or sets the minimum Vector3 of the bounding box

Definition at line 44 of file Link.cs.

5.548.3.3 Edge

```
int SharpNav.Pathfinding.Link.Edge [get], [set]
```

Gets or sets the index of polygon edge

Definition at line 34 of file Link.cs.

5.548.3.4 Next

```
int SharpNav.Pathfinding.Link.Next [get], [set]
```

Gets or sets the index of next link

Definition at line 29 of file Link.cs.

5.548.3.5 Reference

```
int SharpNav.Pathfinding.Link.Reference [get], [set]
```

Gets or sets the neighbor reference (the one it's linked to)

Definition at line 24 of file Link.cs.

5.548.3.6 Side

```
BoundarySide SharpNav.Pathfinding.Link.Side [get], [set]
```

Gets or sets the polygon side

Definition at line 39 of file Link.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Pathfinding/Link.↔cs

5.549 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔LayoutLinkActor.LinkRenderSettings Struct Reference

Public Attributes

- SxActor StartNode
- float StartRadius
- SxActor EndNode
- float EndRadius
- bool OneWay
- Color Color
- float Thickness

5.549.1 Detailed Description

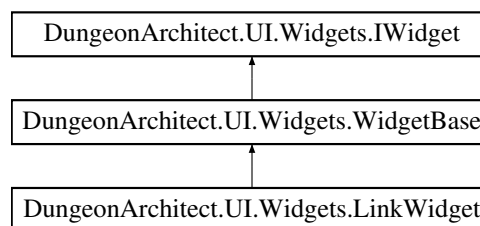
Definition at line 313 of file FlowLayoutToolGraphRendering.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.550 DungeonArchitect.UI.Widgets.LinkWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.LinkWidget:



Public Member Functions

- **LinkWidget** (*IWidget* content)
- **LinkWidget SetContent** (*IWidget* content)
- **LinkWidget SetHighlightColor** (Color color)
- **LinkWidget SetUserData** (object userdata)
- **LinkWidget SetDrawLinkOutline** (bool drawLinkOutline)
- override void **UpdateWidget** (*UISystem* uiSystem, Rect bounds)
- override bool **RequiresInputEveryFrame** ()
- override bool **IsCompositeWidget** ()
- override *IWidget*[] **GetChildWidgets** ()
- override Vector2 **GetDesiredSize** (Vector2 size, *UISystem* uiSystem)
- override void **HandleInput** (Event e, *UISystem* uiSystem)

Protected Member Functions

- override void **DrawImpl** (*UISystem* uiSystem, *UIRenderer* renderer)

Events

- OnWidgetClicked **LinkClicked**

Additional Inherited Members

5.550.1 Detailed Description

Definition at line 5 of file LinkWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/LinkWidget.cs

5.551 DungeonArchitect.UI.Widgets.ListViewSource< T > Class Template Reference

Public Member Functions

- abstract T[] **GetItems** ()
- abstract [IWidget](#) **CreateWidget** (T item)

5.551.1 Detailed Description

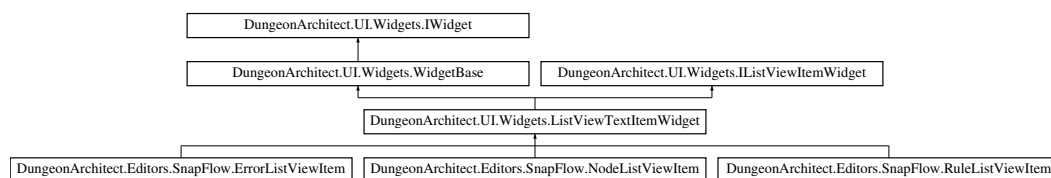
Definition at line 6 of file ListViewWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/ListViewWidget.cs

5.552 DungeonArchitect.UI.Widgets.ListViewTextItemWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.ListViewTextItemWidget:



Public Member Functions

- **ListViewTextItemWidget** (object itemData, System.Func< string > captionGetter)
- virtual void **DrawText** ([UIRenderer](#) renderer, Rect bounds)
- string **GetCaption** ()
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)
- override bool **CanAcquireFocus** ()

Public Attributes

- GUIStyle **TextStyle** = new GUIStyle()
- GUIStyle **SelectedTextStyle** = new GUIStyle()
- Color **SelectedColor** = new Color(1.0f, 0.5f, 0.0f)
- float **OffsetX** = 10

Protected Member Functions

- override void **DrawImpl** (UISystem uiSystem, UIRenderer renderer)
- override void **HandleDragStart** (Event e, UISystem uiSystem)

Properties

- bool **Selected** [get, set]
- object **ItemData** [get, set]

Events

- OnListViewItemSelected **ItemSelected**
- OnListViewItemSelected **ItemDoubleClicked**

5.552.1 Detailed Description

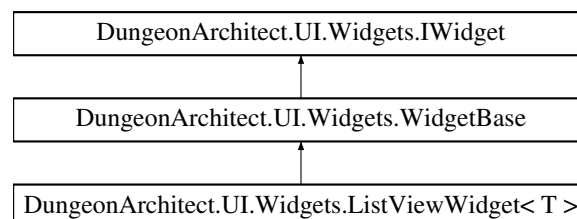
Definition at line 238 of file ListViewWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/ListViewWidget.cs

5.553 DungeonArchitect.UI.Widgets.ListViewWidget< T > Class Template Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.ListViewWidget< T >:



Public Member Functions

- delegate void **OnSelectionChanged** (T Item)
- void **Bind** ([ListViewSource](#)< T > dataSource)
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()
- void **NotifyDataChanged** ()
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override bool **CanAcquireFocus** ()
- int **GetSelectedIndex** ()
- T **GetSelectedItem** ()
- T **GetItem** (int index)
- void **SetSelectedItem** ([UISystem](#) uiSystem, T item)
- void **SetSelectedItem** ([UISystem](#) uiSystem, T item, bool selectOnInspector)
- void **SetSelectedIndex** (int index)

Public Attributes

- [ScrollPanelWidget](#) **ScrollView**
- int **ItemHeight** = 40
- Color **backgroundColor** = new Color(0.1f, 0.1f, 0.1f)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Events

- OnSelectionChanged **SelectionChanged**
- OnSelectionChanged **ItemClicked**
- OnSelectionChanged **ItemDoubleClicked**

Additional Inherited Members

5.553.1 Detailed Description

Definition at line 22 of file ListViewWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/ListViewWidget.cs

5.554 SharpNav.Crowds.LocalBoundary Class Reference

The [LocalBoundary](#) class stores segments and polygon indices for temporary use.

Classes

- struct [Segment](#)
A line segment contains two points

Public Member Functions

- [LocalBoundary](#) ()
Initializes a new instance of the [LocalBoundary](#) class.
- void [Reset](#) ()
Reset all the internal data
- void [AddSegment](#) (float dist, [Segment](#) s)
Add a line segment
- void [Update](#) (int reference, [Vector3](#) pos, float collisionQueryRange, [NavMeshQuery](#) navquery)
Examine polygons in the [NavMeshQuery](#) and add polygon edges
- bool [IsValid](#) ([NavMeshQuery](#) navquery)
Determines whether the polygon reference is a part of the [NavMeshQuery](#).

Properties

- [Vector3](#) [Center](#) [get]
Gets the center
- [Segment](#)[] [Segs](#) [get]
Gets the segments
- int [SegCount](#) [get]
Gets the number of segments

5.554.1 Detailed Description

The [LocalBoundary](#) class stores segments and polygon indices for temporary use.
Definition at line 21 of file LocalBoundary.cs.

5.554.2 Constructor & Destructor Documentation

5.554.2.1 LocalBoundary()

```
SharpNav.Crowds.LocalBoundary.LocalBoundary ( )
```

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

Definition at line 42 of file LocalBoundary.cs.

5.554.3 Member Function Documentation

5.554.3.1 AddSegment()

```
void SharpNav.Crowds.LocalBoundary.AddSegment (
    float dist,
    Segment s )
```

Add a line segment

Parameters

<i>dist</i>	The distance
<i>s</i>	The line segment

Definition at line 105 of file LocalBoundary.cs.

5.554.3.2 IsValid()

```
bool SharpNav.Crowds.LocalBoundary.IsValid (
    NavMeshQuery navquery )
```

Determines whether the polygon reference is a part of the [NavMeshQuery](#).

Parameters

<i>navquery</i>	The NavMeshQuery

Returns

True if valid, false if not

Definition at line 198 of file LocalBoundary.cs.

5.554.3.3 Reset()

```
void SharpNav.Crowds.LocalBoundary.Reset ( )
```

Reset all the internal data

Definition at line 93 of file LocalBoundary.cs.

5.554.3.4 Update()

```
void SharpNav.Crowds.LocalBoundary.Update (
    int reference,
    Vector3 pos,
    float collisionQueryRange,
    NavMeshQuery navquery )
```

Examine polygons in the [NavMeshQuery](#) and add polygon edges

Parameters

<i>reference</i>	The starting polygon reference
<i>pos</i>	Current position
<i>collisionQueryRange</i>	Range to query
<i>navquery</i>	The NavMeshQuery

Definition at line 155 of file LocalBoundary.cs.

5.554.4 Property Documentation

5.554.4.1 Center

```
Vector3 SharpNav.Crowds.LocalBoundary.Center [get]
```

Gets the center

Definition at line 56 of file LocalBoundary.cs.

5.554.4.2 SegCount

```
int SharpNav.Crowds.LocalBoundary.SegCount [get]
```

Gets the number of segments

Definition at line 78 of file LocalBoundary.cs.

5.554.4.3 Segs

```
Segment [ ] SharpNav.Crowds.LocalBoundary.Segs [get]
```

Gets the segments

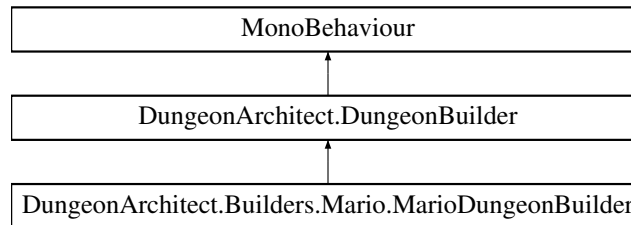
Definition at line 67 of file LocalBoundary.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/LocalBoundary.cs

5.555 DungeonArchitect.Builders.Mario.MarioDungeonBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Mario.MarioDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

- override void [EmitMarkers](#) ()

Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Additional Inherited Members

5.555.1 Detailed Description

Definition at line 19 of file MarioDungeonBuilder.cs.

5.555.2 Member Function Documentation

5.555.2.1 BuildDungeon()

```

override void DungeonArchitect.Builders.Mario.MarioDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
  
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 32 of file MarioDungeonBuilder.cs.

5.555.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.Mario.MarioDungeonBuilder.EmitMarkers ( ) [virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

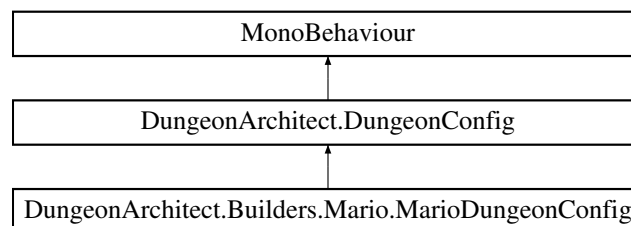
Definition at line 54 of file MarioDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Mario/MarioDungeon↵
Builder.cs

5.556 DungeonArchitect.Builders.Mario.MarioDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.Mario.MarioDungeonConfig:



Public Member Functions

- override bool **IsMode2D** ()

Public Attributes

- int **minLength** = 20
- int **maxLength** = 25
- int **minY** = -2
- int **maxY** = 20
- int **minDepth** = -4
- int **maxDepth** = 15
- int **minGap** = 2
- int **maxGap** = 6
- int **minNonGap** = 4
- int **maxStairHeight** = 1
- float **heightVariationProbability** = 0.1f
- float **gapProbability** = 0.1f
- int **maxJumpTileDistance** = 1
- Vector3 **gridSize** = new Vector3(4, 2, 4)
- [MarioDungeonLevelChunkRule](#)[] **chunkMarkers**
- bool **Mode2D** = false

5.556.1 Detailed Description

Definition at line 13 of file MarioDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Mario/MarioDungeon↔
Config.cs

5.557 DungeonArchitect.Builders.Mario.MarioDungeonLevelChunkRule Class Reference

Public Attributes

- int **numTiles** = 5
- string **markerName** = "LevelChunk5x"
- float **probability** = 0.5f

5.557.1 Detailed Description

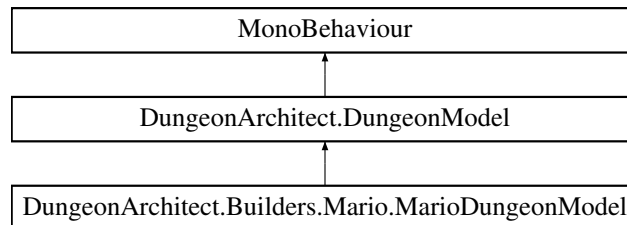
Definition at line 6 of file MarioDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Mario/MarioDungeon↔
Config.cs

5.558 DungeonArchitect.Builders.Mario.MarioDungeonModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.Mario.MarioDungeonModel:



Public Attributes

- [MarioDungeonConfig](#) **Config**
- [MarioTile\[\]](#) **tiles**
- **int levelWidth**

Additional Inherited Members

5.558.1 Detailed Description

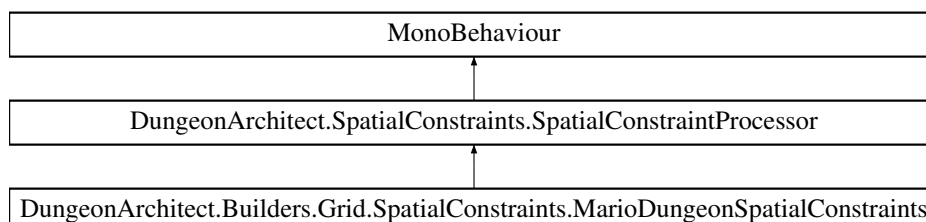
Definition at line 17 of file MarioDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Mario/MarioDungeon↔
Model.cs

5.559 DungeonArchitect.Builders.Grid.SpatialConstraints.Mario↔ DungeonSpatialConstraints Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.SpatialConstraints.MarioDungeonSpatialConstraints:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.559.1 Detailed Description

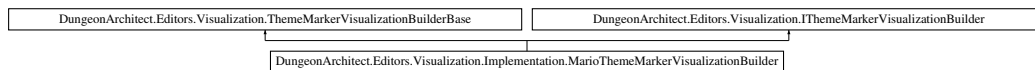
Definition at line 9 of file MarioDungeonSpatialConstraints.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Mario/MarioDungeonSpatialConstraints.cs

5.560 DungeonArchitect.Editors.Visualization.Implementation.MarioThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for DungeonArchitect.Editors.Visualization.Implementation.MarioThemeMarkerVisualizationBuilder:



Public Member Functions

- bool **Build** (Dungeon dungeon, string markerName, out ThemeEditorVisMarkerGeometry localGeometry, out Material material)

Additional Inherited Members

5.560.1 Detailed Description

Definition at line 7 of file MarioThemeMarkerVisualizationBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/MarkerVisualizers/Implementations/MarioThemeMarkerVisualizationBuilder.cs

5.561 DungeonArchitect.Builders.Mario.MarioTile Class Reference

Public Attributes

- IntVector position
- MarioTileType tileType
- string[] chunkMarkers

5.561.1 Detailed Description

Definition at line 11 of file MarioDungeonModel.cs.

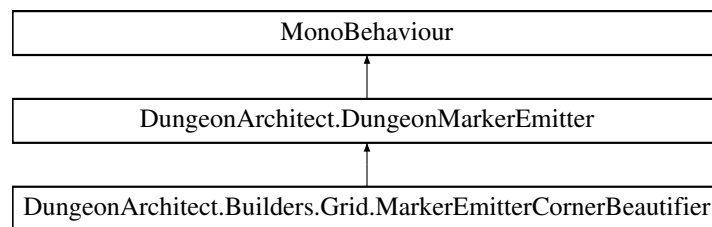
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Mario/MarioDungeon↔
Model.cs

5.562 DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier Class Reference

Emits markers to beautify the level around corners based on the surrounding tiles

Inheritance diagram for DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier:



Public Member Functions

- override void [EmitMarkers](#) ([DungeonBuilder](#) builder)
Called by the dungeon object right after the dungeon is created

5.562.1 Detailed Description

Emits markers to beautify the level around corners based on the surrounding tiles

Definition at line 10 of file MarkerEmitterCornerBeautifier.cs.

5.562.2 Member Function Documentation

5.562.2.1 EmitMarkers()

```

override void DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier.EmitMarkers (
    DungeonBuilder builder ) [virtual]
  
```

Called by the dungeon object right after the dungeon is created

Parameters

<i>builder</i>	reference to the builder object used to build the dungeon

Reimplemented from [DungeonArchitect.DungeonMarkerEmitter](#).

Definition at line 11 of file MarkerEmitterCornerBeautifier.cs.

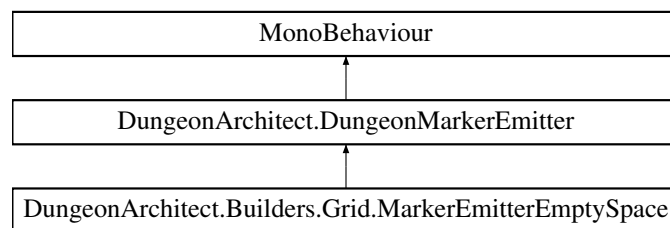
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/MarkerEmitters/MarkerEmitterCornerBeautifier.cs

5.563 DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace Class Reference

Emits markers in the nearby empty space of the dungeon layout

Inheritance diagram for DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace:



Public Member Functions

- override void [EmitMarkers](#) ([DungeonBuilder](#) builder)
Called by the dungeon object right after the dungeon is created

Public Attributes

- int **distanceToCover** = 3
- string **markerName** = "EmptySpace"
- string **indexedMarkerNamePrefix** = "EmptySpace_"
- bool **overrideY** = false
- string **overrideYBlackboardKey** = "DungeonLowestY"

5.563.1 Detailed Description

Emits markers in the nearby empty space of the dungeon layout

Definition at line 11 of file MarkerEmitterEmptySpace.cs.

5.563.2 Member Function Documentation

5.563.2.1 EmitMarkers()

```
override void DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace.EmitMarkers (
    DungeonBuilder builder ) [virtual]
```

Called by the dungeon object right after the dungeon is created

Parameters

<i>builder</i>	reference to the builder object used to build the dungeon

Reimplemented from [DungeonArchitect.DungeonMarkerEmitter](#).

Definition at line 20 of file MarkerEmitterEmptySpace.cs.

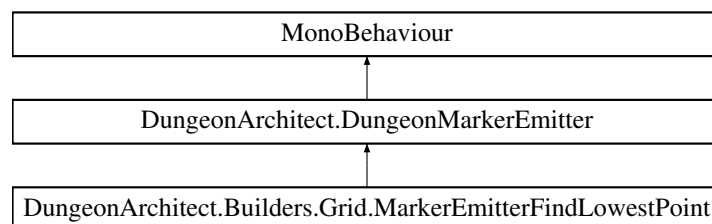
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/MarkerEmitters/Marker↔
EmitterEmptySpace.cs

5.564 DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint Class Reference

Finds the lowest dungeon point and emits a marker at that position. Also sets the scale of the marker to match the width / height

Inheritance diagram for DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint:



Public Member Functions

- override void [EmitMarkers](#) ([DungeonBuilder](#) builder)
Called by the dungeon object right after the dungeon is created

Public Attributes

- string **MarkerName** = "LowestPoint"
- string **BlackboardKeyLowestY** = "DungeonLowestY"

5.564.1 Detailed Description

Finds the lowest dungeon point and emits a marker at that position. Also sets the scale of the marker to match the width / height

Definition at line 10 of file MarkerEmitterFindLowestPoint.cs.

5.564.2 Member Function Documentation

5.564.2.1 EmitMarkers()

```
override void DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint.EmitMarkers (
    DungeonBuilder builder ) [virtual]
```

Called by the dungeon object right after the dungeon is created

Parameters

<i>builder</i>	reference to the builder object used to build the dungeon

Reimplemented from [DungeonArchitect.DungeonMarkerEmitter](#).

Definition at line 15 of file MarkerEmitterFindLowestPoint.cs.

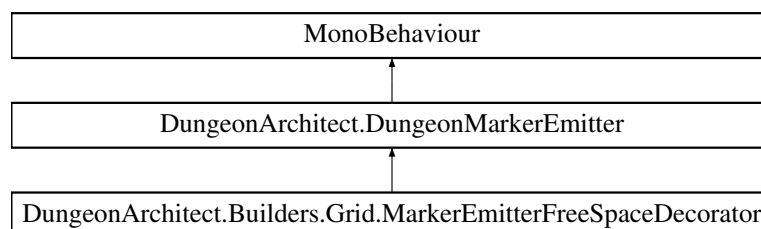
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/MarkerEmitters/Marker↵
EmitterFindLowestPoint.cs

5.565 DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpace↵ Decorator Class Reference

A more specialized version of the EmptySpace emitter. Emits decorative markers in empty space near the layout

Inheritance diagram for DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator:



Public Member Functions

- override void [EmitMarkers](#) ([DungeonBuilder](#) builder)
Called by the dungeon object right after the dungeon is created

Public Attributes

- int **distanceFromEdge** = 2
- string **markerName** = "EmptySpaceDecoration"
- float **pushDownAmount** = 6
- Vector3[] **pushDownTestAxis** = new Vector3[0]

5.565.1 Detailed Description

A more specialized version of the EmptySpace emitter. Emits decorative markers in empty space near the layout

Definition at line 11 of file MarkerEmitterFreeSpaceDecorator.cs.

5.565.2 Member Function Documentation

5.565.2.1 EmitMarkers()

```
override void DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator.EmitMarkers (
    DungeonBuilder builder ) [virtual]
```

Called by the dungeon object right after the dungeon is created

Parameters

<i>builder</i>	reference to the builder object used to build the dungeon

Reimplemented from [DungeonArchitect.DungeonMarkerEmitter](#).

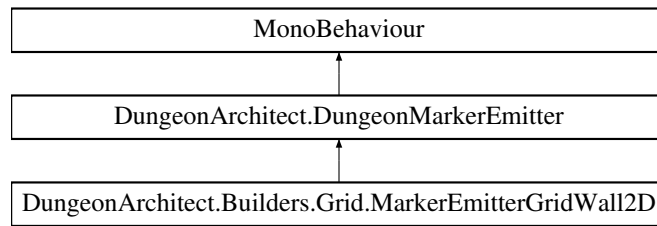
Definition at line 19 of file MarkerEmitterFreeSpaceDecorator.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/MarkerEmitters/Marker↵
EmitterFreeSpaceDecorator.cs

5.566 DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D:



Public Types

- enum class **WallPushType** { WallsOutside , WallsInside }

Public Member Functions

- override void [EmitMarkers](#) ([DungeonBuilder](#) builder)
Called by the dungeon object right after the dungeon is created

Public Attributes

- WallPushType **wallPushType** = WallPushType.WallsOutside
- bool **fixCorners** = true

5.566.1 Detailed Description

Definition at line 7 of file MarkerEmitterGridWall2D.cs.

5.566.2 Member Function Documentation

5.566.2.1 EmitMarkers()

```

override void DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D.EmitMarkers (
    DungeonBuilder builder ) [virtual]
  
```

Called by the dungeon object right after the dungeon is created

Parameters

<i>builder</i>	reference to the builder object used to build the dungeon

Reimplemented from [DungeonArchitect.DungeonMarkerEmitter](#).

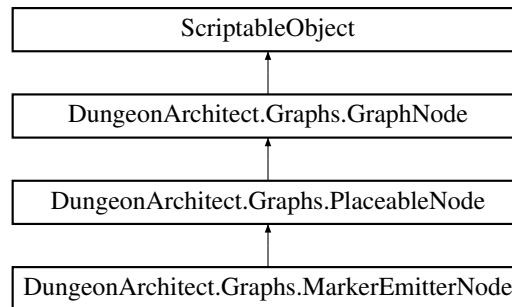
Definition at line 25 of file MarkerEmitterGridWall2D.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/MarkerEmitters/MarkerEmitterGridWall2D.cs

5.567 DungeonArchitect.Graphs.MarkerEmitterNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.MarkerEmitterNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)

Properties

- [MarkerNode](#) **Marker** [get, set]

Additional Inherited Members

5.567.1 Detailed Description

Definition at line 9 of file MarkerEmitterNode.cs.

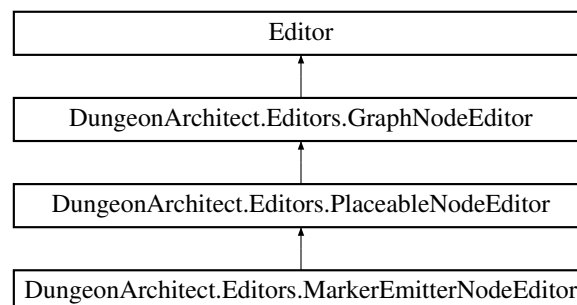
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/GraphNodes/MarkerEmitterNode.cs

5.568 DungeonArchitect.Editors.MarkerEmitterNodeEditor Class Reference

Custom property editors for MarkerEmitterNode

Inheritance diagram for DungeonArchitect.Editors.MarkerEmitterNodeEditor:



Public Member Functions

- override void **OnEnable** ()

Protected Member Functions

- override string **GetNodeTitle** ()

Additional Inherited Members

5.568.1 Detailed Description

Custom property editors for MarkerEmitterNode

Definition at line 15 of file MarkerEmitterNodeEditor.cs.

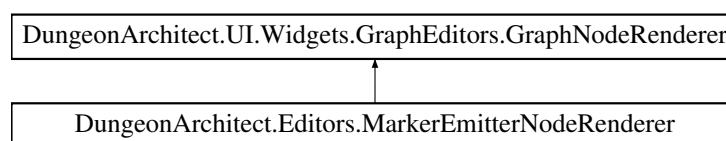
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/MarkerEmitterNodeEditor.cs

5.569 DungeonArchitect.Editors.MarkerEmitterNodeRenderer Class Reference

Renders a MarkerEmitterNode

Inheritance diagram for DungeonArchitect.Editors.MarkerEmitterNodeRenderer:



Public Member Functions

- override void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

Protected Member Functions

- override Color **getBackgroundColor** ([GraphNode](#) node)

5.569.1 Detailed Description

Renders a MarkerEmitterNode

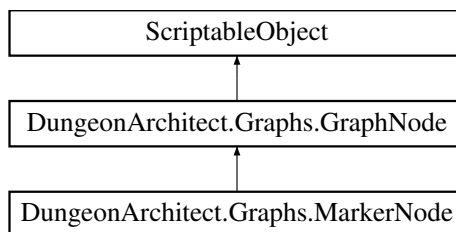
Definition at line 36 of file MarkerEmitterNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/MarkerEmitterNodeEditor.cs

5.570 DungeonArchitect.Graphs.MarkerNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.MarkerNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)

Properties

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

Additional Inherited Members

5.570.1 Detailed Description

Definition at line 8 of file MarkerNode.cs.

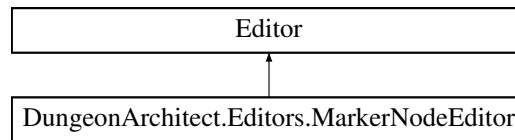
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/GraphNodes/MarkerNode.cs

5.571 DungeonArchitect.Editors.MarkerNodeEditor Class Reference

Custom property editors for MarkerNode

Inheritance diagram for DungeonArchitect.Editors.MarkerNodeEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.571.1 Detailed Description

Custom property editors for MarkerNode

Definition at line 15 of file MarkerNodeEditor.cs.

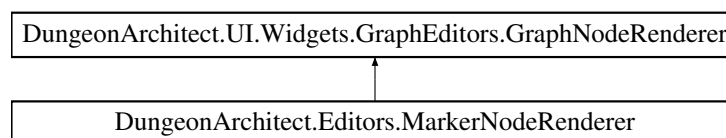
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/MarkerNodeEditor.cs

5.572 DungeonArchitect.Editors.MarkerNodeRenderer Class Reference

Renders a marker node

Inheritance diagram for DungeonArchitect.Editors.MarkerNodeRenderer:



Public Member Functions

- override void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

Additional Inherited Members

5.572.1 Detailed Description

Renders a marker node

Definition at line 42 of file MarkerNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔ Editors/MarkerNodeEditor.cs

5.573 DungeonArchitect.MarkerReplacementEntry Class Reference

Public Attributes

- string **fromMarker**
- string **toMarker**

5.573.1 Detailed Description

Definition at line 7 of file MarkerReplaceVolume.cs.

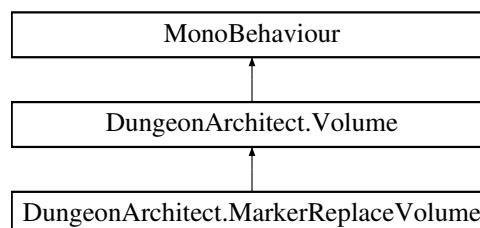
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Volumes/Marker↔ ReplaceVolume.cs

5.574 DungeonArchitect.MarkerReplaceVolume Class Reference

This volume replaces any specified markers found in the scene before theming is applied to it. This helps in having more control over the generated dungeon, e.g. remove / add doors, walls etc

Inheritance diagram for DungeonArchitect.MarkerReplaceVolume:



Public Attributes

- [MarkerReplacementEntry\[\]](#) **replacements**

Additional Inherited Members

5.574.1 Detailed Description

This volume replaces any specified markers found in the scene before theming is applied to it. This helps in having more control over the generated dungeon, e.g. remove / add doors, walls etc

Definition at line 18 of file MarkerReplaceVolume.cs.

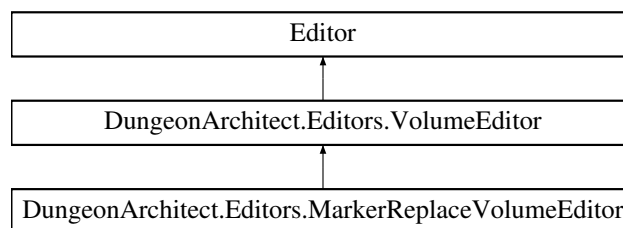
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Volumes/MarkerReplaceVolume.cs

5.575 DungeonArchitect.Editors.MarkerReplaceVolumeEditor Class Reference

Custom property editor for Negation volumes

Inheritance diagram for DungeonArchitect.Editors.MarkerReplaceVolumeEditor:



Public Member Functions

- override void **OnUpdate** (SceneView sceneView)

Additional Inherited Members

5.575.1 Detailed Description

Custom property editor for Negation volumes

Definition at line 11 of file MarkerReplaceVolumeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Volumes/MarkerReplaceVolumeEditor.cs

5.576 DungeonArchitect.Utils.MathUtils Class Reference

Various math utility functions

Static Public Member Functions

- static [Rectangle Copy](#) ([Rectangle](#) other)
Copies the rectangle object
- static Vector3 [Divide](#) (Vector3 a, Vector3 b)
Divides two vector3 objects
- static Vector3 [ToVector3](#) ([IntVector](#) v)
Converts an [IntVector](#) to a Vector3
- static Vector3 **ToVector3** (Vector3Int v)
- static Vector4 **ToVector4** (Vector3 v, float w)
- static [IntVector WorldToGrid](#) (Vector3 WorldCoord, Vector3 GridCellSize)
Converts the world coordinates to grid coordinates
- static Vector3 [GridToWorld](#) (Vector3 GridCellSize, [IntVector](#) v)
Converts the grid coordinate to world coordinate
- static Vector3 [GridToWorld](#) (Vector3 GridCellSize, Vector3 v)
Converts the grid coordinate to world coordinate
- static [IntVector ToIntVector](#) (Vector3 v)
Converts an [IntVector](#) to a Vector3, with the XYZ components floored
- static Vector3Int **FloorToVector3Int** (Vector3 v)
- static Vector3Int **RoundToVector3Int** (Vector3 v)
- static Vector3 **V3FloorToInt** (Vector3 v)
- static Vector3 **V3RoundToInt** (Vector3 v)
- static Vector3 **ComponentMin** (Vector3 a, Vector3 b)
- static Vector3 **ComponentMax** (Vector3 a, Vector3 b)
- static [IntVector RoundToIntVector](#) (Vector3 v)
Rounds to an [IntVector](#), with the XYZ components rounded to the nearest int
- static Vector3 [SnapToGrid](#) (Vector3 position, Vector3 gridCellSize)
Snaps the position to the nearest grid cell location
- static Vector3 [SnapToGrid](#) (Vector3 position, Vector3 gridCellSize, bool useRounding)
Snaps the position to the nearest grid cell location
- static bool [Intersects](#) (Rect a, Rect b)
Checks if the two rectangles intersect
- static Vector2 **ClosestPointOnRect** (Rect rect, Vector2 p)
- static Rect **ExpandRect** (Rect bounds, float amount)
- static Vector2 **ClampToRect** (Vector2 position, Rect bounds)
- static void [FlipYZ](#) (ref Bounds bounds)
Flips the coordinates for 2D mode
- static Vector3 [FlipYZ](#) (Vector3 bounds)
Flips the coordinates for 2D mode
- static [IntVector FlipYZ](#) ([IntVector](#) bounds)
Flips the coordinates for 2D mode
- static void **Abs** (ref Vector3 v)
- static void **Swap**< T > (ref T a, ref T b)
- static void **Shuffle**< T > (List< T > Array, System.Random Random)
- static void **Shuffle**< T > (T[] Array, System.Random Random)
- static int[] **GetShuffledIndices** (int Count, System.Random Random)
- static Bounds **TransformBounds** (Matrix4x4 transform, Bounds bounds)
- static Bounds **TransformBoundsX** (Matrix4x4 transform, Bounds localBounds)
- static bool **V3Equals** (Vector3 a, Vector3 b)
- static bool **V3Equals** (Vector3 a, Vector3 b, float threshold)
- static byte **ToByte** (float value01)
- static Vector3 **ReflectVector** (Vector3 direction, Vector3 normal)

Static Public Attributes

- static readonly int `INVALID_LOCATION` = -1000000
Flag to indicate an invalid location

5.576.1 Detailed Description

Various math utility functions

Definition at line 11 of file MathUtils.cs.

5.576.2 Member Function Documentation

5.576.2.1 Copy()

```
static Rectangle DungeonArchitect.Utls.MathUtils.Copy (  
    Rectangle other ) [static]
```

Copies the rectangle object

Parameters

<i>other</i>	The object to copy

Returns

The copied object

Definition at line 18 of file MathUtils.cs.

5.576.2.2 Divide()

```
static Vector3 DungeonArchitect.Utls.MathUtils.Divide (  
    Vector3 a,  
    Vector3 b ) [static]
```

Divides two vector3 objects

Parameters

<i>a</i>	
<i>b</i>	

Returns

The divided vector

Definition at line 29 of file MathUtils.cs.

5.576.2.3 FlipYZ() [1/3]

```
static IntVector DungeonArchitect.Utils.MathUtils.FlipYZ (  
    IntVector bounds ) [static]
```

Flips the coordinates for 2D mode

Returns

The Y.

Parameters

<i>bounds</i>	Bounds.

Definition at line 263 of file MathUtils.cs.

5.576.2.4 FlipYZ() [2/3]

```
static void DungeonArchitect.Utils.MathUtils.FlipYZ (  
    ref Bounds bounds ) [static]
```

Flips the coordinates for 2D mode

Parameters

<i>bounds</i>	Bounds.

Definition at line 239 of file MathUtils.cs.

5.576.2.5 FlipYZ() [3/3]

```
static Vector3 DungeonArchitect.Utils.MathUtils.FlipYZ (  
    Vector3 bounds ) [static]
```

Flips the coordinates for 2D mode

Returns

The Y.

Parameters

<i>bounds</i>	Bounds.

Definition at line 251 of file MathUtils.cs.

5.576.2.6 GridToWorld() [1/2]

```
static Vector3 DungeonArchitect.Utils.MathUtils.GridToWorld (
    Vector3 GridCellSize,
    IntVector v ) [static]
```

Converts the grid coordinate to world coordinate

Parameters

<i>GridCellSize</i>	The grid cell size
<i>v</i>	The input grid coordinate

Returns

The resulting world coordinate

Definition at line 70 of file MathUtils.cs.

5.576.2.7 GridToWorld() [2/2]

```
static Vector3 DungeonArchitect.Utils.MathUtils.GridToWorld (
    Vector3 GridCellSize,
    Vector3 v ) [static]
```

Converts the grid coordinate to world coordinate

Parameters

<i>GridCellSize</i>	The grid cell size
<i>v</i>	The input grid coordinate

Returns

The resulting world coordinate

Definition at line 81 of file MathUtils.cs.

5.576.2.8 Intersects()

```
static bool DungeonArchitect.Utils.MathUtils.Intersects (
    Rect a,
    Rect b ) [static]
```

Checks if the two rectangles intersect

Parameters

<i>outer</i>	The outer rect
<i>inner</i>	The inner rect

Returns

True if they intersect, false otherwise

Definition at line 203 of file MathUtils.cs.

5.576.2.9 RoundToIntVector()

```
static IntVector DungeonArchitect.Utils.MathUtils.RoundToIntVector (
    Vector3 v ) [static]
```

Rounds to an [IntVector](#), with the XYZ components rounded to the nearest int

Parameters

<i>v</i>	The input Vector3 to convert

Returns

The rounded [IntVector](#)

Definition at line 154 of file MathUtils.cs.

5.576.2.10 SnapToGrid() [1/2]

```
static Vector3 DungeonArchitect.Utils.MathUtils.SnapToGrid (
    Vector3 position,
    Vector3 gridSize ) [static]
```

Snaps the position to the nearest grid cell location

Parameters

<i>position</i>	The position to snap
<i>gridCellSize</i>	The size of the grid cell

Returns

The snapped position

Definition at line 168 of file MathUtils.cs.

5.576.2.11 SnapToGrid() [2/2]

```
static Vector3 DungeonArchitect.Utils.MathUtils.SnapToGrid (  
    Vector3 position,  
    Vector3 gridCellSize,  
    bool useRounding ) [static]
```

Snaps the position to the nearest grid cell location

Parameters

<i>position</i>	The position to snap
<i>gridCellSize</i>	The size of the grid cell
<i>useRounding</i>	Flag to indicate if rounding is to be used. Uses floor if false

Returns

The snapped position

Definition at line 179 of file MathUtils.cs.

5.576.2.12 ToIntVector()

```
static IntVector DungeonArchitect.Utils.MathUtils.ToIntVector (  
    Vector3 v ) [static]
```

Converts an [IntVector](#) to a Vector3, with the XYZ components floored

Parameters

<i>v</i>	The input Vector3 to convert

Returns

The corresponding [IntVector](#), floored in each component

Definition at line 91 of file MathUtils.cs.

5.576.2.13 ToVector3()

```
static Vector3 DungeonArchitect.Utils.MathUtils.ToVector3 (  
    IntVector v ) [static]
```

Converts an [IntVector](#) to a Vector3

Parameters

<i>v</i>	the input int vector

Returns

Definition at line 42 of file MathUtils.cs.

5.576.2.14 WorldToGrid()

```
static IntVector DungeonArchitect.Utils.MathUtils.WorldToGrid (  
    Vector3 WorldCoord,  
    Vector3 GridCellSize ) [static]
```

Converts the world coordinates to grid coordinates

Parameters

<i>WorldCoord</i>	The world coordnate
<i>GridCellSize</i>	The grid cell size

Returns

The resulting grid coordinate

Definition at line 60 of file MathUtils.cs.

5.576.3 Member Data Documentation

5.576.3.1 INVALID_LOCATION

```
readonly int DungeonArchitect.Utils.MathUtils.INVALID_LOCATION = -1000000 [static]
```

Flag to indicate an invalid location

Definition at line 280 of file MathUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/MathUtils.cs

5.577 DungeonArchitect.Utils.Matrix Class Reference

Static Public Member Functions

- static Vector3 **GetTranslation** (ref Matrix4x4 matrix)
- static Vector3 **GetTranslationDivW** (ref Matrix4x4 matrix)
- static void **SetTranslation** (ref Matrix4x4 matrix, Vector3 translate)
- static void **SetTransform** (out Matrix4x4 transform, Vector3 position, Quaternion rotation, Vector3 scale)
- static Quaternion **GetRotation** (ref Matrix4x4 matrix)
- static Vector3 **GetScale** (ref Matrix4x4 matrix)
- static void **DecomposeMatrix** (ref Matrix4x4 matrix, out Vector3 localPosition, out Quaternion localRotation, out Vector3 localScale)
- static void **SetTransformFromMatrix** (Transform transform, ref Matrix4x4 matrix)
- static Matrix4x4 **Copy** (Matrix4x4 In)
- static Matrix4x4 **FromGameTransform** (Transform t)

5.577.1 Detailed Description

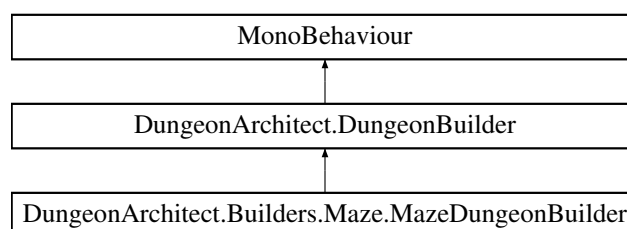
Definition at line 8 of file Matrix.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Matrix.cs

5.578 DungeonArchitect.Builders.Maze.MazeDungeonBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Maze.MazeDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)
- override void [EmitMarkers](#) ()
Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Additional Inherited Members

5.578.1 Detailed Description

Definition at line 12 of file MazeDungeonBuilder.cs.

5.578.2 Member Function Documentation

5.578.2.1 BuildDungeon()

```
override void DungeonArchitect.Builders.Maze.MazeDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 25 of file MazeDungeonBuilder.cs.

5.578.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.Maze.MazeDungeonBuilder.EmitMarkers ( ) [virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the

theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

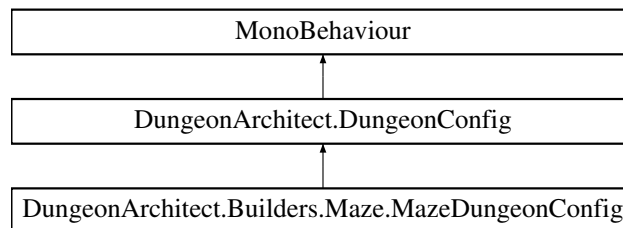
Definition at line 47 of file MazeDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Maze/MazeDungeon↔ Builder.cs

5.579 DungeonArchitect.Builders.Maze.MazeDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.Maze.MazeDungeonConfig:



Public Member Functions

- override bool **IsMode2D** ()

Public Attributes

- int **mazeWidth** = 20
- int **mazeHeight** = 25
- Vector2 **gridSize** = new Vector2(4, 4)
- bool **Mode2D** = false

5.579.1 Detailed Description

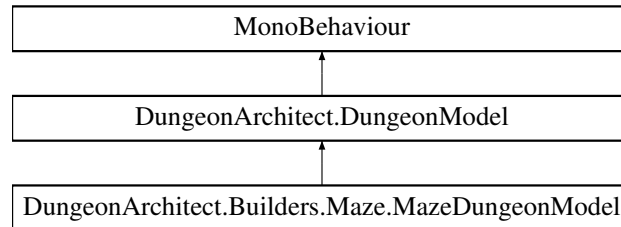
Definition at line 5 of file MazeDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Maze/MazeDungeon↔ Config.cs

5.580 DungeonArchitect.Builders.Maze.MazeDungeonModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.Maze.MazeDungeonModel:



Public Attributes

- [MazeDungeonConfig](#) **Config**
- `MazeTileState[,]` **tileStates**

Additional Inherited Members

5.580.1 Detailed Description

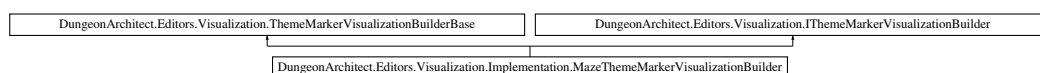
Definition at line 10 of file MazeDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Maze/MazeDungeonModel.cs↔

5.581 DungeonArchitect.Editors.Visualization.Implementation.MazeThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for DungeonArchitect.Editors.Visualization.Implementation.MazeThemeMarkerVisualizationBuilder↔:



Public Member Functions

- bool **Build** ([Dungeon](#) dungeon, string markerName, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)

Additional Inherited Members

5.581.1 Detailed Description

Definition at line 7 of file MazeThemeMarkerVisualizationBuilder.cs.

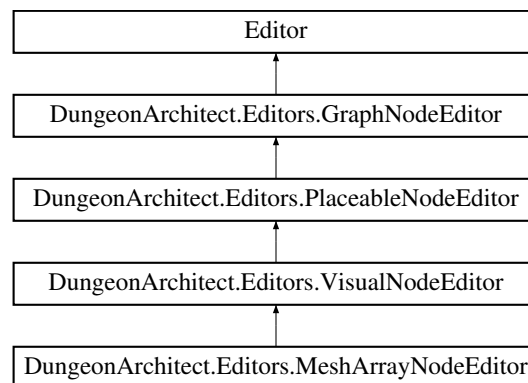
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/↔ MarkerVisualizers/Implementations/MazeThemeMarkerVisualizationBuilder.cs

5.582 DungeonArchitect.Editors.MeshArrayNodeEditor Class Reference

Custom property editors for GameObjectNode

Inheritance diagram for DungeonArchitect.Editors.MeshArrayNodeEditor:



Public Member Functions

- override void **OnEnable** ()

Protected Member Functions

- override void **DrawPreInspectorGUI** ()
- override string **GetNodeTitle** ()

Additional Inherited Members

5.582.1 Detailed Description

Custom property editors for GameObjectNode

Definition at line 16 of file MeshArrayNodeEditor.cs.

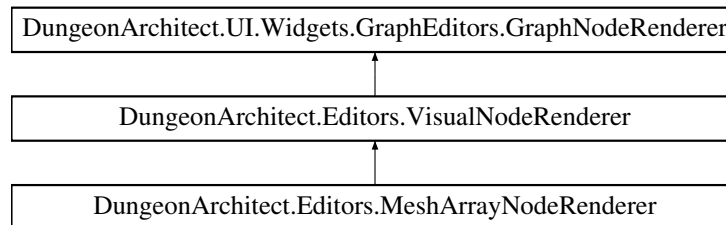
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔ Editors/MeshArrayNodeEditor.cs

5.583 DungeonArchitect.Eeditors.MeshArrayNodeRenderer Class Reference

Renders a mesh node

Inheritance diagram for DungeonArchitect.Eeditors.MeshArrayNodeRenderer:



Protected Member Functions

- override Object **GetThumbObject** ([GraphNode](#) node)
- override void **DrawFrameTexture** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

Additional Inherited Members

5.583.1 Detailed Description

Renders a mesh node

Definition at line 48 of file MeshArrayNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/MeshArrayNodeEditor.cs

5.584 SharpNav.PolyMeshDetail.MeshData Struct Reference

The [MeshData](#) struct contains information about vertex and triangle base and offset values for array indices

Public Attributes

- int **VertexIndex**
- int **VertexCount**
- int **TriangleIndex**
- int **TriangleCount**

5.584.1 Detailed Description

The [MeshData](#) struct contains information about vertex and triangle base and offset values for array indices

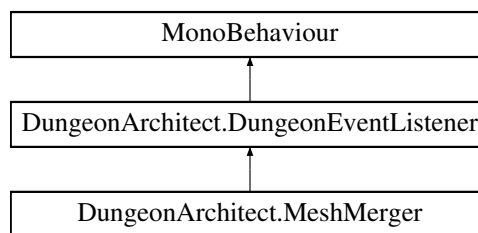
Definition at line 1376 of file PolyMeshDetail.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/PolyMeshDetail.cs

5.585 DungeonArchitect.MeshMerger Class Reference

Inheritance diagram for DungeonArchitect.MeshMerger:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built

Public Attributes

- bool **mergeMeshes** = true
- float **mergePatchSize** = 60
- Transform **mergedMeshParent**

5.585.1 Detailed Description

Definition at line 8 of file MeshMerger.cs.

5.585.2 Member Function Documentation

5.585.2.1 OnPostDungeonBuild()

```

override void DungeonArchitect.MeshMerger.OnPostDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
  
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 33 of file MeshMerger.cs.

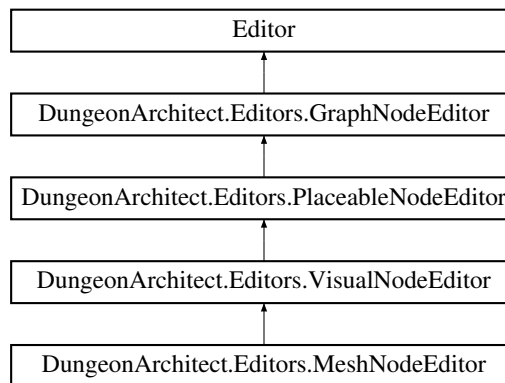
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/MeshMerge/MeshMerger.cs

5.586 DungeonArchitect.Editors.MeshNodeEditor Class Reference

Custom property editors for GameObjectNode

Inheritance diagram for DungeonArchitect.Editors.MeshNodeEditor:



Public Member Functions

- override void **OnEnable** ()

Protected Member Functions

- override void **DrawPreInspectorGUI** ()
- override string **GetNodeTitle** ()

Additional Inherited Members

5.586.1 Detailed Description

Custom property editors for GameObjectNode

Definition at line 14 of file MeshNodeEditor.cs.

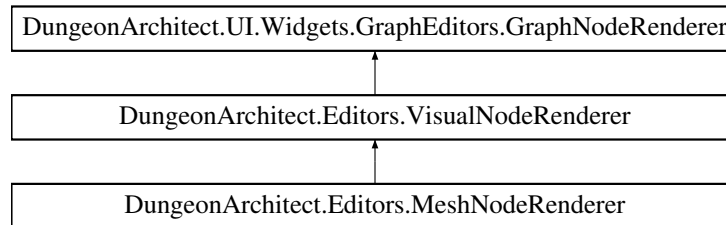
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/NodeEditors/MeshNodeEditor.cs

5.587 DungeonArchitect.Editors.MeshNodeRenderer Class Reference

Renders a mesh node

Inheritance diagram for DungeonArchitect.Editors.MeshNodeRenderer:



Protected Member Functions

- override Object **GetThumbObject** ([GraphNode](#) node)

Additional Inherited Members

5.587.1 Detailed Description

Renders a mesh node

Definition at line 46 of file MeshNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/MeshNodeEditor.cs

5.588 SharpNav.Pathfinding.MeshTile Class Reference

The [MeshTile](#) contains the map data for pathfinding

Public Member Functions

- void [ClosestPointOnPoly](#) ([Poly](#) poly, [Vector3](#) pos, ref [Vector3](#) closest)
Given a point, find the closest point on that poly.
- void [ClosestPointOnPoly](#) (int indexPoly, [Vector3](#) pos, ref [Vector3](#) closest)
Given a point, find the closest point on that poly.
- void [ClosestPointOnPolyBoundary](#) ([Poly](#) poly, [Vector3](#) pos, out [Vector3](#) closest)
Given a point, find the closest point on that poly.
- bool [ClosestHeight](#) (int indexPoly, [Vector3](#) pos, out float h)
Find the distance from a point to a triangle.
- void [ClosestPointOnPolyOffMeshConnection](#) ([Poly](#) poly, [Vector3](#) pos, out [Vector3](#) closest)
Find the closest point on an offmesh connection, which is in between the two points.

Properties

- `int Salt` [get, set]
Gets or sets the counter describing modifications to the tile
- `int LinksFreeList` [get, set]
Gets or sets the index to the next free link
- `PathfindingCommon.NavMeshInfo Header` [get, set]
Gets or sets the header
- `Poly[] Polys` [get, set]
Gets or sets the [PolyMesh](#) polygons
- `Vector3[] Verts` [get, set]
Gets or sets the [PolyMesh](#) vertices
- `Link[] Links` [get, set]
Gets or sets the links between polygons
- `PolyMeshDetail.MeshData[] DetailMeshes` [get, set]
Gets or sets the [PolyMeshDetail](#) data
- `Vector3[] DetailVerts` [get, set]
Gets or sets the [PolyMeshDetail](#) vertices
- `PolyMeshDetail.TriangleData[] DetailTris` [get, set]
Gets or sets the [PolyMeshDetail](#) triangles
- `OffMeshConnection[] OffMeshConnections` [get, set]
Gets or sets the OffmeshConnections
- `BVTree BVTree` [get, set]
Gets or sets the bounding volume tree
- `NavMeshBuilder Data` [get, set]
Gets or sets the [NavMeshBuilder](#) data
- `MeshTile Next` [get, set]
Gets or sets the next [MeshTile](#)

5.588.1 Detailed Description

The [MeshTile](#) contains the map data for pathfinding

Definition at line 20 of file MeshTile.cs.

5.588.2 Member Function Documentation

5.588.2.1 ClosestHeight()

```
bool SharpNav.Pathfinding.MeshTile.ClosestHeight (
    int indexPoly,
    Vector3 pos,
    out float h )
```

Find the distance from a point to a triangle.

Parameters

<i>indexPoly</i>	Current polygon's index
<i>pos</i>	Current position
<i>h</i>	Resulting height

Returns

True, if a height is found. False, if otherwise.

Definition at line 182 of file MeshTile.cs.

5.588.2.2 ClosestPointOnPoly() [1/2]

```
void SharpNav.Pathfinding.MeshTile.ClosestPointOnPoly (
    int indexPoly,
    Vector3 pos,
    ref Vector3 closest )
```

Given a point, find the closest point on that poly.

Parameters

<i>indexPoly</i>	The current poly's index
<i>pos</i>	The current position
<i>closest</i>	Reference to the closest point

Definition at line 114 of file MeshTile.cs.

5.588.2.3 ClosestPointOnPoly() [2/2]

```
void SharpNav.Pathfinding.MeshTile.ClosestPointOnPoly (
    Poly poly,
    Vector3 pos,
    ref Vector3 closest )
```

Given a point, find the closest point on that poly.

Parameters

<i>poly</i>	The current polygon.
<i>pos</i>	The current position
<i>closest</i>	Reference to the closest point

Definition at line 93 of file MeshTile.cs.

5.588.2.4 ClosestPointOnPolyBoundary()

```
void SharpNav.Pathfinding.MeshTile.ClosestPointOnPolyBoundary (
    Poly poly,
    Vector3 pos,
    out Vector3 closest )
```

Given a point, find the closest point on that poly.

Parameters

<i>poly</i>	The current polygon.
<i>pos</i>	The current position
<i>closest</i>	Reference to the closest point

Definition at line 138 of file MeshTile.cs.

5.588.2.5 ClosestPointOnPolyOffMeshConnection()

```
void SharpNav.Pathfinding.MeshTile.ClosestPointOnPolyOffMeshConnection (
    Poly poly,
    Vector3 pos,
    out Vector3 closest )
```

Find the closest point on an offmesh connection, which is in between the two points.

Parameters

<i>poly</i>	Current polygon
<i>pos</i>	Current position
<i>closest</i>	Resulting point that is closest.

Definition at line 215 of file MeshTile.cs.

5.588.3 Property Documentation

5.588.3.1 BVTree

```
BVTree SharpNav.Pathfinding.MeshTile.BVTree [get], [set]
```

Gets or sets the bounding volume tree

Definition at line 75 of file MeshTile.cs.

5.588.3.2 Data

```
NavMeshBuilder SharpNav.Pathfinding.MeshTile.Data [get], [set]
```

Gets or sets the [NavMeshBuilder](#) data

Definition at line 80 of file MeshTile.cs.

5.588.3.3 DetailMeshes

```
PolyMeshDetail.MeshData [] SharpNav.Pathfinding.MeshTile.DetailMeshes [get], [set]
```

Gets or sets the [PolyMeshDetail](#) data

Definition at line 55 of file MeshTile.cs.

5.588.3.4 DetailTris

```
PolyMeshDetail.TriangleData [] SharpNav.Pathfinding.MeshTile.DetailTris [get], [set]
```

Gets or sets the [PolyMeshDetail](#) triangles

Definition at line 65 of file MeshTile.cs.

5.588.3.5 DetailVerts

```
Vector3 [] SharpNav.Pathfinding.MeshTile.DetailVerts [get], [set]
```

Gets or sets the [PolyMeshDetail](#) vertices

Definition at line 60 of file MeshTile.cs.

5.588.3.6 Header

`PathfindingCommon.NavMeshInfo` `SharpNav.Pathfinding.MeshTile.Header` [get], [set]

Gets or sets the header

Definition at line 35 of file MeshTile.cs.

5.588.3.7 Links

`Link` [] `SharpNav.Pathfinding.MeshTile.Links` [get], [set]

Gets or sets the links between polygons

Definition at line 50 of file MeshTile.cs.

5.588.3.8 LinksFreeList

`int` `SharpNav.Pathfinding.MeshTile.LinksFreeList` [get], [set]

Gets or sets the index to the next free link

Definition at line 30 of file MeshTile.cs.

5.588.3.9 Next

`MeshTile` `SharpNav.Pathfinding.MeshTile.Next` [get], [set]

Gets or sets the next [MeshTile](#)

Definition at line 85 of file MeshTile.cs.

5.588.3.10 OffMeshConnections

`OffMeshConnection` [] `SharpNav.Pathfinding.MeshTile.OffMeshConnections` [get], [set]

Gets or sets the OffmeshConnections

Definition at line 70 of file MeshTile.cs.

5.588.3.11 Polys

```
Poly [] SharpNav.Pathfinding.MeshTile.Polys [get], [set]
```

Gets or sets the [PolyMesh](#) polygons

Definition at line 40 of file MeshTile.cs.

5.588.3.12 Salt

```
int SharpNav.Pathfinding.MeshTile.Salt [get], [set]
```

Gets or sets the counter describing modifications to the tile

Definition at line 25 of file MeshTile.cs.

5.588.3.13 Verts

```
Vector3 [] SharpNav.Pathfinding.MeshTile.Verts [get], [set]
```

Gets or sets the [PolyMesh](#) vertices

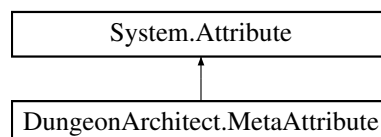
Definition at line 45 of file MeshTile.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Pathfinding/MeshTile.cs

5.589 DungeonArchitect.MetaAttribute Class Reference

Inheritance diagram for DungeonArchitect.MetaAttribute:



Public Member Functions

- **MetaAttribute** (string displayText)

Public Attributes

- string **displayText**

5.589.1 Detailed Description

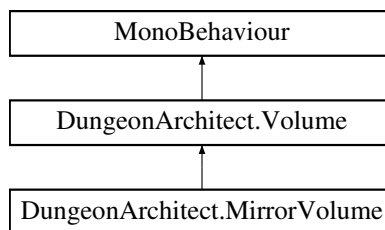
Definition at line 6 of file MetaAttribute.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/MetaAttribute.cs↔

5.590 DungeonArchitect.MirrorVolume Class Reference

Inheritance diagram for DungeonArchitect.MirrorVolume:



Public Attributes

- MirrorVolumeDirection **direction** = MirrorVolumeDirection.AxisX

Additional Inherited Members

5.590.1 Detailed Description

Definition at line 14 of file MirrorVolume.cs.

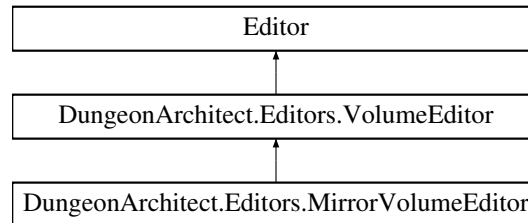
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Volumes/MirrorVolume.cs↔

5.591 DungeonArchitect.Editors.MirrorVolumeEditor Class Reference

Custom property editor for Platform volumes

Inheritance diagram for DungeonArchitect.Editors.MirrorVolumeEditor:



Additional Inherited Members

5.591.1 Detailed Description

Custom property editor for Platform volumes

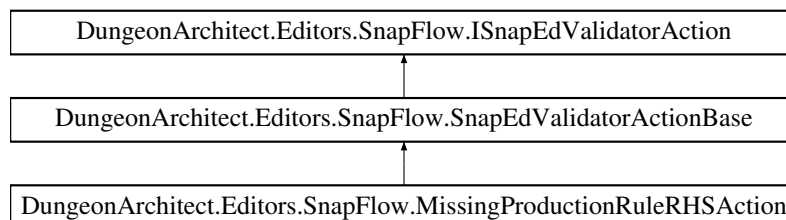
Definition at line 11 of file MirrorVolumeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Volumes/MirrorVolumeEditor.cs↔

5.592 DungeonArchitect.Editors.SnapFlow.MissingProductionRuleRHSAction Class Reference↔

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.MissingProductionRuleRHSAction:



Public Member Functions

- **MissingProductionRuleRHSAction** ([GrammarProductionRule](#) productionRule)
- override void **Execute** ([SnapEditorWindow](#) editor)

5.592.1 Detailed Description

Definition at line 62 of file DungeonFlowValidatorActions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs

5.593 DungeonArchitect.Builders.Snap.Impl.ModuleBuildNode Class Reference

Static Public Member Functions

- static string **GenerateModuleInstanceID** (System.Guid ModuleGuid)

Public Attributes

- string **ModuleInstanceID**
- [ModuleInfo](#) **Module**
- int **IncomingDoorIndex**
- [SnapAttachmentConfiguration](#) **AttachmentConfig**
- int **DepthFromLeaf**
- List< [ModuleBuildNode](#) > **Extensions** = new List<[ModuleBuildNode](#)>()
- [ModuleBuildNode](#) **Parent**
- GameObject **spawnedModule** = null

Reference to the spawned module. This will be set later

5.593.1 Detailed Description

Definition at line 639 of file SnapBuilder.cs.

5.593.2 Member Data Documentation

5.593.2.1 spawnedModule

```
GameObject DungeonArchitect.Builders.Snap.Impl.ModuleBuildNode.spawnedModule = null
```

Reference to the spawned module. This will be set later

Definition at line 665 of file SnapBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapBuilder.cs

5.594 DungeonArchitect.Builders.Snap.Impl.ModuleGrowthNode Class Reference

Public Attributes

- Matrix4x4 **ModuleTransform**
- [ModuleInfo](#) **IncomingModule**
- int **IncomingModuleDoorIndex**
- bool **startNode**

5.594.1 Detailed Description

Definition at line 624 of file SnapBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapBuilder.cs

5.595 DungeonArchitect.Builders.Snap.Impl.ModuleInfo Class Reference

Public Attributes

- [SnapModuleEntry](#) **ModuleTemplate**
The prefab template of the module
- System.Guid [ModuleGuid](#)
A unique ID assigned to this actor module (unique to the prefab). Will be different on each build
- Bounds [Bounds](#)
The bounds of the prefab
- Matrix4x4[] [ConnectionTransforms](#)
The local transforms of each SnapConnection child actor in the module actor
- string[] **ConnectionCategory**

5.595.1 Detailed Description

Definition at line 590 of file SnapBuilder.cs.

5.595.2 Member Data Documentation

5.595.2.1 Bounds

`Bounds DungeonArchitect.Builders.Snap.Impl.ModuleInfo.Bounds`

The bounds of the prefab

Definition at line 605 of file SnapBuilder.cs.

5.595.2.2 ConnectionTransforms

`Matrix4x4 [ ] DungeonArchitect.Builders.Snap.Impl.ModuleInfo.ConnectionTransforms`

The local transforms of each SnapConnection child actor in the module actor

Definition at line 610 of file SnapBuilder.cs.

5.595.2.3 ModuleGuid

`System.Guid DungeonArchitect.Builders.Snap.Impl.ModuleInfo.ModuleGuid`

A unique ID assigned to this actor module (unique to the prefab). Will be different on each build

Definition at line 600 of file SnapBuilder.cs.

5.595.2.4 ModuleTemplate

`SnapModuleEntry DungeonArchitect.Builders.Snap.Impl.ModuleInfo.ModuleTemplate`

The prefab template of the module

Definition at line 595 of file SnapBuilder.cs.

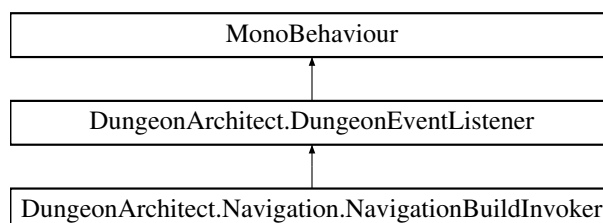
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapBuilder.cs

5.596 DungeonArchitect.Navigation.NavigationBuildInvoker Class Reference

Drop this script into your dungeon object and assign the nav mesh prefab to automatically rebuild the nav mesh whenever the dungeon is rebuild (works both with runtime and design time)

Inheritance diagram for `DungeonArchitect.Navigation.NavigationBuildInvoker`:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built

Public Attributes

- [DungeonNavMesh](#) navMesh

5.596.1 Detailed Description

Drop this script into your dungeon object and assign the nav mesh prefab to automatically rebuild the nav mesh whenever the dungeon is rebuild (works both with runtime and design time)

Definition at line 10 of file NavigationBuildInvoker.cs.

5.596.2 Member Function Documentation

5.596.2.1 OnPostDungeonBuild()

```
override void DungeonArchitect.Navigation.NavigationBuildInvoker.OnPostDungeonBuild (  
    Dungeon dungeon,  
    DungeonModel model ) [virtual]
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 17 of file NavigationBuildInvoker.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/NavigationBuildInvoker.cs

5.597 DungeonArchitect.Navigation.NavigationEvent Class Reference

Public Attributes

- [DungeonNavMesh](#) navMesh

5.597.1 Detailed Description

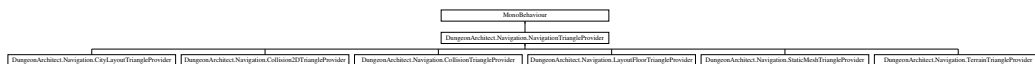
Definition at line 12 of file DungeonNavMesh.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/DungeonNavMesh.cs

5.598 DungeonArchitect.Navigation.NavigationTriangleProvider Class Reference

Inheritance diagram for DungeonArchitect.Navigation.NavigationTriangleProvider:



Public Member Functions

- virtual void **AddNavTriangles** (List< [Triangle3](#) > triangles)

5.598.1 Detailed Description

Definition at line 8 of file NavigationTriangleProvider.cs.

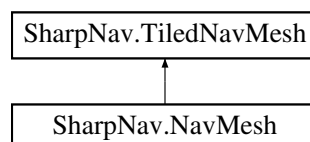
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/NavigationTriangleProvider.cs

5.599 SharpNav.NavMesh Class Reference

A [TiledNavMesh](#) generated from a collection of triangles and some settings

Inheritance diagram for SharpNav.NavMesh:



Public Member Functions

- [NavMesh](#) ([NavMeshBuilder](#) builder)
Initializes a new instance of the [NavMesh](#) class.

Static Public Member Functions

- static [NavMesh Generate](#) (IEnumerable< [Triangle3](#) > triangles, [NavMeshGenerationSettings](#) settings, out [PolyMesh](#) polyMesh, out [PolyMeshDetail](#) polyMeshDetail)

Generates a [NavMesh](#) given a collection of triangles and some settings.

Additional Inherited Members

5.599.1 Detailed Description

A [TiledNavMesh](#) generated from a collection of triangles and some settings

Definition at line 15 of file NavMesh.cs.

5.599.2 Constructor & Destructor Documentation

5.599.2.1 NavMesh()

```
SharpNav.NavMesh.NavMesh (
    NavMeshBuilder builder )
```

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

Parameters

<i>builder</i>	The NavMeshBuilder data

Definition at line 21 of file NavMesh.cs.

5.599.3 Member Function Documentation

5.599.3.1 Generate()

```
static NavMesh SharpNav.NavMesh.Generate (
    IEnumerable< Triangle3 > triangles,
    NavMeshGenerationSettings settings,
    out PolyMesh polyMesh,
    out PolyMeshDetail polyMeshDetail ) [static]
```

Generates a [NavMesh](#) given a collection of triangles and some settings.

Parameters

<i>triangles</i>	The triangles that form the level.
<i>settings</i>	The settings to generate with.

Returns

A [NavMesh](#).

Definition at line 32 of file NavMesh.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/NavMesh.cs

5.600 SharpNav.NavMeshBuilder Class Reference

The [NavMeshBuilder](#) class convertst [PolyMesh](#) and [PolyMeshDetail](#) into a different data structure suited for pathfinding. This class will create tiled data.

Public Member Functions

- [NavMeshBuilder](#) ([PolyMesh](#) polyMesh, [PolyMeshDetail](#) polyMeshDetail, [OffMeshConnection](#)[] offMeshCons, [NavMeshGenerationSettings](#) settings)

Initializes a new instance of the [NavMeshBuilder](#) class. Add all the [PolyMesh](#) and [PolyMeshDetail](#) attributes to the Navigation Mesh. Then, add Off-Mesh connection support.

Properties

- [PathfindingCommon.NavMeshInfo Header](#) [get]
Gets the file header
- [Vector3\[\] NavVerts](#) [get]
Gets the [PolyMesh](#) vertices
- [Poly\[\] NavPolys](#) [get]
Gets the [PolyMesh](#) polygons
- [PolyMeshDetail.MeshData\[\] NavDMeshes](#) [get]
Gets the [PolyMeshDetail](#) mesh data (the indices of the vertices and triagles)
- [Vector3\[\] NavDVerts](#) [get]
Gets the [PolyMeshDetail](#) vertices
- [PolyMeshDetail.TriangleData\[\] NavDTris](#) [get]
Gets the [PolyMeshDetail](#) triangles
- [BVTree NavBvTree](#) [get]
Gets the bounding volume tree
- [OffMeshConnection\[\] OffMeshCons](#) [get]
Gets the offmesh connection data

5.600.1 Detailed Description

The [NavMeshBuilder](#) class convertst [PolyMesh](#) and [PolyMeshDetail](#) into a different data structure suited for pathfinding. This class will create tiled data.

Definition at line 25 of file NavMeshBuilder.cs.

5.600.2 Constructor & Destructor Documentation

5.600.2.1 NavMeshBuilder()

```
SharpNav.NavMeshBuilder.NavMeshBuilder (
    PolyMesh polyMesh,
    PolyMeshDetail polyMeshDetail,
    OffMeshConnection[] offMeshCons,
    NavMeshGenerationSettings settings )
```

Initializes a new instance of the [NavMeshBuilder](#) class. Add all the [PolyMesh](#) and [PolyMeshDetail](#) attributes to the Navigation Mesh. Then, add Off-Mesh connection support.

Parameters

<i>polyMesh</i>	The PolyMesh
<i>polyMeshDetail</i>	The PolyMeshDetail
<i>offMeshCons</i>	Offmesh connection data
<i>settings</i>	The settings used to build.

Definition at line 45 of file NavMeshBuilder.cs.

5.600.3 Property Documentation

5.600.3.1 Header

```
PathfindingCommon.NavMeshInfo SharpNav.NavMeshBuilder.Header [get]
```

Gets the file header

Definition at line 380 of file NavMeshBuilder.cs.

5.600.3.2 NavBvTree

`BVTree` `SharpNav.NavMeshBuilder.NavBvTree` [get]

Gets the bounding volume tree

Definition at line 446 of file NavMeshBuilder.cs.

5.600.3.3 NavDMeshes

`PolyMeshDetail.MeshData` [] `SharpNav.NavMeshBuilder.NavDMeshes` [get]

Gets the `PolyMeshDetail` mesh data (the indices of the vertices and triagles)

Definition at line 413 of file NavMeshBuilder.cs.

5.600.3.4 NavDTris

`PolyMeshDetail.TriangleData` [] `SharpNav.NavMeshBuilder.NavDTris` [get]

Gets the `PolyMeshDetail` triangles

Definition at line 435 of file NavMeshBuilder.cs.

5.600.3.5 NavDVerts

`Vector3` [] `SharpNav.NavMeshBuilder.NavDVerts` [get]

Gets the `PolyMeshDetail` vertices

Definition at line 424 of file NavMeshBuilder.cs.

5.600.3.6 NavPolys

`Poly` [] `SharpNav.NavMeshBuilder.NavPolys` [get]

Gets the `PolyMesh` polygons

Definition at line 402 of file NavMeshBuilder.cs.

5.600.3.7 NavVerts

[Vector3](#) [] [SharpNav.NavMeshBuilder.NavVerts](#) [get]

Gets the [PolyMesh](#) vertices

Definition at line 391 of file NavMeshBuilder.cs.

5.600.3.8 OffMeshCons

[OffMeshConnection](#) [] [SharpNav.NavMeshBuilder.OffMeshCons](#) [get]

Gets the offmesh connection data

Definition at line 457 of file NavMeshBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/NavMesh↔
Builder.cs

5.601 SharpNav.NavMeshGenerationSettings Class Reference

Contains all the settings necessary to convert a mesh to a navmesh.

Public Member Functions

- [NavMeshGenerationSettings](#) ()
Prevents a default instance of the [NavMeshGenerationSettings](#) class from being created. Use [Default](#) instead.

Properties

- static [NavMeshGenerationSettings Default](#) [get]
Gets the "default" generation settings for a model where 1 unit represents 1 meter.
- float [CellSize](#) [get, set]
Gets or sets the size of a cell in the X and Z axes in world units.
- float [CellHeight](#) [get, set]
Gets or sets the height of a cell in world units.
- float [MaxClimb](#) [get, set]
Gets or sets the maximum climb height.
- float [AgentHeight](#) [get, set]
Gets or sets the height of the agents traversing the [NavMesh](#).
- float [AgentRadius](#) [get, set]
Gets or sets the radius of the agents traversing the [NavMesh](#).
- int [MinRegionSize](#) [get, set]

Gets or sets the minimum number of spans that can form a region. Any less than this, and they will be merged with another region.

- int [MergedRegionSize](#) [get, set]

Gets or sets the size of the merged regions

- int [MaxEdgeLength](#) [get, set]

Gets or sets the maximum edge length allowed

- float [MaxEdgeError](#) [get, set]

Gets or sets the maximum error allowed

- [ContourBuildFlags](#) [ContourFlags](#) [get, set]

Gets or sets the flags that determine how the [ContourSet](#) is generated.

- int [VertsPerPoly](#) [get, set]

Gets or sets the number of vertices a polygon can have.

- int [SampleDistance](#) [get, set]

Gets or sets the sampling distance for the [PolyMeshDetail](#)

- int [MaxSampleError](#) [get, set]

Gets or sets the maximum error allowed in sampling for the [PolyMeshDetail](#)

- bool [BuildBoundingVolumeTree](#) [get, set]

Gets or sets a value indicating whether a bounding volume tree is generated for the mesh.

- int [VoxelAgentHeight](#) [get]

Gets the height of the agents traversing the [NavMesh](#) in voxel (cell) units.

- int [VoxelMaxClimb](#) [get]

Gets the maximum climb height in voxel (cell) units.

- int [VoxelAgentRadius](#) [get]

Gets the radius of the agents traversing the [NavMesh](#) in voxel (cell) units.

5.601.1 Detailed Description

Contains all the settings necessary to convert a mesh to a navmesh.

Definition at line 9 of file NavMeshGenerationSettings.cs.

5.601.2 Constructor & Destructor Documentation

5.601.2.1 NavMeshGenerationSettings()

```
SharpNav.NavMeshGenerationSettings.NavMeshGenerationSettings ( )
```

Prevents a default instance of the [NavMeshGenerationSettings](#) class from being created. Use [Default](#) instead.

Definition at line 15 of file NavMeshGenerationSettings.cs.

5.601.3 Property Documentation

5.601.3.1 AgentHeight

```
float SharpNav.NavMeshGenerationSettings.AgentHeight [get], [set]
```

Gets or sets the height of the agents traversing the [NavMesh](#).

Definition at line 67 of file NavMeshGenerationSettings.cs.

5.601.3.2 AgentRadius

```
float SharpNav.NavMeshGenerationSettings.AgentRadius [get], [set]
```

Gets or sets the radius of the agents traversing the [NavMesh](#).

Definition at line 72 of file NavMeshGenerationSettings.cs.

5.601.3.3 BuildBoundingVolumeTree

```
bool SharpNav.NavMeshGenerationSettings.BuildBoundingVolumeTree [get], [set]
```

Gets or sets a value indicating whether a bounding volume tree is generated for the mesh.

Definition at line 118 of file NavMeshGenerationSettings.cs.

5.601.3.4 CellHeight

```
float SharpNav.NavMeshGenerationSettings.CellHeight [get], [set]
```

Gets or sets the height of a cell in world units.

Definition at line 57 of file NavMeshGenerationSettings.cs.

5.601.3.5 CellSize

```
float SharpNav.NavMeshGenerationSettings.CellSize [get], [set]
```

Gets or sets the size of a cell in the X and Z axes in world units.

Definition at line 52 of file NavMeshGenerationSettings.cs.

5.601.3.6 ContourFlags

`ContourBuildFlags` `SharpNav.NavMeshGenerationSettings.ContourFlags` [get], [set]

Gets or sets the flags that determine how the [ContourSet](#) is generated.

Definition at line 98 of file NavMeshGenerationSettings.cs.

5.601.3.7 Default

`NavMeshGenerationSettings` `SharpNav.NavMeshGenerationSettings.Default` [static], [get]

Gets the "default" generation settings for a model where 1 unit represents 1 meter.

Definition at line 23 of file NavMeshGenerationSettings.cs.

5.601.3.8 MaxClimb

`float` `SharpNav.NavMeshGenerationSettings.MaxClimb` [get], [set]

Gets or sets the maximum climb height.

Definition at line 62 of file NavMeshGenerationSettings.cs.

5.601.3.9 MaxEdgeError

`float` `SharpNav.NavMeshGenerationSettings.MaxEdgeError` [get], [set]

Gets or sets the maximum error allowed

Definition at line 93 of file NavMeshGenerationSettings.cs.

5.601.3.10 MaxEdgeLength

`int` `SharpNav.NavMeshGenerationSettings.MaxEdgeLength` [get], [set]

Gets or sets the maximum edge length allowed

Definition at line 88 of file NavMeshGenerationSettings.cs.

5.601.3.11 MaxSampleError

```
int SharpNav.NavMeshGenerationSettings.MaxSampleError [get], [set]
```

Gets or sets the maximum error allowed in sampling for the [PolyMeshDetail](#)

Definition at line 113 of file NavMeshGenerationSettings.cs.

5.601.3.12 MergedRegionSize

```
int SharpNav.NavMeshGenerationSettings.MergedRegionSize [get], [set]
```

Gets or sets the size of the merged regions

Definition at line 83 of file NavMeshGenerationSettings.cs.

5.601.3.13 MinRegionSize

```
int SharpNav.NavMeshGenerationSettings.MinRegionSize [get], [set]
```

Gets or sets the minimum number of spans that can form a region. Any less than this, and they will be merged with another region.

Definition at line 78 of file NavMeshGenerationSettings.cs.

5.601.3.14 SampleDistance

```
int SharpNav.NavMeshGenerationSettings.SampleDistance [get], [set]
```

Gets or sets the sampling distance for the [PolyMeshDetail](#)

Definition at line 108 of file NavMeshGenerationSettings.cs.

5.601.3.15 VertsPerPoly

```
int SharpNav.NavMeshGenerationSettings.VertsPerPoly [get], [set]
```

Gets or sets the number of vertices a polygon can have.

Definition at line 103 of file NavMeshGenerationSettings.cs.

5.601.3.16 VoxelAgentHeight

```
int SharpNav.NavMeshGenerationSettings.VoxelAgentHeight [get]
```

Gets the height of the agents traversing the [NavMesh](#) in voxel (cell) units.

Definition at line 123 of file NavMeshGenerationSettings.cs.

5.601.3.17 VoxelAgentRadius

```
int SharpNav.NavMeshGenerationSettings.VoxelAgentRadius [get]
```

Gets the radius of the agents traversing the [NavMesh](#) in voxel (cell) units.

Definition at line 145 of file NavMeshGenerationSettings.cs.

5.601.3.18 VoxelMaxClimb

```
int SharpNav.NavMeshGenerationSettings.VoxelMaxClimb [get]
```

Gets the maximum clim height in voxel (cell) units.

Definition at line 134 of file NavMeshGenerationSettings.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/NavMesh↔
GenerationSettings.cs

5.602 SharpNav.Pathfinding.PathfindingCommon.NavMeshInfo Class Reference

Contains information about a navigation mesh

Public Attributes

- int **X**
- int **Y**
- int **Layer**
- int **PolyCount**
- int **VertCount**
- int **MaxLinkCount**
- int **DetailMeshCount**
- int **DetailVertCount**
- int **DetailTriCount**
- int **BvNodeCount**
- int **OffMeshConCount**
- int **OffMeshBase**
- float **WalkableHeight**
- float **WalkableRadius**
- float **WalkableClimb**
- [BBox3](#) **Bounds**
- float **BvQuantFactor**

5.602.1 Detailed Description

Contains information about a navigation mesh

Definition at line 83 of file PathfindingCommon.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Pathfinding/PathfindingCommon.cs

5.603 SharpNav.NavMeshQuery Class Reference

Do pathfinding calculations on the [TiledNavMesh](#)

Classes

- struct [SegInterval](#)

Public Member Functions

- [NavMeshQuery](#) ([TiledNavMesh](#) nav, int maxNodes)
Initializes a new instance of the [NavMeshQuery](#) class.
- [NavMeshQuery](#) ([TiledNavMesh](#) nav, int maxNodes, Random rand)
Initializes a new instance of the [NavMeshQuery](#) class.
- float [GetCost](#) ([Vector3](#) pa, [Vector3](#) pb, [Poly](#) curPoly)
The cost between two points may vary depending on the type of polygon.
- [Vector3](#) [FindRandomPointOnPoly](#) ([MeshTile](#) tile, [Poly](#) poly, int polyRef)
Finds a random point on a polygon.
- void [FindRandomPointOnPoly](#) ([MeshTile](#) tile, [Poly](#) poly, int polyRef, out [Vector3](#) randomPt)
Finds a random point on a polygon.
- [NavPoint](#) [FindRandomPoint](#) ()
Finds a random point somewhere in the navigation mesh.
- void [FindRandomPoint](#) (out [NavPoint](#) randomPoint)
Finds a random point somewhere in the navigation mesh.
- [NavPoint](#) [FindRandomPointAroundCircle](#) ([NavPoint](#) center, float radius)
Finds a random point in a [NavMesh](#) within a specified circle.
- void [FindRandomPointAroundCircle](#) ([NavPoint](#) center, float radius, out [NavPoint](#) randomPoint)
Finds a random point in a [NavMesh](#) within a specified circle.
- bool [FindPath](#) (ref [NavPoint](#) startPt, ref [NavPoint](#) endPt, List< int > path)
Find a path from the start polygon to the end polygon. -If the end polygon can't be reached, the last polygon will be nearest the end polygon -If the path array is too small, it will be filled as far as possible -start and end positions are used to calculate traversal costs
- bool [FindStraightPath](#) ([Vector3](#) startPos, [Vector3](#) endPos, int[] path, int pathSize, [Vector3](#)[] straightPath, int[] straightPathFlags, int[] straightPathRefs, ref int straightPathCount, int maxStraightPath, [PathBuildFlags](#) options)
Add vertices and portals to a regular path computed from the method [FindPath](#)().
- bool [MoveAlongSurface](#) ([NavPoint](#) startPoint, [Vector3](#) endPos, ref [Vector3](#) resultPos, List< int > visited)

This method is optimized for small delta movement and a small number of polygons. If movement distance is too large, the result will form an incomplete path.

- bool **InitSlicedFindPath** ([NavPoint](#) startPoint, [NavPoint](#) endPoint)
Initialize a sliced path, which is used mostly for crowd pathfinding.
- bool **UpdateSlicedFindPath** (int maxIter, ref int doneIters)
Update the sliced path as agents move across the path.
- bool **FinalizeSlicedFindPath** (int[] path, ref int pathCount, int maxPath)
Save the sliced path
- bool **FinalizedSlicedPathPartial** (int[] existing, int existingSize, int[] path, ref int pathCount, int maxPath)
Save a partial path
- bool **Raycast** ([NavPoint](#) startPoint, [Vector3](#) endPos, ref float t, ref [Vector3](#) hitNormal, int[] path, ref int pathCount, int maxPath)
Count, int maxPath)
- bool **FindLocalNeighbourhood** ([NavPoint](#) centerPoint, float radius, int[] resultRef, int[] resultParent, ref int resultCount, int maxResult)
Store polygons that are within a certain range from the current polygon
- bool **GetPolyWallSegments** (int reference, [Crowds.LocalBoundary.Segment](#)[] segmentVerts, int[] segmentRefs, ref int segmentCount, int maxSegments)
Collect all the edges from a polygon.
- void **InsertInterval** ([SegInterval](#)[] ints, ref int nints, int maxInts, int tmin, int tmax, int reference)
Insert a segment into the array
- bool **GetEdgeMidPoint** (int from, [Poly](#) fromPoly, [MeshTile](#) fromTile, int to, [Poly](#) toPoly, [MeshTile](#) toTile, ref [Vector3](#) mid)
Get edge midpoint between two polygons
- bool **GetPortalPoints** (int from, int to, ref [Vector3](#) left, ref [Vector3](#) right, ref [PolygonType](#) fromType, ref [PolygonType](#) toType)
Find points on the left and right side.
- bool **GetPortalPoints** (int from, [Poly](#) fromPoly, [MeshTile](#) fromTile, int to, [Poly](#) toPoly, [MeshTile](#) toTile, ref [Vector3](#) left, ref [Vector3](#) right)
Find points on the left and right side.
- bool **ClosestPointOnPoly** (int reference, [Vector3](#) pos, ref [Vector3](#) closest)
Given a point on the polygon, find the closest point
- bool **ClosestPointOnPoly** (int reference, [Vector3](#) pos, out [Vector3](#) closest, out bool posOverPoly)
Given a point on the polygon, find the closest point
- bool **ClosestPointOnPolyBoundary** (int reference, [Vector3](#) pos, ref [Vector3](#) closest)
Given a point on a polygon, find the closest point which lies on the polygon boundary.
- bool **AppendVertex** ([Vector3](#) pos, int flags, int reference, [Vector3](#)[] straightPath, int[] straightPathFlags, int[] straightPathRefs, ref int straightPathCount, int maxStraightPath)
Add a vertex to the straight path.
- bool **AppendPortals** (int startIdx, int endIdx, [Vector3](#) endPos, int[] path, [Vector3](#)[] straightPath, int[] straightPathFlags, int[] straightPathRefs, ref int straightPathCount, int maxStraightPath, [PathBuildFlags](#) options)
Update the vertices on the straight path
- bool **GetPolyHeight** (int reference, [Vector3](#) pos, ref float height)
Return false if the provided position is outside the xz-bounds.
- [NavPoint](#) **FindNearestPoly** ([Vector3](#) center, [Vector3](#) extents)
Find the nearest poly within a certain range.
- void **FindNearestPoly** (ref [Vector3](#) center, ref [Vector3](#) extents, out [NavPoint](#) nearestPt)
Find the nearest poly within a certain range.
- bool **QueryPolygons** (ref [Vector3](#) center, ref [Vector3](#) extent, List< int > polys)
Finds nearby polygons within a certain range.
- bool **IsValidPolyRef** (int reference)
- bool **IsInOpenList** ([Node](#) node)
- bool **IsInClosedList** ([Node](#) node)
- void **SetNodeFlagOpen** (ref [Node](#) node)
- void **SetNodeFlagClosed** (ref [Node](#) node)
- [NodeFlags](#) **RemoveNodeFlagClosed** ([Node](#) node)

Properties

- [TiledNavMesh](#) **NavMesh** [get]

5.603.1 Detailed Description

Do pathfinding calculations on the [TiledNavMesh](#)

Definition at line 24 of file NavMeshQuery.cs.

5.603.2 Constructor & Destructor Documentation

5.603.2.1 NavMeshQuery() [1/2]

```
SharpNav.NavMeshQuery.NavMeshQuery (
    TiledNavMesh nav,
    int maxNodes )
```

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

Parameters

<i>nav</i>	The navigation mesh to query.
<i>maxNodes</i>	The maximum number of nodes that can be queued in a query.

Definition at line 41 of file NavMeshQuery.cs.

5.603.2.2 NavMeshQuery() [2/2]

```
SharpNav.NavMeshQuery.NavMeshQuery (
    TiledNavMesh nav,
    int maxNodes,
    Random rand )
```

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

Parameters

<i>nav</i>	The navigation mesh to query.
<i>maxNodes</i>	The maximum number of nodes that can be queued in a query.
<i>rand</i>	A random number generator for use in methods like NavMeshQuery.FindRandomPoint()

Definition at line 52 of file NavMeshQuery.cs.

5.603.3 Member Function Documentation

5.603.3.1 AppendPortals()

```
bool SharpNav.NavMeshQuery.AppendPortals (
    int startIdx,
    int endIdx,
    Vector3 endPos,
    int[] path,
    Vector3[] straightPath,
    int[] straightPathFlags,
    int[] straightPathRefs,
    ref int straightPathCount,
    int maxStraightPath,
    PathBuildFlags options )
```

Update the vertices on the straight path

Parameters

<i>startIdx</i>	Original path's starting index
<i>endIdx</i>	Original path's end index
<i>endPos</i>	The end position
<i>path</i>	The original path of polygon references
<i>straightPath</i>	An array of points on the straight path
<i>straightPathFlags</i>	An array of flags
<i>straightPathRefs</i>	An array of polygon references
<i>straightPathCount</i>	The number of points on the path
<i>maxStraightPath</i>	The maximum length allowed for the straight path
<i>options</i>	Options flag

Returns

Definition at line 2154 of file NavMeshQuery.cs.

5.603.3.2 AppendVertex()

```
bool SharpNav.NavMeshQuery.AppendVertex (
    Vector3 pos,
    int flags,
    int reference,
    Vector3[] straightPath,
    int[] straightPathFlags,
    int[] straightPathRefs,
    ref int straightPathCount,
    int maxStraightPath )
```

Add a vertex to the straight path.

Parameters

<i>pos</i>	
<i>flags</i>	
<i>reference</i>	
<i>straightPath</i>	An array of points on the straight path
<i>straightPathFlags</i>	An array of flags
<i>straightPathRefs</i>	An array of polygon references
<i>straightPathCount</i>	The number of points on the path
<i>maxStraightPath</i>	The maximum length allowed for the straight path

Returns

True, if end of path hasn't been reached yet and path isn't full. False, if otherwise.

Definition at line 2106 of file NavMeshQuery.cs.

5.603.3.3 ClosestPointOnPoly() [1/2]

```
bool SharpNav.NavMeshQuery.ClosestPointOnPoly (
    int reference,
    Vector3 pos,
    out Vector3 closest,
    out bool posOverPoly )
```

Given a point on the polygon, find the closest point

Parameters

<i>reference</i>	Polygon reference
<i>pos</i>	Current position
<i>closest</i>	Resulting closest position
<i>posOverPoly</i>	Determines whether the position can be found on the polygon

Returns

True, if the closest point is found. False, if otherwise.

Definition at line 1976 of file NavMeshQuery.cs.

5.603.3.4 ClosestPointOnPoly() [2/2]

```
bool SharpNav.NavMeshQuery.ClosestPointOnPoly (
    int reference,
    Vector3 pos,
    ref Vector3 closest )
```

Given a point on the polygon, find the closest point

Parameters

<i>reference</i>	Polygon reference
<i>pos</i>	Given point
<i>closest</i>	Resulting closest point

Returns

True, if point found. False, if otherwise.

Definition at line 1950 of file NavMeshQuery.cs.

5.603.3.5 ClosestPointOnPolyBoundary()

```
bool SharpNav.NavMeshQuery.ClosestPointOnPolyBoundary (
    int reference,
    Vector3 pos,
    ref Vector3 closest )
```

Given a point on a polygon, find the closest point which lies on the polygon boundary.

Parameters

<i>reference</i>	Polygon reference
<i>pos</i>	Current position
<i>closest</i>	Resulting closest point

Returns

True, if the closest point is found. False, if otherwise.

Definition at line 2083 of file NavMeshQuery.cs.

5.603.3.6 FinalizedSlicedPathPartial()

```
bool SharpNav.NavMeshQuery.FinalizedSlicedPathPartial (
    int[] existing,
    int existingSize,
    int[] path,
    ref int pathCount,
    int maxPath )
```

Save a partial path

Parameters

<i>existing</i>	Existing path
<i>existingSize</i>	Existing path's length
<i>path</i>	New path
<i>pathCount</i>	New path's length
<i>maxPath</i>	Maximum path length allowed

Returns

True if path saved, false if not

Definition at line 1238 of file NavMeshQuery.cs.

5.603.3.7 FinalizeSlicedFindPath()

```
bool SharpNav.NavMeshQuery.FinalizeSlicedFindPath (
    int[] path,
    ref int pathCount,
    int maxPath )
```

Save the sliced path

Parameters

<i>path</i>	The path in terms of polygon references
<i>pathCount</i>	The path length
<i>maxPath</i>	The maximum path length allowed

Returns

True if the path is saved, false if not

Definition at line 1176 of file NavMeshQuery.cs.

5.603.3.8 FindLocalNeighbourhood()

```
bool SharpNav.NavMeshQuery.FindLocalNeighbourhood (
    NavPoint centerPoint,
    float radius,
    int[] resultRef,
    int[] resultParent,
    ref int resultCount,
    int maxResult )
```

Store polygons that are within a certain range from the current polygon

Parameters

<i>centerPoint</i>	Starting position
<i>radius</i>	Range to search within
<i>resultRef</i>	All the polygons within range
<i>resultParent</i>	Polygon's parents
<i>resultCount</i>	Number of polygons stored
<i>maxResult</i>	Maximum number of polygons allowed

Returns

True, unless input is invalid

Definition at line 1494 of file NavMeshQuery.cs.

5.603.3.9 FindNearestPoly() [1/2]

```
void SharpNav.NavMeshQuery.FindNearestPoly (
    ref Vector3 center,
    ref Vector3 extents,
    out NavPoint nearestPt )
```

Find the nearest poly within a certain range.

Parameters

<i>center</i>	Center.
<i>extents</i>	Extents.
<i>nearestPt</i>	The nearest point.

Definition at line 2270 of file NavMeshQuery.cs.

5.603.3.10 FindNearestPoly() [2/2]

```
NavPoint SharpNav.NavMeshQuery.FindNearestPoly (
    Vector3 center,
    Vector3 extents )
```

Find the nearest poly within a certain range.

Parameters

<i>center</i>	Center.
<i>extents</i>	Extents.

Returns

The neareast point.

Definition at line 2257 of file NavMeshQuery.cs.

5.603.3.11 FindPath()

```
bool SharpNav.NavMeshQuery.FindPath (
    ref NavPoint startPt,
    ref NavPoint endPt,
    List< int > path )
```

Find a path from the start polygon to the end polygon. -If the end polygon can't be reached, the last polygon will be nearest the end polygon -If the path array is too small, it will be filled as far as possible -start and end positions are used to calculate traversal costs

Parameters

<i>startPt</i>	The start point.
<i>endPt</i>	The end point.
<i>path</i>	The path of polygon references

Returns

True, if path found. False, if otherwise.

Definition at line 397 of file NavMeshQuery.cs.

5.603.3.12 FindRandomPoint() [1/2]

```
NavPoint SharpNav.NavMeshQuery.FindRandomPoint ( )
```

Finds a random point somewhere in the navigation mesh.

Returns

Resulting random point.

Definition at line 132 of file NavMeshQuery.cs.

5.603.3.13 FindRandomPoint() [2/2]

```
void SharpNav.NavMeshQuery.FindRandomPoint (
    out NavPoint randomPoint )
```

Finds a random point somewhere in the navigation mesh.

Parameters

<i>randomPoint</i>	Resulting random point.

Definition at line 143 of file NavMeshQuery.cs.

5.603.3.14 FindRandomPointAroundCircle() [1/2]

```
NavPoint SharpNav.NavMeshQuery.FindRandomPointAroundCircle (
    NavPoint center,
    float radius )
```

Finds a random point in a [NavMesh](#) within a specified circle.

Parameters

<i>center</i>	The center point.
<i>radius</i>	The maximum distance away from the center that the random point can be.

Returns

A random point within the specified circle.

Definition at line 225 of file NavMeshQuery.cs.

5.603.3.15 FindRandomPointAroundCircle() [2/2]

```
void SharpNav.NavMeshQuery.FindRandomPointAroundCircle (
    NavPoint center,
    float radius,
    out NavPoint randomPoint )
```

Finds a random point in a [NavMesh](#) within a specified circle.

Parameters

<i>center</i>	The center point.
<i>radius</i>	The maximum distance away from the center that the random point can be.
<i>randomPoint</i>	A random point within the specified circle.

Definition at line 238 of file NavMeshQuery.cs.

5.603.3.16 FindRandomPointOnPoly() [1/2]

```
Vector3 SharpNav.NavMeshQuery.FindRandomPointOnPoly (
    MeshTile tile,
    Poly poly,
    int polyRef )
```

Finds a random point on a polygon.

Parameters

<i>tile</i>	The current mesh tile
<i>poly</i>	The current polygon
<i>polyRef</i>	Polygon reference

Returns

Resulting random point

Definition at line 94 of file NavMeshQuery.cs.

5.603.3.17 FindRandomPointOnPoly() [2/2]

```
void SharpNav.NavMeshQuery.FindRandomPointOnPoly (
    MeshTile tile,
    Poly poly,
    int polyRef,
    out Vector3 randomPt )
```

Finds a random point on a polygon.

Parameters

<i>tile</i>	The current mesh tile
<i>poly</i>	The current polygon
<i>polyRef</i>	Polygon reference
<i>randomPt</i>	Resulting random point

Definition at line 108 of file NavMeshQuery.cs.

5.603.3.18 FindStraightPath()

```
bool SharpNav.NavMeshQuery.FindStraightPath (
    Vector3 startPos,
```

```

    Vector3 endPos,
    int[] path,
    int pathSize,
    Vector3[] straightPath,
    int[] straightPathFlags,
    int[] straightPathRefs,
    ref int straightPathCount,
    int maxStraightPath,
    PathBuildFlags options )

```

Add vertices and portals to a regular path computed from the method [FindPath\(\)](#).

Parameters

<i>startPos</i>	Starting position
<i>endPos</i>	Ending position
<i>path</i>	Path of polygon references
<i>pathSize</i>	Length of path
<i>straightPath</i>	An array of points on the straight path
<i>straightPathFlags</i>	An array of flags
<i>straightPathRefs</i>	An array of polygon references
<i>straightPathCount</i>	The number of points on the path
<i>maxStraightPath</i>	The maximum length allowed for the straight path
<i>options</i>	Options flag

Returns

True, if path found. False, if otherwise.

Definition at line 586 of file NavMeshQuery.cs.

5.603.3.19 GetCost()

```

float SharpNav.NavMeshQuery.GetCost (
    Vector3 pa,
    Vector3 pb,
    Poly curPoly )

```

The cost between two points may vary depending on the type of polygon.

Parameters

<i>pa</i>	Point A
<i>pb</i>	Point B
<i>curPoly</i>	Current polygon

Returns

Cost

Definition at line 74 of file NavMeshQuery.cs.

5.603.3.20 GetEdgeMidPoint()

```
bool SharpNav.NavMeshQuery.GetEdgeMidPoint (
    int from,
    Poly fromPoly,
    MeshTile fromTile,
    int to,
    Poly toPoly,
    MeshTile toTile,
    ref Vector3 mid )
```

Get edge midpoint between two polygons

Parameters

<i>from</i>	"From" polygon reference
<i>fromPoly</i>	"From" polygon data
<i>fromTile</i>	"From" mesh tile
<i>to</i>	"To" polygon reference
<i>toPoly</i>	"To" polygon data
<i>toTile</i>	"To" mesh tile
<i>mid</i>	Edge midpoint

Returns

True, if midpoint found. False, if otherwise.

Definition at line 1818 of file NavMeshQuery.cs.

5.603.3.21 GetPolyHeight()

```
bool SharpNav.NavMeshQuery.GetPolyHeight (
    int reference,
    Vector3 pos,
    ref float height )
```

Return false if the provided position is outside the xz-bounds.

Parameters

<i>reference</i>	Polygon reference
<i>pos</i>	Current position
<i>height</i>	Resulting polygon height

Returns

True, if height found. False, if otherwise.

Definition at line 2210 of file NavMeshQuery.cs.

5.603.3.22 GetPolyWallSegments()

```
bool SharpNav.NavMeshQuery.GetPolyWallSegments (
    int reference,
    Crowds.LocalBoundary.Segment[] segmentVerts,
    int[] segmentRefs,
    ref int segmentCount,
    int maxSegments )
```

Collect all the edges from a polygon.

Parameters

<i>reference</i>	The polygon reference
<i>segmentVerts</i>	Segment vertices
<i>segmentRefs</i>	The polygon reference containing the segment
<i>segmentCount</i>	The number of segments stored
<i>maxSegments</i>	The maximum number of segments allowed

Returns

True, unless the polygon reference is invalid

Definition at line 1659 of file NavMeshQuery.cs.

5.603.3.23 GetPortalPoints() [1/2]

```
bool SharpNav.NavMeshQuery.GetPortalPoints (
    int from,
    int to,
    ref Vector3 left,
    ref Vector3 right,
    ref PolygonType fromType,
    ref PolygonType toType )
```

Find points on the left and right side.

Parameters

<i>from</i>	"From" polygon reference
<i>to</i>	"To" polygon reference
<i>left</i>	Point on the left side
<i>right</i>	Point on the right side
<i>fromType</i>	Polygon type of "From" polygon
<i>toType</i>	Polygon type of "To" polygon

Returns

True, if points found. False, if otherwise.

Definition at line 1840 of file NavMeshQuery.cs.

5.603.3.24 GetPortalPoints() [2/2]

```
bool SharpNav.NavMeshQuery.GetPortalPoints (
    int from,
    Poly fromPoly,
    MeshTile fromTile,
    int to,
    Poly toPoly,
    MeshTile toTile,
    ref Vector3 left,
    ref Vector3 right )
```

Find points on the left and right side.

Parameters

<i>from</i>	"From" polygon reference
<i>fromPoly</i>	"From" polygon data
<i>fromTile</i>	"From" mesh tile
<i>to</i>	"To" polygon reference
<i>toPoly</i>	"To" polygon data
<i>toTile</i>	"To" mesh tile
<i>left</i>	Resulting point on the left side
<i>right</i>	Resulting point on the right side

Returns

True, if points found. False, if otherwise.

Definition at line 1869 of file NavMeshQuery.cs.

5.603.3.25 InitSlicedFindPath()

```
bool SharpNav.NavMeshQuery.InitSlicedFindPath (
    NavPoint startPoint,
    NavPoint endPoint )
```

Initialize a sliced path, which is used mostly for crowd pathfinding.

Parameters

<i>startPoint</i>	The start point.
<i>endPoint</i>	The end point.

Returns

True if path initialized, false otherwise

Definition at line 968 of file NavMeshQuery.cs.

5.603.3.26 InsertInterval()

```
void SharpNav.NavMeshQuery.InsertInterval (
    SegInterval[] ints,
    ref int nints,
    int maxInts,
    int tmin,
    int tmax,
    int reference )
```

Insert a segment into the array

Parameters

<i>ints</i>	The array of segments
<i>nints</i>	The number of segments
<i>maxInts</i>	The maximum number of segments allowed
<i>tmin</i>	Parameter t minimum
<i>tmax</i>	Parameter t maximum
<i>reference</i>	Polygon reference

Definition at line 1779 of file NavMeshQuery.cs.

5.603.3.27 MoveAlongSurface()

```
bool SharpNav.NavMeshQuery.MoveAlongSurface (
    NavPoint startPoint,
    Vector3 endPos,
    ref Vector3 resultPos,
    List< int > visited )
```

This method is optimized for small delta movement and a small number of polygons. If movement distance is too large, the result will form an incomplete path.

Parameters

<i>startPoint</i>	The start point.
<i>endPos</i>	End position
<i>resultPos</i>	Intermediate point
<i>visited</i>	Visited polygon references

Returns

True, if point found. False, if otherwise.

Definition at line 797 of file NavMeshQuery.cs.

5.603.3.28 QueryPolygons()

```
bool SharpNav.NavMeshQuery.QueryPolygons (
    ref Vector3 center,
    ref Vector3 extent,
    List< int > polys )
```

Finds nearby polygons within a certain range.

Parameters

<i>center</i>	The starting point
<i>extent</i>	The range to search within
<i>polys</i>	A list of polygons

Returns

True, if successful. False, if otherwise.

Definition at line 2321 of file NavMeshQuery.cs.

5.603.3.29 UpdateSlicedFindPath()

```
bool SharpNav.NavMeshQuery.UpdateSlicedFindPath (
    int maxIter,
    ref int doneIters )
```

Update the sliced path as agents move across the path.

Parameters

<i>maxIter</i>	Maximum iterations
<i>doneIters</i>	Number of times iterated through

Returns

True if updated, false if not

Definition at line 1016 of file NavMeshQuery.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/NavMesh↔
Query.cs

5.604 SharpNav.Pathfinding.NavPoint Struct Reference

A point in a navigation mesh.

Public Member Functions

- [NavPoint](#) (int poly, [Vector3](#) pos)
Initializes a new instance of the [NavPoint](#) struct.

Public Attributes

- int [Polygon](#)
A reference to the polygon this point is on.
- [Vector3](#) [Position](#)
The 3d position of the point.

Static Public Attributes

- static readonly [NavPoint](#) [Null](#) = new [NavPoint](#)(0, [Vector3](#).Zero)
A null point that isn't associated with any polygon.

5.604.1 Detailed Description

A point in a navigation mesh.

Definition at line 24 of file NavPoint.cs.

5.604.2 Constructor & Destructor Documentation

5.604.2.1 NavPoint()

```
SharpNav.Pathfinding.NavPoint.NavPoint (
    int poly,
    Vector3 pos )
```

Initializes a new instance of the [NavPoint](#) struct.

Parameters

<i>poly</i>	The polygon that the point is on.
<i>pos</i>	The 3d position of the point.

Definition at line 46 of file NavPoint.cs.

5.604.3 Member Data Documentation

5.604.3.1 Null

```
readonly NavPoint SharpNav.Pathfinding.NavPoint.Null = new NavPoint(0, Vector3.Zero) [static]
```

A null point that isn't associated with any polygon.

Definition at line 29 of file NavPoint.cs.

5.604.3.2 Polygon

```
int SharpNav.Pathfinding.NavPoint.Polygon
```

A reference to the polygon this point is on.

Definition at line 34 of file NavPoint.cs.

5.604.3.3 Position

```
Vector3 SharpNav.Pathfinding.NavPoint.Position
```

The 3d position of the point.

Definition at line 39 of file NavPoint.cs.

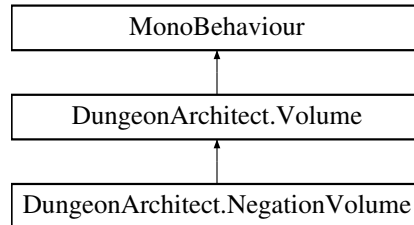
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Pathfinding/Nav↵
Point.cs

5.605 DungeonArchitect.NegationVolume Class Reference

Negation volumes remove procedural geometries from the scene that lie with it's bounds

Inheritance diagram for DungeonArchitect.NegationVolume:



Public Attributes

- bool **inverse** = false

Additional Inherited Members

5.605.1 Detailed Description

Negation volumes remove procedural geometries from the scene that lie with it's bounds

Definition at line 11 of file NegationVolume.cs.

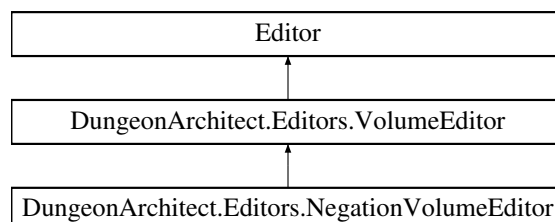
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Volumes/NegationVolume.cs↔

5.606 DungeonArchitect.Editors.NegationVolumeEditor Class Reference

Custom property editor for Negation volumes

Inheritance diagram for DungeonArchitect.Editors.NegationVolumeEditor:



Additional Inherited Members

5.606.1 Detailed Description

Custom property editor for Negation volumes

Definition at line 11 of file NegationVolumeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Volumes/NegationVolumeEditor.cs

5.607 SharpNav.Collections.BVTree.Node Struct Reference

The data stored in a bounding volume node.

Classes

- class [CompareX](#)
An `IEnumerator<T>` implementation that only compares two [Nodes](#) on the X axis.
- class [CompareY](#)
An `IEnumerator<T>` implementation that only compares two [Nodes](#) on the Y axis.
- class [CompareZ](#)
An `IEnumerator<T>` implementation that only compares two [Nodes](#) on the Z axis.

Public Attributes

- [PolyBounds Bounds](#)
The bounding box of the node.
- int [Index](#)
The index of this node in a [BVTree](#).

5.607.1 Detailed Description

The data stored in a bounding volume node.

Definition at line 196 of file BVTree.cs.

5.607.2 Member Data Documentation

5.607.2.1 Bounds

[PolyBounds](#) `SharpNav.Collections.BVTree.Node.Bounds`

The bounding box of the node.

Definition at line 201 of file BVTree.cs.

5.607.2.2 Index

`int SharpNav.Collections.BVTree.Node.Index`

The index of this node in a [BVTree](#).

Definition at line 206 of file BVTree.cs.

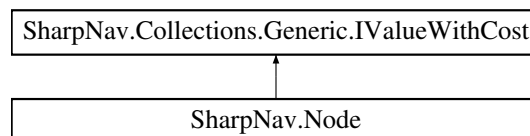
The documentation for this struct was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/BVTree.cs`↩

5.608 SharpNav.Node Class Reference

Every polygon becomes a [Node](#), which contains a position and cost.

Inheritance diagram for `SharpNav.Node`:



Public Attributes

- [Vector3](#) **Pos**
- float **cost**
- float **total**
- int **ParentIdx** = 30
- [NodeFlags](#) **Flags** = 0
- int **Id**

Properties

- float **Cost** `[get]`

5.608.1 Detailed Description

Every polygon becomes a [Node](#), which contains a position and cost.

Definition at line 20 of file Node.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Node.cs

5.609 DungeonArchitect.Builders.BSP.NodeConnection Class Reference

Public Member Functions

- **NodeConnection** ([BSPNodeObject](#) room0, [BSPNodeObject](#) room1, int padding)

Properties

- [BSPNodeObject](#) **Room0** [get]
- [BSPNodeObject](#) **Room1** [get]
- bool **DoorFacingX** [get]
- [IntVector](#) **DoorPosition0** [get, set]
- [IntVector](#) **DoorPosition1** [get, set]

5.609.1 Detailed Description

Definition at line 932 of file BSPDungeonBuilder.cs.

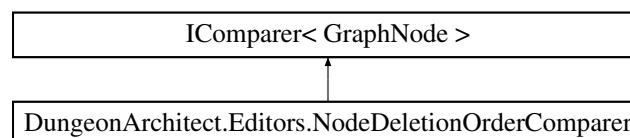
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SpatialPartition/BSPDungeonBuilder.cs

5.610 DungeonArchitect.Editors.NodeDeletionOrderComparer Class Reference

Sorts based on the node's Z-index in descending order

Inheritance diagram for DungeonArchitect.Editors.NodeDeletionOrderComparer:



Public Member Functions

- int **Compare** ([GraphNode](#) x, [GraphNode](#) y)

5.610.1 Detailed Description

Sorts based on the node's Z-index in descending order

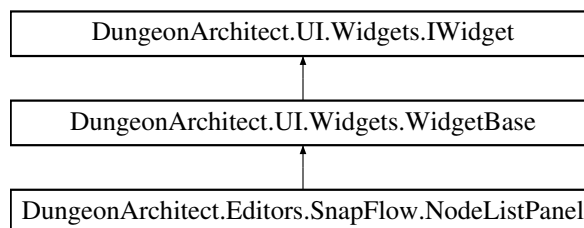
Definition at line 578 of file `DungeonThemeGraphEditor.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/DungeonThemeGraphEditor.cs`

5.611 DungeonArchitect.Editors.SnapFlow.NodeListPanel Class Reference

Inheritance diagram for `DungeonArchitect.Editors.SnapFlow.NodeListPanel`:



Public Member Functions

- **NodeListPanel** ([SnapFlowAsset](#) flowAsset)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Public Attributes

- [ListViewWidget](#)< [GrammarNodeType](#) > **ListView**

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.611.1 Detailed Description

Definition at line 95 of file NodeListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔Panels/NodeListPanel.cs

5.612 DungeonArchitect.Editor.SnapFlow.NodeListViewConstants Class Reference

Static Public Attributes

- static readonly string **DragDropID** = "NodeTypeDragOp"
- static readonly Color **ThemeColor** = new Color(0.2f, 0.3f, 0.3f)

5.612.1 Detailed Description

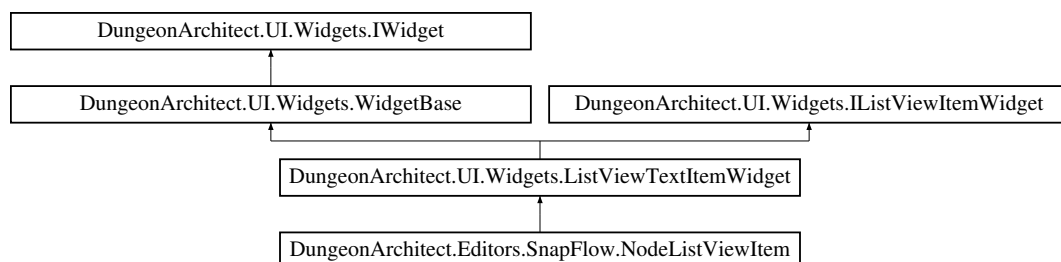
Definition at line 10 of file NodeListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔Panels/NodeListPanel.cs

5.613 DungeonArchitect.Editor.SnapFlow.NodeListViewItem Class Reference

Inheritance diagram for DungeonArchitect.Editor.SnapFlow.NodeListViewItem:



Public Member Functions

- **NodeListViewItem** ([GrammarNodeType](#) nodeType)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.613.1 Detailed Description

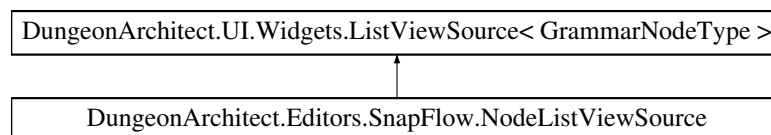
Definition at line 16 of file NodeListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔Panels/NodeListPanel.cs

5.614 DungeonArchitect.Editor.SnapFlow.NodeListViewSource Class Reference

Inheritance diagram for DungeonArchitect.Editor.SnapFlow.NodeListViewSource:



Public Member Functions

- **NodeListViewSource** ([SnapFlowAsset](#) flowAsset)
- override [GrammarNodeType](#)[] **GetItems** ()
- override [IWidget](#) **CreateWidget** ([GrammarNodeType](#) item)

5.614.1 Detailed Description

Definition at line 70 of file NodeListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔Panels/NodeListPanel.cs

5.615 SharpNav.NodePool Class Reference

Link all nodes together. Store indices in hash map.

Public Member Functions

- [NodePool](#) (int maxNodes, int hashSize)
Initializes a new instance of the [NodePool](#) class.
- void [Clear](#) ()
Reset all the data.
- [Node FindNode](#) (int id)
Try to find a node.
- [Node GetNode](#) (int id)
Try to find the node. If it doesn't exist, create a new node.
- int [GetNodeIdx](#) ([Node](#) node)
Gets the id of the node.
- [Node GetNodeAtIdx](#) (int idx)
Return a node at a certain index. If index is out-of-bounds, return null.

5.615.1 Detailed Description

Link all nodes together. Store indices in hash map.

Definition at line 11 of file NodePool.cs.

5.615.2 Constructor & Destructor Documentation

5.615.2.1 NodePool()

```
SharpNav.NodePool.NodePool (
    int maxNodes,
    int hashSize )
```

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

Parameters

<i>maxNodes</i>	The maximum number of nodes that can be stored
<i>hashSize</i>	The maximum number of elements in the hash table

Definition at line 23 of file NodePool.cs.

5.615.3 Member Function Documentation

5.615.3.1 Clear()

```
void SharpNav.NodePool.Clear ( )
```

Reset all the data.

Definition at line 35 of file NodePool.cs.

5.615.3.2 FindNode()

```
Node SharpNav.NodePool.FindNode (
    int id )
```

Try to find a node.

Parameters

<i>id</i>	Node's id

Returns

The node, if found. Null, if otherwise.

Definition at line 46 of file NodePool.cs.

5.615.3.3 GetNode()

```
Node SharpNav.NodePool.GetNode (
    int id )
```

Try to find the node. If it doesn't exist, create a new node.

Parameters

<i>id</i>	Node's id

Returns

The node

Definition at line 62 of file NodePool.cs.

5.615.3.4 GetNodeAtIdx()

```
Node SharpNav.NodePool.GetNodeAtIdx (
    int idx )
```

Return a node at a certain index. If index is out-of-bounds, return null.

Parameters

<i>idx</i>	Node index

Returns

Definition at line 110 of file NodePool.cs.

5.615.3.5 GetNodeIdx()

```
int SharpNav.NodePool.GetNodeIdx (
    Node node )
```

Gets the id of the node.

Parameters

<i>node</i>	The node

Returns

The id

Definition at line 91 of file NodePool.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/NodePool.cs

5.616 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↵ LayoutNodeActorBase.NodeRenderSettings Struct Reference

Public Attributes

- float **NodeRadius**

- Vector3 **Position**
- Color **Color**
- [SxMaterial](#) **Material**
- string **Text**
- Color **TextColor**
- float **TextScale**
- float **TextDepthBias**

5.616.1 Detailed Description

Definition at line 485 of file FlowLayoutToolGraphRendering.cs.

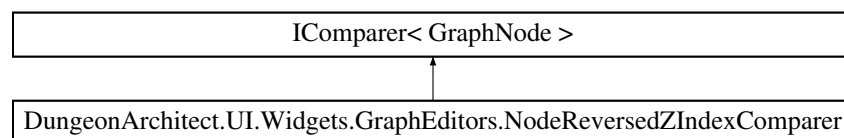
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.617 DungeonArchitect.UI.Widgets.GraphEditors.NodeReversedZIndexComparer Class Reference ↔

Sorts based on the node's Z-index in descending order

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.NodeReversedZIndexComparer:



Public Member Functions

- int **Compare** ([GraphNode](#) x, [GraphNode](#) y)

5.617.1 Detailed Description

Sorts based on the node's Z-index in descending order

Definition at line 1598 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔
Editor/GraphEditor.cs

5.618 DungeonArchitect.Flow.Impl.GridFlow.Tasks.NodeTilemapBounds Struct Reference

Static Public Member Functions

- static [NodeTilemapBounds](#) **Build** ([TilemapFlowNodeInfo](#) tileNode, int tilemapWidth, int tilemapHeight, bool clampToBoundary)

Public Attributes

- int **x0**
- int **y0**
- int **x1**
- int **y1**
- int **mx**
- int **my**

5.618.1 Detailed Description

Definition at line 1182 of file GridFlowTilemapTaskInitialize.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔ Tasks/Tilemap/GridFlowTilemapTaskInitialize.cs

5.619 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils.↔ NodeWeightAssignInfo Struct Reference

Public Member Functions

- **NodeWeightAssignInfo** ([FlowLayoutGraphNode](#) node, int weight)

Public Attributes

- [FlowLayoutGraphNode](#) **node**
- int **weight**

5.619.1 Detailed Description

Definition at line 125 of file FlowLayoutGraphUtils.cs.

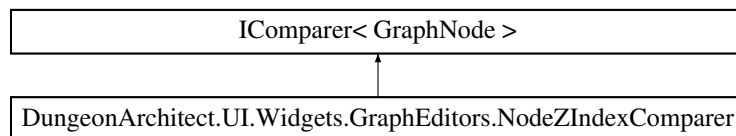
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/FlowLayoutGraphUtils.cs

5.620 DungeonArchitect.UI.Widgets.GraphEditors.NodeZIndexComparer Class Reference

Sorts based on the node's Z-index

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.NodeZIndexComparer:



Public Member Functions

- int **Compare** ([GraphNode](#) x, [GraphNode](#) y)

5.620.1 Detailed Description

Sorts based on the node's Z-index

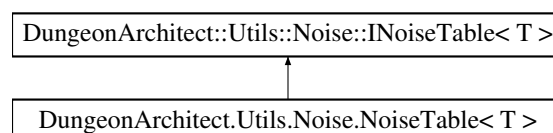
Definition at line 1585 of file GraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↵
Editor/GraphEditor.cs

5.621 DungeonArchitect.Utls.Noise.NoiseTable< T > Class Template Reference

Inheritance diagram for DungeonArchitect.Utls.Noise.NoiseTable< T >:



Public Member Functions

- void **Init** (int size, System.Random random)
- [NoiseTableCell](#)< T > **GetCell** (float x, float y)
- float **GetNoise** (float u, float v)
- float **GetNoiseFBM** (Vector2 p, int octaves)

Protected Member Functions

- abstract [INoisePolicy](#)< T > **CreateNoisePolicy** ()

Protected Attributes

- [INoisePolicy](#)< T > **noisePolicy**

5.621.1 Detailed Description

Definition at line 28 of file GradientNoise.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Noise/Gradient↵
Noise.cs

5.622 DungeonArchitect.Utils.Noise.NoiseTableCell< T > Struct Template Reference

Public Attributes

- T **N00**
- T **N10**
- T **N01**
- T **N11**

5.622.1 Detailed Description

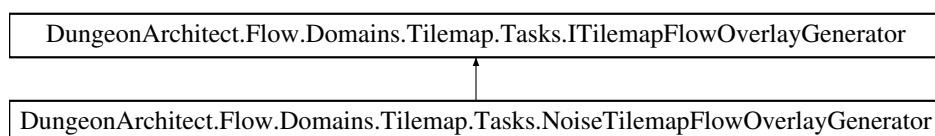
Definition at line 20 of file GradientNoise.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Noise/Gradient↵
Noise.cs

5.623 DungeonArchitect.Flow.Domains.Tilemap.Tasks.NoiseTilemap↵ FlowOverlayGenerator Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.NoiseTilemapFlowOverlayGenerator:



Public Member Functions

- **NoiseTilemapFlowOverlayGenerator** ([TilemapFlowNodeOverlayNoiseSettings](#) noiseSettings)
- void **Init** (System.Random random)
- bool **Generate** ([FlowTilemapCell](#) cell, [FlowTilemapCell](#) incomingCell, System.Random random, ref float overlayValue)

5.623.1 Detailed Description

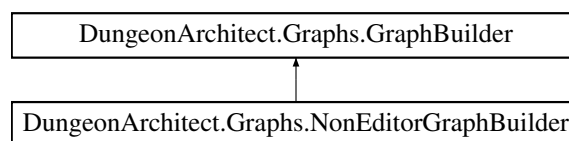
Definition at line 32 of file TilemapBaseFlowTaskCreateOverlay.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/Tasks/TilemapBaseFlowTaskCreateOverlay.cs

5.624 DungeonArchitect.Graphs.NonEditorGraphBuilder Class Reference

Inheritance diagram for DungeonArchitect.Graphs.NonEditorGraphBuilder:



Public Member Functions

- **NonEditorGraphBuilder** ([Graph](#) graph)
- override [GraphNode](#) **CreateNode** (System.Type nodeType)
- override TLink **LinkNodes**< [TLink](#) > ([GraphPin](#) outputPin, [GraphPin](#) inputPin)
- override void **DestroyNode** ([GraphNode](#) node)

Additional Inherited Members

5.624.1 Detailed Description

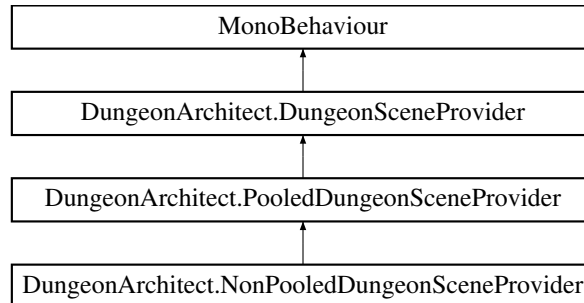
Definition at line 6 of file NonEditorGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Graph↔ Builder/NonEditorGraphBuilder.cs

5.625 DungeonArchitect.NonPooledDungeonSceneProvider Class Reference

Inheritance diagram for DungeonArchitect.NonPooledDungeonSceneProvider:



Public Member Functions

- override void [OnDungeonBuildStart](#) ()
Called when build is started
- override void [OnDungeonBuildStop](#) ()
Called after build has ended

Additional Inherited Members

5.625.1 Detailed Description

Definition at line 3 of file NonPooledDungeonSceneProvider.cs.

5.625.2 Member Function Documentation

5.625.2.1 OnDungeonBuildStart()

```
override void DungeonArchitect.NonPooledDungeonSceneProvider.OnDungeonBuildStart ( ) [virtual]
```

Called when build is started

Reimplemented from [DungeonArchitect.DungeonSceneProvider](#).

Definition at line 5 of file NonPooledDungeonSceneProvider.cs.

5.625.2.2 OnDungeonBuildStop()

```
override void DungeonArchitect.NonPooledDungeonSceneProvider.OnDungeonBuildStop ( ) [virtual]
```

Called after build has ended

Reimplemented from [DungeonArchitect.DungeonSceneProvider](#).

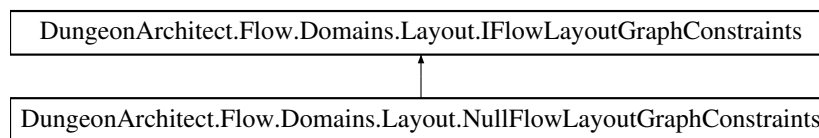
Definition at line 11 of file NonPooledDungeonSceneProvider.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/Impl/NonPooledDungeonSceneProvider.cs

5.626 DungeonArchitect.Flow.Domains.Layout.NullFlowLayoutGraph↔ Constraints Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.NullFlowLayoutGraphConstraints:



Public Member Functions

- bool **IsValid** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutGraphNode](#) node, [FlowLayoutGraphNode\[\]](#) incomingNodes)
- bool **IsValid** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutPathNodeGroup](#) group, int pathIndex, int pathLength, [FFAGConstraintsLink\[\]](#) incomingNodes)

5.626.1 Detailed Description

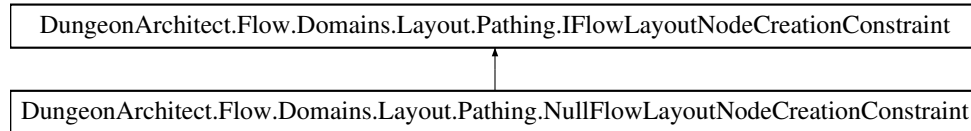
Definition at line 28 of file FlowLayoutGraphConstraints.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/FlowLayoutGraphConstraints.cs

5.627 DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeCreationConstraint Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeCreationConstraint:



Public Member Functions

- bool **CanCreateNodeAt** ([FlowLayoutGraphNode](#) node, int totalPathLength, int currentPathPosition)

5.627.1 Detailed Description

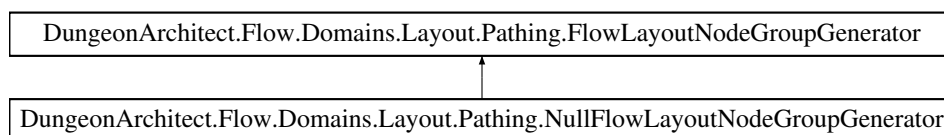
Definition at line 13 of file `FlowLayoutGraphPathUtils.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵ LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs`

5.628 DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeGroupGenerator Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeGroupGenerator:



Public Member Functions

- override [FlowLayoutPathNodeGroup\[\]](#) **Generate** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutGraphNode](#) currentNode, System.Random random, HashSet< [DungeonUID](#) > visited)

5.628.1 Detailed Description

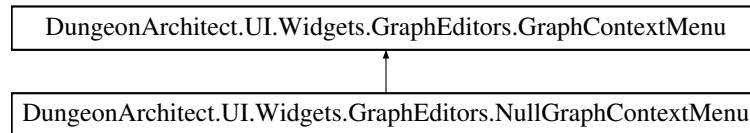
Definition at line 287 of file `FlowLayoutGraphPathUtils.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵ LayoutGraph/Tasks/Lib/FlowLayoutGraphPathUtils.cs`

5.629 DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu↔ Menu Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu:



Public Member Functions

- override void [Show](#) ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) ui↔System)

Shows the context menu in the theme graph editor

Additional Inherited Members

5.629.1 Detailed Description

Definition at line 102 of file GraphContextMenu.cs.

5.629.2 Member Function Documentation

5.629.2.1 Show()

```

override void DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
  
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

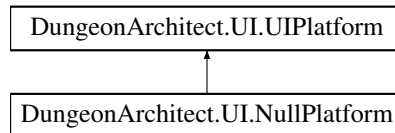
Definition at line 104 of file GraphContextMenu.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔ Editor/GraphContextMenu.cs

5.630 DungeonArchitect.UI.NullPlatform Class Reference

Inheritance diagram for DungeonArchitect.UI.NullPlatform:



Public Member Functions

- void **ShowObjectProperty** (object obj)
- void **ShowObjectProperties** (object[] obj)
- string **GetAssetPath** (object obj)
- void **MarkAssetDirty** (object obj)
- void **AddObjectToAsset** (Object objectToAdd, Object assetObject)
- [IContextMenu](#) **CreateContextMenu** ()

Properties

- [UIDragDrop](#) **DragDrop** [get]
- double **timeSinceStartup** [get]
- string **clipboardText** [get, set]
- Event **CurrentEvent** [get]

5.630.1 Detailed Description

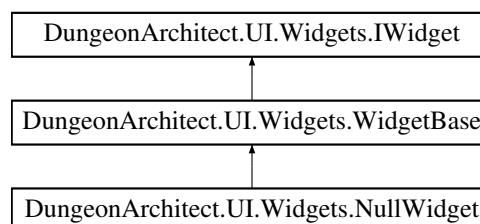
Definition at line 54 of file UIPlatform.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UIPlatform.cs

5.631 DungeonArchitect.UI.Widgets.NullWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.NullWidget:



Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.631.1 Detailed Description

Definition at line 177 of file Widget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Widget.cs

5.632 DungeonArchitect.Utls.ObjectUtils Class Reference

Static Public Member Functions

- static void **DestroyObject** (Object go)

5.632.1 Detailed Description

Definition at line 5 of file ObjectUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Object↔
Utils.cs

5.633 SharpNav.Crowds.ObstacleAvoidanceQuery.ObstacleAvoidance↔ Params Struct Reference

Public Attributes

- float **VelBias**
- float **WeightDesVel**
- float **WeightCurVel**
- float **WeightSide**
- float **WeightToi**
- float **HorizTime**
- int **GridSize**
- int **AdaptiveDivs**
- int **AdaptiveRings**
- int **AdaptiveDepth**

5.633.1 Detailed Description

Definition at line 452 of file ObstacleAvoidanceQuery.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/ObstacleAvoidanceQuery.cs

5.634 SharpNav.Crowds.ObstacleAvoidanceQuery Class Reference

Classes

- struct [ObstacleAvoidanceParams](#)

Public Member Functions

- [ObstacleAvoidanceQuery](#) (int maxCircles, int maxSegments)
Initializes a new instance of the [ObstacleAvoidanceQuery](#) class.
- void [Reset](#) ()
Resets the [ObstacleAvoidanceQuery](#)'s internal data
- void [AddCircle](#) ([Vector3](#) pos, float rad, [Vector3](#) vel, [Vector3](#) dvel)
Add a new circle to the array
- void [AddSegment](#) ([Vector3](#) p, [Vector3](#) q)
Add a segment to the array
- void [Prepare](#) ([Vector3](#) position, [Vector3](#) desiredVel)
Prepare the obstacles for further calculations
- float [ProcessSample](#) ([Vector3](#) vcand, float cs, [Vector3](#) position, float radius, [Vector3](#) vel, [Vector3](#) desiredVel)
- bool [SweepCircleCircle](#) ([Vector3](#) center0, float radius0, [Vector3](#) v, [Vector3](#) center1, float radius1, ref float tmin, ref float tmax)
- bool [IntersectRaySegment](#) ([Vector3](#) ap, [Vector3](#) u, [Vector3](#) bp, [Vector3](#) bq, ref float t)
Determine whether the ray intersects the segment
- int [SampleVelocityGrid](#) ([Vector3](#) pos, float rad, float vmax, [Vector3](#) vel, [Vector3](#) desiredVel, ref [Vector3](#) nvel, [ObstacleAvoidanceParams](#) parameters)
- int [SampleVelocityAdaptive](#) ([Vector3](#) position, float radius, float vmax, [Vector3](#) vel, [Vector3](#) desiredVel, ref [Vector3](#) nvel, [ObstacleAvoidanceParams](#) parameters)

5.634.1 Detailed Description

Definition at line 17 of file ObstacleAvoidanceQuery.cs.

5.634.2 Constructor & Destructor Documentation

5.634.2.1 ObstacleAvoidanceQuery()

```
SharpNav.Crowds.ObstacleAvoidanceQuery.ObstacleAvoidanceQuery (
    int maxCircles,
    int maxSegments )
```

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

Parameters

<i>maxCircles</i>	The maximum number of circles
<i>maxSegments</i>	The maximum number of segments

Definition at line 46 of file ObstacleAvoidanceQuery.cs.

5.634.3 Member Function Documentation

5.634.3.1 AddCircle()

```
void SharpNav.Crowds.ObstacleAvoidanceQuery.AddCircle (
    Vector3 pos,
    float rad,
    Vector3 vel,
    Vector3 dvel )
```

Add a new circle to the array

Parameters

<i>pos</i>	The position
<i>rad</i>	The radius
<i>vel</i>	The velocity
<i>dvel</i>	The desired velocity

Definition at line 77 of file ObstacleAvoidanceQuery.cs.

5.634.3.2 AddSegment()

```
void SharpNav.Crowds.ObstacleAvoidanceQuery.AddSegment (
    Vector3 p,
    Vector3 q )
```

Add a segment to the array

Parameters

<i>p</i>	One endpoint
<i>q</i>	The other endpoint

Definition at line 94 of file ObstacleAvoidanceQuery.cs.

5.634.3.3 IntersectRaySegment()

```
bool SharpNav.Crowds.ObstacleAvoidanceQuery.IntersectRaySegment (
    Vector3 ap,
    Vector3 u,
    Vector3 bp,
    Vector3 bq,
    ref float t )
```

Determine whether the ray intersects the segment

Parameters

<i>ap</i>	A point
<i>u</i>	A vector
<i>bp</i>	Segment B endpoint
<i>bq</i>	Another one of segment B's endpoints
<i>t</i>	The parameter t

Returns

True if intersect, false if not

Definition at line 263 of file ObstacleAvoidanceQuery.cs.

5.634.3.4 Prepare()

```
void SharpNav.Crowds.ObstacleAvoidanceQuery.Prepare (
    Vector3 position,
    Vector3 desiredVel )
```

Prepare the obstacles for further calculations

Parameters

<i>position</i>	Current position
<i>desiredVel</i>	Desired velocity

Definition at line 109 of file ObstacleAvoidanceQuery.cs.

5.634.3.5 Reset()

```
void SharpNav.Crowds.ObstacleAvoidanceQuery.Reset ( )
```

Resets the [ObstacleAvoidanceQuery](#)'s internal data

Definition at line 64 of file ObstacleAvoidanceQuery.cs.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/ObstacleAvoidanceQuery.cs`↔

5.635 SharpNav.Pathfinding.OffMeshConnection Class Reference

An offmesh connection links two polygons, which are not directly adjacent, but are accessibly through other means (jumping, climbing, etc...).

Properties

- `Vector3 Pos0` [get, set]
Gets or sets the first endpoint of the connection
- `Vector3 Pos1` [get, set]
Gets or sets the second endpoint of the connection
- `float Radius` [get, set]
Gets or sets the radius
- `int Poly` [get, set]
Gets or sets the polygon's index
- `OffMeshConnectionFlags Flags` [get, set]
Gets or sets the polygon flag
- `BoundarySide Side` [get, set]
Gets or sets the endpoint's side
- `object Tag` [get, set]
Gets or sets user data for this connection.

5.635.1 Detailed Description

An offmesh connection links two polygons, which are not directly adjacent, but are accessibly through other means (jumping, climbing, etc...).

Definition at line 39 of file OffMeshConnection.cs.

5.635.2 Property Documentation

5.635.2.1 Flags

`OffMeshConnectionFlags` SharpNav.Pathfinding.OffMeshConnection.Flags [get], [set]

Gets or sets the polygon flag

Definition at line 64 of file OffMeshConnection.cs.

5.635.2.2 Poly

```
int SharpNav.Pathfinding.OffMeshConnection.Poly [get], [set]
```

Gets or sets the polygon's index

Definition at line 59 of file OffMeshConnection.cs.

5.635.2.3 Pos0

```
Vector3 SharpNav.Pathfinding.OffMeshConnection.Pos0 [get], [set]
```

Gets or sets the first endpoint of the connection

Definition at line 44 of file OffMeshConnection.cs.

5.635.2.4 Pos1

```
Vector3 SharpNav.Pathfinding.OffMeshConnection.Pos1 [get], [set]
```

Gets or sets the second endpoint of the connection

Definition at line 49 of file OffMeshConnection.cs.

5.635.2.5 Radius

```
float SharpNav.Pathfinding.OffMeshConnection.Radius [get], [set]
```

Gets or sets the radius

Definition at line 54 of file OffMeshConnection.cs.

5.635.2.6 Side

```
BoundarySide SharpNav.Pathfinding.OffMeshConnection.Side [get], [set]
```

Gets or sets the endpoint's side

Definition at line 69 of file OffMeshConnection.cs.

5.635.2.7 Tag

```
object SharpNav.Pathfinding.OffMeshConnection.Tag [get], [set]
```

Gets or sets user data for this connection.

Definition at line 74 of file OffMeshConnection.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Pathfinding/OffMeshConnection.cs

5.636 DungeonArchitect.UI.Widgets.OverlayPanelNode Class Reference

Public Attributes

- [IWidget](#) **Widget**
- Vector2 **Size** = new Vector2(100, 100)
- Vector2 **Offset** = Vector2.zero
- OverlayPanelVAlign **VAlign** = OverlayPanelVAlign.Fill
- OverlayPanelHAlign **HAlign** = OverlayPanelHAlign.Fill
- Rect **Bounds** = Rect.zero

5.636.1 Detailed Description

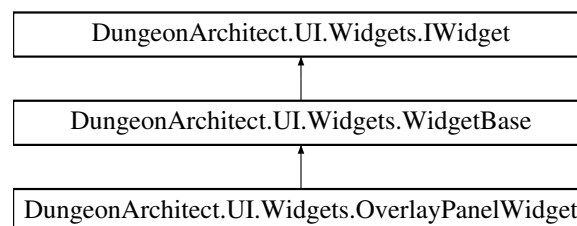
Definition at line 22 of file OverlayPanelWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/OverlayPanelWidget.cs

5.637 DungeonArchitect.UI.Widgets.OverlayPanelWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.OverlayPanelWidget:



Public Member Functions

- [OverlayPanelWidget](#) **AddWidget** ([IWidget](#) widget, OverlayPanelHAlign HAlign, OverlayPanelVAlign VAlign, Vector2 size, Vector2 offset)
- [OverlayPanelWidget](#) **AddWidget** ([IWidget](#) widget)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- void **UpdateNodeBounds** ([UISystem](#) uiSystem)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.637.1 Detailed Description

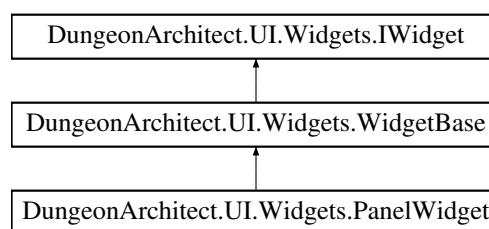
Definition at line 34 of file OverlayPanelWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/OverlayPanelWidget.cs

5.638 DungeonArchitect.UI.Widgets.PanelWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.PanelWidget:



Public Member Functions

- **PanelWidget** ([IWidget](#) content)
- [PanelWidget](#) **SetContent** ([IWidget](#) content)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Protected Attributes

- [IWidget](#) Content

Additional Inherited Members

5.638.1 Detailed Description

Definition at line 5 of file PanelWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/PanelWidget.cs

5.639 SharpNav.Crowds.PathCorridor Class Reference

Public Member Functions

- **PathCorridor** (int maxPath)
- void **Reset** (int reference, [Vector3](#) pos)
Resets the path to the first polygon.
- void **SetCorridor** ([Vector3](#) target, int[] path, int npath)
The current corridor position is expected to be within the first polygon in the path. The target is expected to be in the last polygon.
- bool **MovePosition** ([Vector3](#) npos, [NavMeshQuery](#) navquery)
Move along the [NavMeshQuery](#) and update the position
- int **FindCorners** ([Vector3](#)[] cornerVerts, int[] cornerFlags, int[] cornerPolys, int maxCorners, [NavMeshQuery](#) navquery)
- bool **OptimizePathTopology** ([NavMeshQuery](#) navquery)
Use a local area path search to try to reoptimize this corridor
- void **OptimizePathVisibility** ([Vector3](#) next, float pathOptimizationRange, [NavMeshQuery](#) navquery)
Use an efficient local visibility search to try to optimize the corridor between the current position and the next.
- int **MergeCorridorStartMoved** (int[] path, int npath, int maxPath, int[] visited, int nvisited)
Merge two paths after the start is changed
- int **MergeCorridorStartShortcut** (int[] path, int npath, int maxPath, int[] visited, int nvisited)
Merge two paths when a shorter path is found
- bool **MoveOverOffmeshConnection** (int offMeshConRef, int[] refs, ref [Vector3](#) startPos, ref [Vector3](#) endPos, [NavMeshQuery](#) navquery)
- bool **FixPathStart** (int safeRef, [Vector3](#) safePos)
Adjust the beginning of the path
- bool **IsValid** (int maxLookAhead, [NavMeshQuery](#) navquery)
Determines whether all the polygons in the path are valid
- int **GetFirstPoly** ()
- int **GetLastPoly** ()

Properties

- [Vector3](#) **Pos** [get]
- [Vector3](#) **Target** [get]
- int[] **Path** [get]
- int **PathCount** [get]

5.639.1 Detailed Description

Definition at line 20 of file PathCorridor.cs.

5.639.2 Member Function Documentation

5.639.2.1 FixPathStart()

```
bool SharpNav.Crowds.PathCorridor.FixPathStart (
    int safeRef,
    Vector3 safePos )
```

Adjust the beginning of the path

Parameters

<i>safeRef</i>	The starting polygon reference
<i>safePos</i>	The starting position

Returns

True if path start changed, false if not

Definition at line 397 of file PathCorridor.cs.

5.639.2.2 IsValid()

```
bool SharpNav.Crowds.PathCorridor.IsValid (
    int maxLookAhead,
    NavMeshQuery navquery )
```

Determines whether all the polygons in the path are valid

Parameters

<i>maxLookAhead</i>	The amount of polygons to examine
<i>navquery</i>	The NavMeshQuery

Returns

True if all valid, false if otherwise

Definition at line 422 of file PathCorridor.cs.

5.639.2.3 MergeCorridorStartMoved()

```
int SharpNav.Crowds.PathCorridor.MergeCorridorStartMoved (
    int[] path,
    int npath,
    int maxPath,
    int[] visited,
    int nvisited )
```

Merge two paths after the start is changed

Parameters

<i>path</i>	The current path
<i>npath</i>	Current path length
<i>maxPath</i>	Maximum path length allowed
<i>visited</i>	The visited polygons
<i>nvisited</i>	Visited path length

Returns

New path length

Definition at line 250 of file PathCorridor.cs.

5.639.2.4 MergeCorridorStartShortcut()

```
int SharpNav.Crowds.PathCorridor.MergeCorridorStartShortcut (
    int[] path,
    int npath,
    int maxPath,
    int[] visited,
    int nvisited )
```

Merge two paths when a shorter path is found

Parameters

<i>path</i>	The current path
<i>npath</i>	Current path length
<i>maxPath</i>	Maximum path length allowed
<i>visited</i>	The visited polygons
<i>nvisited</i>	Visited path length

Returns

New path length

Definition at line 307 of file PathCorridor.cs.

5.639.2.5 MovePosition()

```
bool SharpNav.Crowds.PathCorridor.MovePosition (
    Vector3 npos,
    NavMeshQuery navquery )
```

Move along the [NavMeshQuery](#) and update the position

Parameters

<i>npos</i>	Current position
<i>navquery</i>	The NavMeshQuery

Returns

True if position changed, false if not

Definition at line 115 of file PathCorridor.cs.

5.639.2.6 OptimizePathTopology()

```
bool SharpNav.Crowds.PathCorridor.OptimizePathTopology (
    NavMeshQuery navquery )
```

Use a local area path search to try to reoptimize this corridor

Parameters

<i>navquery</i>	The NavMeshQuery

Returns

True if optimized, false if not

Definition at line 183 of file PathCorridor.cs.

5.639.2.7 OptimizePathVisibility()

```
void SharpNav.Crowds.PathCorridor.OptimizePathVisibility (
    Vector3 next,
    float pathOptimizationRange,
    NavMeshQuery navquery )
```

Use an efficient local visibility search to try to optimize the corridor between the current position and the next.

Parameters

<i>next</i>	The next postion
<i>pathOptimizationRange</i>	The range
<i>navquery</i>	The NavMeshQuery

Definition at line 213 of file PathCorridor.cs.

5.639.2.8 Reset()

```
void SharpNav.Crowds.PathCorridor.Reset (
    int reference,
    Vector3 pos )
```

Resets the path to the first polygon.

Parameters

<i>reference</i>	The starting polygon reference
<i>pos</i>	Starting position

Definition at line 87 of file PathCorridor.cs.

5.639.2.9 SetCorridor()

```
void SharpNav.Crowds.PathCorridor.SetCorridor (
    Vector3 target,
    int[] path,
    int npath )
```

The current corridor position is expected to be within the first polygon in the path. The target is expected to be in the last polygon.

Parameters

<i>target</i>	The target
<i>path</i>	The polygon path
<i>npath</i>	The path length

Definition at line 102 of file PathCorridor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/PathCorridor.cs

5.640 SharpNav.Pathfinding.PathfindingCommon Class Reference

Store constants, structs, methods in this single class so that other classes can access this information.

Classes

- class [NavMeshInfo](#)
Contains information about a navigation mesh

Static Public Member Functions

- static void [RandomPointInConvexPoly](#) ([Vector3](#)[] pts, int npts, float[] areas, float s, float t, out [Vector3](#) pt)
Generate an accurate sample of random points in the convex polygon and pick a point.

Static Public Attributes

- const int **VERTS_PER_POLYGON** = 6
- const int **STRAIGHTPATH_START** = 0x01
- const int **STRAIGHTPATH_END** = 0x02
- const int **STRAIGHTPATH_OFFMESH_CONNECTION** = 0x04

5.640.1 Detailed Description

Store constants, structs, methods in this single class so that other classes can access this information.

Definition at line 21 of file PathfindingCommon.cs.

5.640.2 Member Function Documentation

5.640.2.1 RandomPointInConvexPoly()

```
static void SharpNav.Pathfinding.PathfindingCommon.RandomPointInConvexPoly (
    Vector3[] pts,
    int npts,
    float[] areas,
    float s,
    float t,
    out Vector3 pt ) [static]
```

Generate an accurate sample of random points in the convex polygon and pick a point.

Parameters

<i>pts</i>	The polygon's points data
<i>npts</i>	The number of points
<i>areas</i>	The triangle areas
<i>s</i>	A random float
<i>t</i>	Another random float
<i>pt</i>	The resulting point

Definition at line 38 of file PathfindingCommon.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Pathfinding/PathfindingCommon.cs

5.641 SharpNav.Crowds.PathQueue Class Reference

Public Member Functions

- **PathQueue** (int maxPathSize, int maxSearchNodeCount, ref [TiledNavMesh](#) nav)
- void **Update** (int maxIters)
- int **Request** (int startRef, int endRef, [Vector3](#) startPos, [Vector3](#) endPos)
Request an empty slot in the path queue
- [Status](#) **GetRequestStatus** (int reference)
Get the status of the polygon in the path queue
- bool **GetPathResult** (int reference, int[] path, ref int pathSize, int maxPath)

Static Public Attributes

- const byte **Invalid** = 0

5.641.1 Detailed Description

Definition at line 18 of file PathQueue.cs.

5.641.2 Member Function Documentation

5.641.2.1 GetRequestStatus()

```
Status SharpNav.Crowds.PathQueue.GetRequestStatus (
    int reference )
```

Get the status of the polygon in the path queue

Parameters

<i>reference</i>	The polygon reference

Returns

The status in the queue

Definition at line 163 of file PathQueue.cs.

5.641.2.2 Request()

```
int SharpNav.Crowds.PathQueue.Request (
    int startRef,
    int endRef,
    Vector3 startPos,
    Vector3 endPos )
```

Request an empty slot in the path queue

Parameters

<i>startRef</i>	Start polygon reference
<i>endRef</i>	End polygon reference
<i>startPos</i>	Start position
<i>endPos</i>	End position

Returns

Index of empty slot

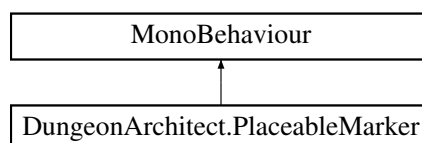
Definition at line 122 of file PathQueue.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/PathQueue.cs

5.642 DungeonArchitect.PlaceableMarker Class Reference

Inheritance diagram for DungeonArchitect.PlaceableMarker:



Public Attributes

- string[] **supportedMarkers**
- Color **debugColor** = Color.red
- string **debugText** = "Marker Description"
- bool **drawDebugVisuals** = true

5.642.1 Detailed Description

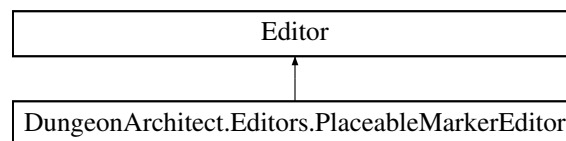
Definition at line 5 of file PlaceableMarker.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Markers/PlaceableMarker.cs↔

5.643 DungeonArchitect.Editor.PlaceableMarkerEditor Class Reference

Inheritance diagram for DungeonArchitect.Editor.PlaceableMarkerEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnSceneGUI** ()

5.643.1 Detailed Description

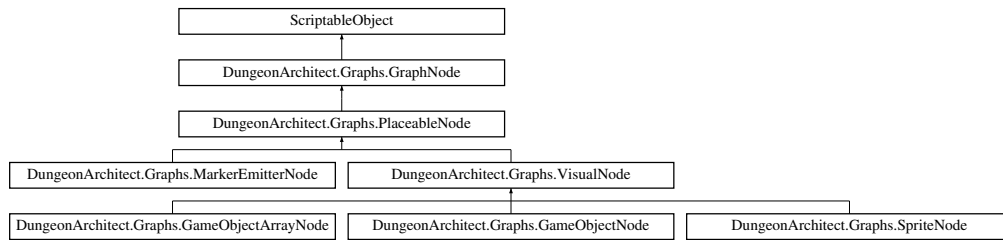
Definition at line 7 of file PlaceableMarkerEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Dungeon/Markers/PlaceableMarkerEditor.cs↔

5.644 DungeonArchitect.Graphs.PlaceableNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.PlaceableNode:



Public Member Functions

- override void [CopyFrom](#) ([GraphNode](#) node)
Called when the node is copied.
The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- Matrix4x4 **offset** = Matrix4x4.identity
- bool **consumeOnAttach** = true
- float **attachmentProbability** = 1.0f

Additional Inherited Members

5.644.1 Detailed Description

Definition at line 7 of file PlaceableNode.cs.

5.644.2 Member Function Documentation

5.644.2.1 CopyFrom()

```

override void DungeonArchitect.Graphs.PlaceableNode.CopyFrom (
    GraphNode node ) [virtual]
  
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented from [DungeonArchitect.Graphs.GraphNode](#).

Reimplemented in [DungeonArchitect.Graphs.VisualNode](#), and [DungeonArchitect.Graphs.SpriteNode](#).

Definition at line 14 of file PlaceableNode.cs.

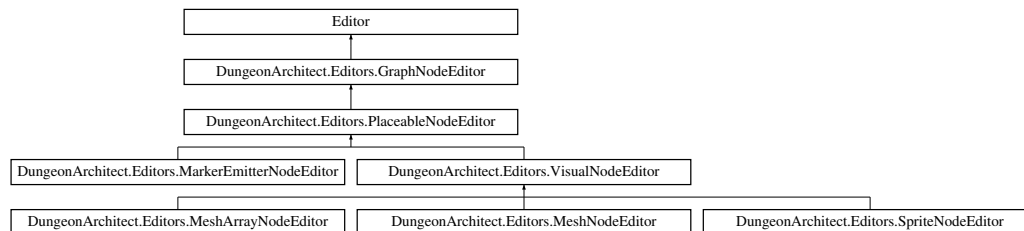
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/GraphNodes/PlaceableNode.cs

5.645 DungeonArchitect.Eeditors.PlaceableNodeEditor Class Reference

Custom property editor for placeable node

Inheritance diagram for DungeonArchitect.Eeditors.PlaceableNodeEditor:



Public Member Functions

- override void **OnEnable** ()

Static Public Member Functions

- static void **DrawHeader** (string title)

Protected Member Functions

- abstract string **GetNodeTitle** ()
- override void **HandleInspectorGUI** ()
- override void **OnGuiChanged** ()
- virtual void **DrawPreInspectorGUI** ()
- virtual void **DrawPostInspectorGUI** ()
- virtual void **DrawMiscInspectorGUI** ()

Protected Attributes

- bool **drawOffset** = false
- bool **drawAttachments** = false

Static Protected Attributes

- const int **CATEGORY_SPACING** = 10
- const int **INDENT_SPACING** = 12

5.645.1 Detailed Description

Custom property editor for placeable node

Definition at line 12 of file PlaceableNodeEditor.cs.

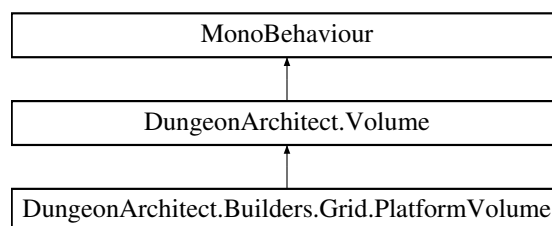
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/PlaceableNodeEditor.cs

5.646 DungeonArchitect.Builders.Grid.PlatformVolume Class Reference

Platform volumes add a platform in the scene encompassing the volume

Inheritance diagram for DungeonArchitect.Builders.Grid.PlatformVolume:



Public Attributes

- [CellType](#) **cellType** = CellType.Corridor

Additional Inherited Members

5.646.1 Detailed Description

Platform volumes add a platform in the scene encompassing the volume

Definition at line 8 of file PlatformVolume.cs.

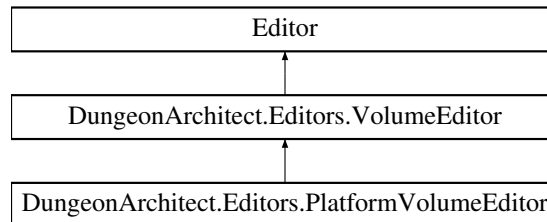
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/Volumes/Platform↔
Volume.cs

5.647 DungeonArchitect.Editor.PlatformVolumeEditor Class Reference

Custom property editor for Platform volumes

Inheritance diagram for DungeonArchitect.Editor.PlatformVolumeEditor:



Public Member Functions

- override void **OnUpdate** (SceneView sceneView)

Additional Inherited Members

5.647.1 Detailed Description

Custom property editor for Platform volumes

Definition at line 12 of file PlatformVolumeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Volumes/PlatformVolumeEditor.cs

5.648 DungeonArchitect.Utils.PMRandom Class Reference

A random stream based on normal distribution. Also support uniform distribution

Public Member Functions

- [PMRandom](#) ()
Creates a new random stream with seed 0
- [PMRandom](#) (uint seed)
Creates a new random stream with the specified seed
- void [Initialize](#) (uint seed)
Initializes the stream with the given seed
- float [NextGaussianFloat](#) ()
Gets the next random number from a uniform distribution
- float [NextGaussianFloat](#) (float mean, float stdDev)
Gets the next random number from a uniform distribution
- UnityEngine.Vector2 **RandomPointOnCircle** ()
- float [GetNextUniformFloat](#) ()
Gets a random number from the uniformly distributed stream

Properties

- Random **UniformRandom** [get]

5.648.1 Detailed Description

A random stream based on normal distribution. Also support uniform distrsribution

Definition at line 10 of file PMRandom.cs.

5.648.2 Constructor & Destructor Documentation

5.648.2.1 PMRandom() [1/2]

```
DungeonArchitect.Utls.PMRandom.PMRandom ( )
```

Creates a new random stream with seed 0

Definition at line 27 of file PMRandom.cs.

5.648.2.2 PMRandom() [2/2]

```
DungeonArchitect.Utls.PMRandom.PMRandom (
    uint seed )
```

Creates a new random stream with the specified seed

Parameters

<i>seed</i>	The seed to initialize the random stream

Definition at line 36 of file PMRandom.cs.

5.648.3 Member Function Documentation

5.648.3.1 GetNextUniformFloat()

```
float DungeonArchitect.Utls.PMRandom.GetNextUniformFloat ( )
```

Gets a random number from the uniformly distributed stream

Returns

Definition at line 86 of file PMRandom.cs.

5.648.3.2 Initialize()

```
void DungeonArchitect.Utls.PMRandom.Initialize (
    uint seed )
```

Initializes the stream with the given seed

Parameters

<i>seed</i>	

Definition at line 45 of file PMRandom.cs.

5.648.3.3 NextGaussianFloat() [1/2]

```
float DungeonArchitect.Utls.PMRandom.NextGaussianFloat ( )
```

Gets the next random number from a uniform distribution

Returns

Random number from a uniform stream

Definition at line 55 of file PMRandom.cs.

5.648.3.4 NextGaussianFloat() [2/2]

```
float DungeonArchitect.Utls.PMRandom.NextGaussianFloat (
    float mean,
    float stdDev )
```

Gets the next random number from a uniform distribution

Parameters

<i>mean</i>	The mean used for the normal distribution
<i>stdDev</i>	The standard deviation used for the normal distribution

Returns

The resulting random number from the normal distributed random stream

Definition at line 71 of file PMRandom.cs.

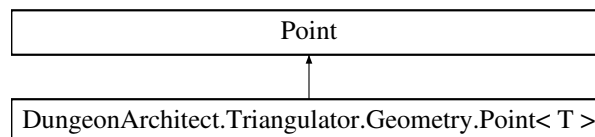
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/PMRandom.↔cs

5.649 DungeonArchitect.Triangulator.Geometry.Point< T > Class Template Reference

2D [Point](#) with double precision

Inheritance diagram for DungeonArchitect.Triangulator.Geometry.Point< T >:

**Public Member Functions**

- [Point](#) (double x, double y)
Initializes a new instance of a point
- bool [Equals2D](#) ([Point](#) other)
Makes a planar checks for if the points is spatially equal to another point.
- [Point](#) (double x, double y, T attribute)
Initializes a new instance of the point
- [Point](#) (double x, double y)
Initializes a new instance of the point and sets the attribute to its default value

Protected Attributes

- double [_X](#)
X component of point
- double [_Y](#)
Y component of point

Properties

- double [X](#) [get, set]
Gets or sets the X component of the point
- double [Y](#) [get, set]
Gets or sets the Y component of the point
- T [Attribute](#) [get, set]
Gets or sets the attribute component of the point

5.649.1 Detailed Description

2D [Point](#) with double precision

A point with an attribute value of type 'T'

Definition at line 6 of file PointN.cs.

5.649.2 Constructor & Destructor Documentation

5.649.2.1 [Point\(\)](#) [1/3]

```
DungeonArchitect.Triangulator.Geometry.Point< T >.Point (
    double x,
    double y )
```

Initializes a new instance of a point

Parameters

<i>x</i>	
<i>y</i>	

Definition at line 22 of file Point.cs.

5.649.2.2 [Point\(\)](#) [2/3]

```
DungeonArchitect.Triangulator.Geometry.Point< T >.Point (
    double x,
    double y,
    T attribute )
```

Initializes a new instance of the point

Parameters

<i>x</i>	X component
<i>y</i>	Y component
<i>attribute</i>	Attribute

Definition at line 15 of file PointN.cs.

5.649.2.3 Point() [3/3]

```
DungeonArchitect.Triangulator.Geometry.Point< T >.Point (
    double x,
    double y )
```

Initializes a new instance of the point and sets the attribute to its default value

Parameters

<i>x</i>	X component
<i>y</i>	Y component

Definition at line 25 of file PointN.cs.

5.649.3 Member Function Documentation

5.649.3.1 Equals2D()

```
bool DungeonArchitect.Triangulator.Geometry.Point< T >.Equals2D (
    Point< T > other )
```

Makes a planar checks for if the points is spatially equal to another point.

Parameters

<i>other</i>	Point to check against

Returns

True if X and Y values are the same

Definition at line 51 of file Point.cs.

5.649.4 Member Data Documentation

5.649.4.1 _X

```
double DungeonArchitect.Triangulator.Geometry.Point< T >._X [protected]
```

X component of point

Definition at line 11 of file Point.cs.

5.649.4.2 `_Y`

double `DungeonArchitect.Triangulator.Geometry.Point< T >._Y` [protected]

Y component of point

Definition at line 15 of file Point.cs.

5.649.5 Property Documentation

5.649.5.1 `Attribute`

T `DungeonArchitect.Triangulator.Geometry.Point< T >.Attribute` [get], [set]

Gets or sets the attribute component of the point

Definition at line 32 of file PointN.cs.

5.649.5.2 `X`

double `DungeonArchitect.Triangulator.Geometry.Point< T >.X` [get], [set]

Gets or sets the X component of the point

Definition at line 31 of file Point.cs.

5.649.5.3 `Y`

double `DungeonArchitect.Triangulator.Geometry.Point< T >.Y` [get], [set]

Gets or sets the Y component of the point

Definition at line 40 of file Point.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/Geometry/Point.cs
- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/Geometry/PointN.cs

5.650 SharpNav.Pathfinding.Poly Class Reference

Uses the [PolyMesh](#) polygon data for pathfinding

Properties

- `int FirstLink` [get, set]
Gets or sets the index to first link in linked list
- `int[] Verts` [get, set]
Gets or sets the indices of polygon's vertices
- `int[] Neis` [get, set]
Gets or sets packed data representing neighbor polygons references and flags for each edge
- `int Flags` [get, set]
Gets or sets a user defined polygon flags
- `int VertCount` [get, set]
Gets or sets the number of vertices
- `Area Area` [get, set]
Gets or sets the Areald
- `PolygonType PolyType` [get, set]
Gets or sets the polygon type (ground or offmesh)

5.650.1 Detailed Description

Uses the [PolyMesh](#) polygon data for pathfinding

Definition at line 9 of file Poly.cs.

5.650.2 Property Documentation

5.650.2.1 Area

`Area` SharpNav.Pathfinding.Poly.Area [get], [set]

Gets or sets the Areald

Definition at line 46 of file Poly.cs.

5.650.2.2 FirstLink

`int` SharpNav.Pathfinding.Poly.FirstLink [get], [set]

Gets or sets the index to first link in linked list

Definition at line 19 of file Poly.cs.

5.650.2.3 Flags

```
int SharpNav.Pathfinding.Poly.Flags [get], [set]
```

Gets or sets a user defined polygon flags

Definition at line 36 of file Poly.cs.

5.650.2.4 Neis

```
int [] SharpNav.Pathfinding.Poly.Neis [get], [set]
```

Gets or sets packed data representing neighbor polygons references and flags for each edge

Definition at line 29 of file Poly.cs.

5.650.2.5 PolyType

```
PolygonType SharpNav.Pathfinding.Poly.PolyType [get], [set]
```

Gets or sets the polygon type (ground or offmesh)

Definition at line 51 of file Poly.cs.

5.650.2.6 VertCount

```
int SharpNav.Pathfinding.Poly.VertCount [get], [set]
```

Gets or sets the number of vertices

Definition at line 41 of file Poly.cs.

5.650.2.7 Verts

```
int [] SharpNav.Pathfinding.Poly.Verts [get], [set]
```

Gets or sets the indices of polygon's vertices

Definition at line 24 of file Poly.cs.

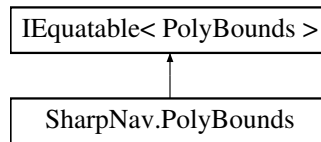
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Pathfinding/Poly.[↔](#)cs

5.651 SharpNav.PolyBounds Struct Reference

A bounding box for vertices in a [PolyMesh](#).

Inheritance diagram for SharpNav.PolyBounds:



Public Member Functions

- [PolyBounds](#) ([PolyVertex](#) min, [PolyVertex](#) max)
Initializes a new instance of the [PolyBounds](#) struct.
- bool [Equals](#) ([PolyBounds](#) other)
Compares another [PolyBounds](#) instance with this instance for equality.
- override bool [Equals](#) (object obj)
Compares another object with this instance for equality.
- override int [GetHashCode](#) ()
Calculates a hash code unique to the contents of this instance.
- override string [ToString](#) ()
Creates a human-readable string with the contents of this instance.

Static Public Member Functions

- static bool [Overlapping](#) (ref [PolyBounds](#) a, ref [PolyBounds](#) b)
Checks whether two bounding boxes are intersecting.
- static bool [operator==](#) ([PolyBounds](#) left, [PolyBounds](#) right)
Compares two [PolyBounds](#) instances for equality.
- static bool [operator!=](#) ([PolyBounds](#) left, [PolyBounds](#) right)
Compares two [PolyBounds](#) instances for inequality.

Public Attributes

- [PolyVertex](#) Min
The lower bound of the bounding box.
- [PolyVertex](#) Max
The upper bound of the bounding box.

5.651.1 Detailed Description

A bounding box for vertices in a [PolyMesh](#).

Definition at line 13 of file PolyBounds.cs.

5.651.2 Constructor & Destructor Documentation

5.651.2.1 PolyBounds()

```
SharpNav.PolyBounds.PolyBounds (
    PolyVertex min,
    PolyVertex max )
```

Initializes a new instance of the [PolyBounds](#) struct.

Parameters

<i>min</i>	The lower bound of the bounding box.
<i>max</i>	The upper bound of the bounding box.

Definition at line 30 of file PolyBounds.cs.

5.651.3 Member Function Documentation

5.651.3.1 Equals() [1/2]

```
override bool SharpNav.PolyBounds.Equals (
    object obj )
```

Compares another object with this instance for equality.

Parameters

<i>obj</i>	An object.

Returns

A value indicating whether the object is equal to this instance.

Definition at line 86 of file PolyBounds.cs.

5.651.3.2 Equals() [2/2]

```
bool SharpNav.PolyBounds.Equals (
    PolyBounds other )
```

Compares another [PolyBounds](#) instance with this instance for equality.

Parameters

<i>other</i>	A bounding box.

Returns

A value indicating whether the bounding box is equal to this instance.

Definition at line 76 of file PolyBounds.cs.

5.651.3.3 GetHashCode()

```
override int SharpNav.PolyBounds.GetHashCode ( )
```

Calculates a hash code unique to the contents of this instance.

Returns

A hash code.

Definition at line 99 of file PolyBounds.cs.

5.651.3.4 operator"!="()

```
static bool SharpNav.PolyBounds.operator!= (
    PolyBounds left,
    PolyBounds right ) [static]
```

Compares two [PolyBounds](#) instances for inequality.

Parameters

<i>left</i>	A bounding box.
<i>right</i>	Another bounding box.

Returns

A value indicating whether the two bounding boxes are not equal.

Definition at line 66 of file PolyBounds.cs.

5.651.3.5 operator==()

```
static bool SharpNav.PolyBounds.operator== (
    PolyBounds left,
    PolyBounds right ) [static]
```

Compares two [PolyBounds](#) instances for equality.

Parameters

<i>left</i>	A bounding box.
<i>right</i>	Another bounding box.

Returns

A value indicating whether the two bounding boxes are equal.

Definition at line 55 of file PolyBounds.cs.

5.651.3.6 Overlapping()

```
static bool SharpNav.PolyBounds.Overlapping (
    ref PolyBounds a,
    ref PolyBounds b ) [static]
```

Checks whether two bounding boxes are intersecting.

Parameters

<i>a</i>	The first bounding box.
<i>b</i>	The second bounding box.

Returns

A value indicating whether the two bounding boxes are overlapping.

Definition at line 42 of file PolyBounds.cs.

5.651.3.7 ToString()

```
override string SharpNav.PolyBounds.ToString ( )
```

Creates a human-readable string with the contents of this instance.

Returns

A human-readable string.

Definition at line 109 of file PolyBounds.cs.

5.651.4 Member Data Documentation

5.651.4.1 Max

[PolyVertex](#) `SharpNav.PolyBounds.Max`

The upper bound of the bounding box.

Definition at line 23 of file PolyBounds.cs.

5.651.4.2 Min

[PolyVertex](#) `SharpNav.PolyBounds.Min`

The lower bound of the bounding box.

Definition at line 18 of file PolyBounds.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/PolyBounds.cs

5.652 SharpNav.PolyMesh.Polygon Class Reference

Each polygon is a collection of vertices. It is the basic unit of the [PolyMesh](#)

Public Member Functions

- [Polygon](#) (int numVertsPerPoly, [Area](#) area, [RegionId](#) regionId, int flags)
Initializes a new instance of the [Polygon](#) class.
- bool [ContainsVertex](#) (int vertex)
Determine if the vertex is in polygon.

Properties

- int[] [Vertices](#) [get]
Gets the indices for the vertices.
- int[] [NeighborEdges](#) [get]
Gets the neighbor edges.
- [Area](#) [Area](#) [get, set]
Gets or sets the area id
- [RegionId](#) [RegionId](#) [get, set]
Gets or sets the region identifier.
- int [Flags](#) [get, set]
Gets or sets the flags.
- int [VertexCount](#) [get]
Gets the the number of vertex.

5.652.1 Detailed Description

Each polygon is a collection of vertices. It is the basic unit of the [PolyMesh](#)

Definition at line 1377 of file PolyMesh.cs.

5.652.2 Constructor & Destructor Documentation

5.652.2.1 Polygon()

```
SharpNav.PolyMesh.Polygon.Polygon (
    int numVertsPerPoly,
    Area area,
    RegionId regionId,
    int flags )
```

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

Parameters

<i>numVertsPerPoly</i>	The number of vertices per polygon.
<i>area</i>	The Areald
<i>regionId</i>	The RegionId
<i>flags</i>	Polygon flags

Definition at line 1392 of file PolyMesh.cs.

5.652.3 Member Function Documentation

5.652.3.1 ContainsVertex()

```
bool SharpNav.PolyMesh.Polygon.ContainsVertex (
    int vertex )
```

Determine if the vertex is in polygon.

Returns

`true`, if vertex was contained, `false` otherwise.

Parameters

<i>vertex</i>	The Vertex.

Definition at line 1502 of file PolyMesh.cs.

5.652.4 Property Documentation

5.652.4.1 Area

```
Area SharpNav.PolyMesh.Polygon.Area [get], [set]
```

Gets or sets the area id

Definition at line 1434 of file PolyMesh.cs.

5.652.4.2 Flags

```
int SharpNav.PolyMesh.Polygon.Flags [get], [set]
```

Gets or sets the flags.

The flags.

Definition at line 1468 of file PolyMesh.cs.

5.652.4.3 NeighborEdges

```
int [] SharpNav.PolyMesh.Polygon.NeighborEdges [get]
```

Gets the neighbor edges.

The neighbor edges.

Definition at line 1423 of file PolyMesh.cs.

5.652.4.4 RegionId

```
RegionId SharpNav.PolyMesh.Polygon.RegionId [get], [set]
```

Gets or sets the region identifier.

The region identifier.

Definition at line 1451 of file PolyMesh.cs.

5.652.4.5 VertexCount

```
int SharpNav.PolyMesh.Polygon.VertexCount [get]
```

Gets the the number of vertex.

The vertex count.

Definition at line 1485 of file PolyMesh.cs.

5.652.4.6 Vertices

```
int [] SharpNav.PolyMesh.Polygon.Vertices [get]
```

Gets the indices for the vertices.

The vertices.

Definition at line 1411 of file PolyMesh.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/PolyMesh.cs

5.653 SharpNav.PolyMesh Class Reference

The class of Poly mesh.

Classes

- class [Polygon](#)

Each polygon is a collection of vertices. It is the basic unit of the [PolyMesh](#)

Public Member Functions

- [PolyMesh](#) ([ContourSet](#) contSet, [NavMeshGenerationSettings](#) settings)
Initializes a new instance of the [PolyMesh](#) class.
- [PolyMesh](#) ([ContourSet](#) contSet, float cellSize, float cellHeight, int borderSize, int numVertsPerPoly)
Initializes a new instance of the [PolyMesh](#) class by creating polygons from contours.

Static Public Member Functions

- static bool [IsBoundaryEdge](#) (int flag)
Determines if it is a boundary edge with the specified flag.
- static bool [IsInteriorEdge](#) (int flag)
Determines if it is an interior edge with the specified flag.
- static bool [HasDiagonalFlag](#) (int index)
Determines if it is a diagonal flag on the specified index.
- static bool [Diagonal](#) (int i, int j, [PolyVertex](#)[] verts, int[] indices)
True if and only if (v[i], v[j]) is a proper internal diagonal of polygon.
- static bool [InCone](#) (int i, int j, [PolyVertex](#)[] verts, int[] indices)
True if and only if diagonal (i, j) is strictly internal to polygon in neighborhood of i endpoint.
- static bool [Diagonalie](#) (int i, int j, [PolyVertex](#)[] verts, int[] indices)
True if and only if (v[i], v[j]) is internal or external diagonal ignoring edges incident to v[i] or v[j].

Static Public Attributes

- const int **NullId** = -1

Properties

- int [VertCount](#) [get]
Gets the number of vertices
- int [PolyCount](#) [get]
Gets the number of polygons
- int [NumVertsPerPoly](#) [get]
Gets the number of vertices per polygon
- [PolyVertex](#)[] [Verts](#) [get]
Gets the vertex data
- [Polygon](#)[] [Polys](#) [get]
Gets the polygon data
- [BBox3 Bounds](#) [get]
Gets the bounds.
- float [CellSize](#) [get]
Gets the cell size
- float [CellHeight](#) [get]
Gets the cell height
- int [BorderSize](#) [get]
Gets the border size

5.653.1 Detailed Description

The class of Poly mesh.

Definition at line 22 of file PolyMesh.cs.

5.653.2 Constructor & Destructor Documentation

5.653.2.1 PolyMesh() [1/2]

```
SharpNav.PolyMesh.PolyMesh (
    ContourSet contSet,
    NavMeshGenerationSettings settings )
```

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

Parameters

<i>contSet</i>	The ContourSet to generate polygons from.
<i>settings</i>	The settings to build with.

Definition at line 47 of file PolyMesh.cs.

5.653.2.2 PolyMesh() [2/2]

```
SharpNav.PolyMesh.PolyMesh (
    ContourSet contSet,
    float cellSize,
    float cellHeight,
    int borderSize,
    int numVertsPerPoly )
```

Initializes a new instance of the [PolyMesh](#) class by creating polygons from contours.

Parameters

<i>contSet</i>	The ContourSet to generate polygons from.
<i>cellSize</i>	The size of one voxel/cell.
<i>cellHeight</i>	The height of one voxel/cell.
<i>borderSize</i>	The size of the border around the mesh.
<i>numVertsPerPoly</i>	The maximum number of vertices per polygon.

Definition at line 60 of file PolyMesh.cs.

5.653.3 Member Function Documentation

5.653.3.1 Diagonal()

```
static bool SharpNav.PolyMesh.Diagonal (
    int i,
    int j,
    PolyVertex[] verts,
    int[] indices ) [static]
```

True if and only if (v[i], v[j]) is a proper internal diagonal of polygon.

Parameters

<i>i</i>	Vertex index i
<i>j</i>	Vertex index j
<i>verts</i>	Contour vertices
<i>indices</i>	PolyMesh indices

Returns

True, if internal diagonal. False, if otherwise.

Definition at line 415 of file PolyMesh.cs.

5.653.3.2 Diagonalie()

```
static bool SharpNav.PolyMesh.Diagonalie (  
    int i,  
    int j,  
    PolyVertex[] verts,  
    int[] indices ) [static]
```

True if and only if (v[i], v[j]) is internal or external diagonal ignoring edges incident to v[i] or v[j].

Parameters

<i>i</i>	Vertex index i
<i>j</i>	Vertex index j
<i>verts</i>	Contour vertices
<i>indices</i>	PolyMesh indices

Returns

True, if internal or external diagonal. False, if otherwise.

Definition at line 453 of file PolyMesh.cs.

5.653.3.3 HasDiagonalFlag()

```
static bool SharpNav.PolyMesh.HasDiagonalFlag (  
    int index ) [static]
```

Determines if it is a diagonal flag on the specified index.

Parameters

<i>index</i>	The index

Returns

`true` if it is a diagonal flag on the specified index; otherwise, `false`.

Definition at line 402 of file PolyMesh.cs.

5.653.3.4 InCone()

```
static bool SharpNav.PolyMesh.InCone (
    int i,
    int j,
    PolyVertex[] verts,
    int[] indices ) [static]
```

True if and only if diagonal (i, j) is strictly internal to polygon in neighborhood of i endpoint.

Parameters

<i>i</i>	Vertex index i
<i>j</i>	Vertex index j
<i>verts</i>	Contour vertices
<i>indices</i>	PolyMesh indices

Returns

True, if internal. False, if otherwise.

Definition at line 429 of file PolyMesh.cs.

5.653.3.5 IsBoundaryEdge()

```
static bool SharpNav.PolyMesh.IsBoundaryEdge (
    int flag ) [static]
```

Determines if it is a boundary edge with the specified flag.

Returns

`true` if is boundary edge the specified flag; otherwise, `false`.

Parameters

<i>flag</i>	The flag.

Definition at line 382 of file PolyMesh.cs.

5.653.3.6 IsInteriorEdge()

```
static bool SharpNav.PolyMesh.IsInteriorEdge (  
    int flag ) [static]
```

Determines if it is an interior edge with the specified flag.

Returns

`true` if is interior edge the specified flag; otherwise, `false`.

Parameters

<i>flag</i>	The flag.

Definition at line 392 of file PolyMesh.cs.

5.653.4 Property Documentation

5.653.4.1 BorderSize

```
int SharpNav.PolyMesh.BorderSize [get]
```

Gets the border size

Definition at line 369 of file PolyMesh.cs.

5.653.4.2 Bounds

```
BBox3 SharpNav.PolyMesh.Bounds [get]
```

Gets the bounds.

The bounds.

Definition at line 336 of file PolyMesh.cs.

5.653.4.3 CellHeight

```
float SharpNav.PolyMesh.CellHeight [get]
```

Gets the cell height

Definition at line 358 of file PolyMesh.cs.

5.653.4.4 CellSize

```
float SharpNav.PolyMesh.CellSize [get]
```

Gets the cell size

Definition at line 347 of file PolyMesh.cs.

5.653.4.5 NumVertsPerPoly

```
int SharpNav.PolyMesh.NumVertsPerPoly [get]
```

Gets the number of vertices per polygon

Definition at line 302 of file PolyMesh.cs.

5.653.4.6 PolyCount

```
int SharpNav.PolyMesh.PolyCount [get]
```

Gets the number of polygons

Definition at line 291 of file PolyMesh.cs.

5.653.4.7 Polys

```
Polygon [] SharpNav.PolyMesh.Polys [get]
```

Gets the polygon data

Definition at line 324 of file PolyMesh.cs.

5.653.4.8 VertCount

```
int SharpNav.PolyMesh.VertCount [get]
```

Gets the number of vertices

Definition at line 280 of file PolyMesh.cs.

5.653.4.9 Verts

```
PolyVertex [ ] SharpNav.PolyMesh.Verts [get]
```

Gets the vertex data

Definition at line 313 of file PolyMesh.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/PolyMesh.cs

5.654 SharpNav.PolyMeshDetail Class Reference

The [PolyMeshDetail](#) class is a combination of a [PolyMesh](#) and a [CompactHeightfield](#) merged together

Classes

- struct [MeshData](#)
The [MeshData](#) struct contains information about vertex and triangle base and offset values for array indices
- struct [TriangleData](#)
The triangle info contains three vertex hashes and a flag

Public Member Functions

- [PolyMeshDetail](#) ([PolyMesh](#) mesh, [CompactHeightfield](#) compactField, [NavMeshGenerationSettings](#) settings)
Initializes a new instance of the [PolyMeshDetail](#) class.
- [PolyMeshDetail](#) ([PolyMesh](#) mesh, [CompactHeightfield](#) compactField, float sampleDist, float sampleMaxError)
Initializes a new instance of the [PolyMeshDetail](#) class.

Properties

- int [MeshCount](#) [get]
Gets the number of meshes ([MeshData](#))
- int [VertCount](#) [get]
Gets the number of vertices
- int [TrisCount](#) [get]
Gets the number of triangles
- [MeshData\[\] Meshes](#) [get]
Gets the mesh data
- [Vector3\[\] Verts](#) [get]
Gets the vertex data
- [TriangleData\[\] Tris](#) [get]
Gets the triangle data

5.654.1 Detailed Description

The [PolyMeshDetail](#) class is a combination of a [PolyMesh](#) and a [CompactHeightfield](#) merged together

Definition at line 22 of file PolyMeshDetail.cs.

5.654.2 Constructor & Destructor Documentation

5.654.2.1 [PolyMeshDetail\(\)](#) [1/2]

```
SharpNav.PolyMeshDetail.PolyMeshDetail (
    PolyMesh mesh,
    CompactHeightfield compactField,
    NavMeshGenerationSettings settings )
```

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

Parameters

<i>mesh</i>	The PolyMesh .
<i>compactField</i>	The CompactHeightfield used to add height detail.
<i>settings</i>	The settings to build with.

Definition at line 48 of file PolyMeshDetail.cs.

5.654.2.2 [PolyMeshDetail\(\)](#) [2/2]

```
SharpNav.PolyMeshDetail.PolyMeshDetail (
    PolyMesh mesh,
```

```
CompactHeightfield compactField,  
float sampleDist,  
float sampleMaxError )
```

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

[PolyMeshDetail](#) uses a [CompactHeightfield](#) to add in details to a [PolyMesh](#). This detail is triangulated into a new mesh and can be used to approximate height in the walkable areas of a scene.

Parameters

<i>mesh</i>	The PolyMesh .
<i>compactField</i>	The CompactHeightfield used to add height detail.
<i>sampleDist</i>	The sampling distance.
<i>sampleMaxError</i>	The maximum sampling error allowed.

Definition at line 65 of file PolyMeshDetail.cs.

5.654.3 Property Documentation

5.654.3.1 MeshCount

```
int SharpNav.PolyMeshDetail.MeshCount [get]
```

Gets the number of meshes ([MeshData](#))

Definition at line 217 of file PolyMeshDetail.cs.

5.654.3.2 Meshes

```
MeshData [] SharpNav.PolyMeshDetail.Meshes [get]
```

Gets the mesh data

Definition at line 259 of file PolyMeshDetail.cs.

5.654.3.3 Tris

```
TriangleData [] SharpNav.PolyMeshDetail.Tris [get]
```

Gets the triangle data

Definition at line 281 of file PolyMeshDetail.cs.

5.654.3.4 TrisCount

```
int SharpNav.PolyMeshDetail.TrisCount [get]
```

Gets the number of triangles

Definition at line 245 of file PolyMeshDetail.cs.

5.654.3.5 VertCount

```
int SharpNav.PolyMeshDetail.VertCount [get]
```

Gets the number of vertices

Definition at line 231 of file PolyMeshDetail.cs.

5.654.3.6 Verts

```
Vector3 [] SharpNav.PolyMeshDetail.Verts [get]
```

Gets the vertex data

Definition at line 270 of file PolyMeshDetail.cs.

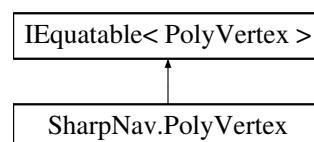
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/PolyMesh↔
Detail.cs

5.655 SharpNav.PolyVertex Struct Reference

A vertex inside a [PolyMesh](#).

Inheritance diagram for SharpNav.PolyVertex:



Classes

- class **RoughYEqualityComparer**

An implementation of `IEqualityComparer< T>` of [PolyVertex](#) that allows for the Y coordinates of two vertices to be within a specified range and still be considered equal.

Public Member Functions

- [PolyVertex](#) (int x, int y, int z)
Initializes a new instance of the [PolyVertex](#) struct.
- bool [Equals](#) ([PolyVertex](#) other)
Compares another [PolyVertex](#) with this instance for equality.
- override bool [Equals](#) (object obj)
Compares an object with this instance for equality.
- override int [GetHashCode](#) ()
Gets a hash code unique to the contents of this instance.
- override string [ToString](#) ()
Gets a human-readable version of the vertex.

Static Public Member Functions

- static [PolyVertex ComponentMin](#) ([PolyVertex](#) a, [PolyVertex](#) b)
Calculates the component-wise minimum of two vertices.
- static void [ComponentMin](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, out [PolyVertex](#) result)
Calculates the component-wise minimum of two vertices.
- static [PolyVertex ComponentMax](#) ([PolyVertex](#) a, [PolyVertex](#) b)
Calculates the component-wise maximum of two vertices.
- static void [ComponentMax](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, out [PolyVertex](#) result)
Calculates the component-wise maximum of two vertices.
- static bool [IsLeft](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, ref [PolyVertex](#) c)
Gets the leftness of a triangle formed from 3 contour vertices.
- static bool [IsLeftOn](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, ref [PolyVertex](#) c)
Gets the leftness (left or on) of a triangle formed from 3 contour vertices.
- static bool [Equal2D](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b)
Compares vertex equality in 2D.
- static bool [Intersect](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, ref [PolyVertex](#) c, ref [PolyVertex](#) d)
True if and only if segments AB and CD intersect, properly or improperly.
- static bool [IntersectProp](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, ref [PolyVertex](#) c, ref [PolyVertex](#) d)
True if and only if segments AB and CD intersect properly.
- static bool [IsBetween](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, ref [PolyVertex](#) c)
True if and only if A, B, and C are collinear and point C lies on closed segment AB
- static bool [IsCollinear](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, ref [PolyVertex](#) c)
True if and only if points A, B, and C are collinear.
- static void [Area2D](#) (ref [PolyVertex](#) a, ref [PolyVertex](#) b, ref [PolyVertex](#) c, out int area)
Gets the 2D area of the triangle ABC.
- static void [Area2D](#) (ref [ContourVertex](#) a, ref [ContourVertex](#) b, ref [ContourVertex](#) c, out int area)
Gets the 2D area of the triangle ABC.
- static bool [operator==](#) ([PolyVertex](#) left, [PolyVertex](#) right)
Compares two vertices for equality.
- static bool [operator!=](#) ([PolyVertex](#) left, [PolyVertex](#) right)
Compares two vertices for inequality.

Public Attributes

- int [X](#)
The X coordinate.
- int [Y](#)
The Y coordinate.
- int [Z](#)
The Z coordinate.

5.655.1 Detailed Description

A vertex inside a [PolyMesh](#).

Definition at line 14 of file PolyVertex.cs.

5.655.2 Constructor & Destructor Documentation

5.655.2.1 PolyVertex()

```
SharpNav.PolyVertex.PolyVertex (
    int x,
    int y,
    int z )
```

Initializes a new instance of the [PolyVertex](#) struct.

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.
<i>z</i>	The Z coordinate.

Definition at line 37 of file PolyVertex.cs.

5.655.3 Member Function Documentation

5.655.3.1 Area2D() [1/2]

```
static void SharpNav.PolyVertex.Area2D (
    ref ContourVertex a,
    ref ContourVertex b,
    ref ContourVertex c,
    out int area ) [static]
```

Gets the 2D area of the triangle ABC.

Parameters

<i>a</i>	Point A of triangle ABC.
<i>b</i>	Point B of triangle ABC.
<i>c</i>	Point C of triangle ABC.
<i>area</i>	The 2D area of the triangle.

Definition at line 231 of file PolyVertex.cs.

5.655.3.2 Area2D() [2/2]

```
static void SharpNav.PolyVertex.Area2D (  
    ref PolyVertex a,  
    ref PolyVertex b,  
    ref PolyVertex c,  
    out int area ) [static]
```

Gets the 2D area of the triangle ABC.

Parameters

<i>a</i>	Point A of triangle ABC.
<i>b</i>	Point B of triangle ABC.
<i>c</i>	Point C of triangle ABC.
<i>area</i>	The 2D area of the triangle.

Definition at line 219 of file PolyVertex.cs.

5.655.3.3 ComponentMax() [1/2]

```
static PolyVertex SharpNav.PolyVertex.ComponentMax (  
    PolyVertex a,  
    PolyVertex b ) [static]
```

Calculates the component-wise maximum of two vertices.

Parameters

<i>a</i>	A vertex.
<i>b</i>	Another vertex.

Returns

The component-wise maximum of the two vertices.

Definition at line 76 of file PolyVertex.cs.

5.655.3.4 ComponentMax() [2/2]

```
static void SharpNav.PolyVertex.ComponentMax (
    ref PolyVertex a,
    ref PolyVertex b,
    out PolyVertex result ) [static]
```

Calculates the component-wise maximum of two vertices.

Parameters

<i>a</i>	A vertex.
<i>b</i>	Another vertex.
<i>result</i>	The component-wise maximum of the two vertices.

Definition at line 89 of file PolyVertex.cs.

5.655.3.5 ComponentMin() [1/2]

```
static PolyVertex SharpNav.PolyVertex.ComponentMin (
    PolyVertex a,
    PolyVertex b ) [static]
```

Calculates the component-wise minimum of two vertices.

Parameters

<i>a</i>	A vertex.
<i>b</i>	Another vertex.

Returns

The component-wise minimum of the two vertices.

Definition at line 50 of file PolyVertex.cs.

5.655.3.6 ComponentMin() [2/2]

```
static void SharpNav.PolyVertex.ComponentMin (
    ref PolyVertex a,
    ref PolyVertex b,
    out PolyVertex result ) [static]
```

Calculates the component-wise minimum of two vertices.

Parameters

<i>a</i>	A vertex.
<i>b</i>	Another vertex.
<i>result</i>	The component-wise minimum of the two vertices.

Definition at line 63 of file PolyVertex.cs.

5.655.3.7 Equal2D()

```
static bool SharpNav.PolyVertex.Equal2D (  
    ref PolyVertex a,  
    ref PolyVertex b ) [static]
```

Compares vertex equality in 2D.

Parameters

<i>a</i>	A vertex.
<i>b</i>	Another vertex.

Returns

A value indicating whether the X and Z components of both vertices are equal.

Definition at line 130 of file PolyVertex.cs.

5.655.3.8 Equals() [1/2]

```
override bool SharpNav.PolyVertex.Equals (  
    object obj )
```

Compares an object with this instance for equality.

Parameters

<i>obj</i>	An object.

Returns

A value indicating whether the object is equal to this instance.

Definition at line 273 of file PolyVertex.cs.

5.655.3.9 Equals() [2/2]

```
bool SharpNav.PolyVertex.Equals (
    PolyVertex other )
```

Compares another [PolyVertex](#) with this instance for equality.

Parameters

<i>other</i>	The other instance.

Returns

A value indicating whether the two vertices are equal.

Definition at line 263 of file PolyVertex.cs.

5.655.3.10 GetHashCode()

```
override int SharpNav.PolyVertex.GetHashCode ( )
```

Gets a hash code unique to the contents of this instance.

Returns

A hash code.

Definition at line 286 of file PolyVertex.cs.

5.655.3.11 Intersect()

```
static bool SharpNav.PolyVertex.Intersect (
    ref PolyVertex a,
    ref PolyVertex b,
    ref PolyVertex c,
    ref PolyVertex d ) [static]
```

True if and only if segments AB and CD intersect, properly or improperly.

Parameters

<i>a</i>	Point A of segment AB.
<i>b</i>	Point B of segment AB.
<i>c</i>	Point C of segment CD.
<i>d</i>	Point D of segment CD.

Returns

A value indicating whether segments AB and CD intersect.

Definition at line 143 of file PolyVertex.cs.

5.655.3.12 IntersectProp()

```
static bool SharpNav.PolyVertex.IntersectProp (
    ref PolyVertex a,
    ref PolyVertex b,
    ref PolyVertex c,
    ref PolyVertex d ) [static]
```

True if and only if segments AB and CD intersect properly.

Proper intersection: A point interior to both segments is shared. Properness determined by strict leftness.

Parameters

<i>a</i>	Point A of segment AB.
<i>b</i>	Point B of segment AB.
<i>c</i>	Point C of segment CD.
<i>d</i>	Point D of segment CD.

Returns

A value indicating whether segements AB and CD are intersecting properly.

Definition at line 167 of file PolyVertex.cs.

5.655.3.13 IsBetween()

```
static bool SharpNav.PolyVertex.IsBetween (
    ref PolyVertex a,
    ref PolyVertex b,
    ref PolyVertex c ) [static]
```

True if and only if A, B, and C are collinear and point C lies on closed segment AB

Parameters

<i>a</i>	Point A of segment AB.
<i>b</i>	Point B of segment AB.
<i>c</i>	Point C.

Returns

A value indicating whether the three points are collinear with C in the middle.

Definition at line 187 of file PolyVertex.cs.

5.655.3.14 IsCollinear()

```
static bool SharpNav.PolyVertex.IsCollinear (
    ref PolyVertex a,
    ref PolyVertex b,
    ref PolyVertex c ) [static]
```

True if and only if points A, B, and C are collinear.

Parameters

<i>a</i>	Point A.
<i>b</i>	Point B.
<i>c</i>	Point C.

Returns

A value indicating whether the points are collinear.

Definition at line 205 of file PolyVertex.cs.

5.655.3.15 IsLeft()

```
static bool SharpNav.PolyVertex.IsLeft (
    ref PolyVertex a,
    ref PolyVertex b,
    ref PolyVertex c ) [static]
```

Gets the leftness of a triangle formed from 3 contour vertices.

Parameters

<i>a</i>	The first vertex.
<i>b</i>	The second vertex.
<i>c</i>	The third vertex.

Returns

A value indicating the leftness of the triangle.

Definition at line 103 of file PolyVertex.cs.

5.655.3.16 IsLeftOn()

```
static bool SharpNav.PolyVertex.IsLeftOn (
    ref PolyVertex a,
    ref PolyVertex b,
    ref PolyVertex c ) [static]
```

Gets the leftness (left or on) of a triangle formed from 3 contour vertices.

Parameters

<i>a</i>	The first vertex.
<i>b</i>	The second vertex.
<i>c</i>	The third vertex.

Returns

A value indicating whether the triangle is left or on.

Definition at line 117 of file PolyVertex.cs.

5.655.3.17 operator"!="()

```
static bool SharpNav.PolyVertex.operator!= (
    PolyVertex left,
    PolyVertex right ) [static]
```

Compares two vertices for inequality.

Parameters

<i>left</i>	A vertex.
<i>right</i>	Another vertex.

Returns

A value indicating whether the two vertices are not equal.

Definition at line 253 of file PolyVertex.cs.

5.655.3.18 operator=="()

```
static bool SharpNav.PolyVertex.operator== (
    PolyVertex left,
    PolyVertex right ) [static]
```

Compares two vertices for equality.

Parameters

<i>left</i>	A vertex.
<i>right</i>	Another vertex.

Returns

A value indicating whether the two vertices are equal.

Definition at line 242 of file PolyVertex.cs.

5.655.3.19 ToString()

```
override string SharpNav.PolyVertex.ToString ( )
```

Gets a human-readable version of the vertex.

Returns

A string.

Definition at line 296 of file PolyVertex.cs.

5.655.4 Member Data Documentation

5.655.4.1 X

```
int SharpNav.PolyVertex.X
```

The X coordinate.

Definition at line 19 of file PolyVertex.cs.

5.655.4.2 Y

```
int SharpNav.PolyVertex.Y
```

The Y coordinate.

Definition at line 24 of file PolyVertex.cs.

5.655.4.3 Z

```
int SharpNav.PolyVertex.Z
```

The Z coordinate.

Definition at line 29 of file PolyVertex.cs.

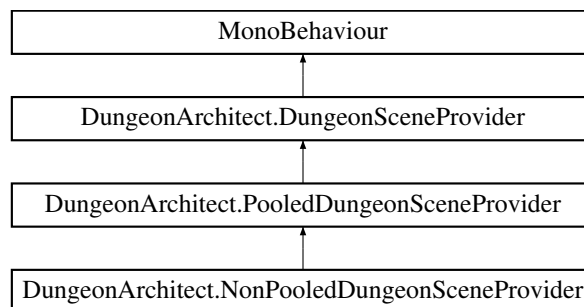
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/PolyVertex.cs

5.656 DungeonArchitect.PooledDungeonSceneProvider Class Reference

Implementation of the Scene provider that adds object pooling over the existing functionality. This is useful for quick rebuilding and better performance, as object in the scene are reused while rebuilding, instead of destroying everything and rebuilding

Inheritance diagram for DungeonArchitect.PooledDungeonSceneProvider:



Public Member Functions

- override void [OnDungeonBuildStart](#) ()
Called when build is started
- override void [OnDungeonBuildStop](#) ()
Called after build has ended
- override GameObject [AddSprite](#) ([SpriteDungeonThemeItem](#) spriteProp, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
Request the creation of a sprite object
- override void **InvalidateNodeCache** (string NodeId)
- override GameObject [AddGameObject](#) ([GameObjectDungeonThemeItem](#) gameObjectProp, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
Request the creation of a game object
- override GameObject [AddGameObjectFromArray](#) ([GameObjectArrayDungeonThemeItem](#) gameObjectProp, int index, Matrix4x4 transform, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
Requests the creation of a game object from the provided list

Additional Inherited Members

5.656.1 Detailed Description

Implementation of the Scene provider that adds object pooling over the existing functionality. This is useful for quick rebuilding and better performance, as object in the scene are reused while rebuilding, instead of destroying everything and rebuilding

Definition at line 15 of file PooledDungeonSceneProvider.cs.

5.656.2 Member Function Documentation

5.656.2.1 AddGameObject()

```
override GameObject DungeonArchitect.PooledDungeonSceneProvider.AddGameObject (
    GameObjectDungeonThemeItem gameObjectProp,
    Matrix4x4 transform,
    IDungeonSceneObjectInstantiator objectInstantiator ) [virtual]
```

Request the creation of a game object

Parameters

<i>gameObjectProp</i>	The template to use for instantiation
<i>transform</i>	The transform of the instantiated game object

Reimplemented from [DungeonArchitect.DungeonSceneProvider](#).

Definition at line 93 of file PooledDungeonSceneProvider.cs.

5.656.2.2 AddGameObjectFromArray()

```
override GameObject DungeonArchitect.PooledDungeonSceneProvider.AddGameObjectFromArray (
    GameObjectArrayDungeonThemeItem gameObjectArrayProp,
    int index,
    Matrix4x4 transform,
    IDungeonSceneObjectInstantiator objectInstantiator ) [virtual]
```

Requests the creation of a game object from the provided list

Returns

The game object from array.

Parameters

<i>gameObjectArrayProp</i>	Game object array property.
<i>index</i>	Index.
<i>transform</i>	Transform.

Reimplemented from [DungeonArchitect.DungeonSceneProvider](#).

Definition at line 155 of file PooledDungeonSceneProvider.cs.

5.656.2.3 AddSprite()

```
override GameObject DungeonArchitect.PooledDungeonSceneProvider.AddSprite (
    SpriteDungeonThemeItem spriteProp,
    Matrix4x4 transform,
    IDungeonSceneObjectInstantiator objectInstantiator ) [virtual]
```

Request the creation of a sprite object

Parameters

<i>spriteProp</i>	The sprite game object template reference
<i>transform</i>	The transform of the prop

Reimplemented from [DungeonArchitect.DungeonSceneProvider](#).

Definition at line 50 of file PooledDungeonSceneProvider.cs.

5.656.2.4 OnDungeonBuildStart()

```
override void DungeonArchitect.PooledDungeonSceneProvider.OnDungeonBuildStart ( ) [virtual]
```

Called when build is started

Reimplemented from [DungeonArchitect.DungeonSceneProvider](#).

Definition at line 19 of file PooledDungeonSceneProvider.cs.

5.656.2.5 OnDungeonBuildStop()

```
override void DungeonArchitect.PooledDungeonSceneProvider.OnDungeonBuildStop ( ) [virtual]
```

Called after build has ended

Reimplemented from [DungeonArchitect.DungeonSceneProvider](#).

Definition at line 35 of file PooledDungeonSceneProvider.cs.

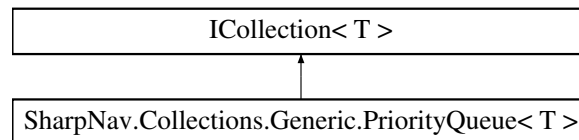
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↵
Engine/SceneProvider/Impl/PooledDungeonSceneProvider.cs

5.657 SharpNav.Collections.Generic.PriorityQueue< T > Class Template Reference

Use a priority queue (heap) to determine which node is more important.

Inheritance diagram for SharpNav.Collections.Generic.PriorityQueue< T >:



Public Member Functions

- [PriorityQueue](#) (int n)
Initializes a new instance of the [PriorityQueue< T >](#) class with a given capacity of size n.
- void [Clear](#) ()
Remove all the elements from the priority queue.
- bool [Empty](#) ()
Determines whether the priority queue is empty
- T [Top](#) ()
Return the node at the top of the heap.
- T [Pop](#) ()
Remove the node at the top of the heap. Then, move the bottommost node to the top and trickle down until the nodes are in order.
- void [Push](#) (T node)
Add the node at the bottom of the heap and move it up until the nodes are in order.
- bool [Contains](#) (T item)
Returns whether the given item exists in the heap.
- void [Modify](#) (T node)
Change the value of the node, which may involve some swapping of elements to maintain heap order.
- void [CopyTo](#) (T[] array, int arrayIndex)
Copies the contents of the [PriorityQueue< T >](#) to an array.
- IEnumerator< T > [GetEnumerator](#) ()
Gets the [PriorityQueue](#)'s enumerator.

Properties

- int [Count](#) [get]
Gets the number of elements in the priority queue.

5.657.1 Detailed Description

Use a priority queue (heap) to determine which node is more important.

Template Parameters

<i>T</i>	A type that has a cost for each instance via the IValueWithCost interface.

Type Constraints

T : *class*

T : [IValueWithCost](#)

Definition at line 15 of file PriorityQueue.cs.

5.657.2 Constructor & Destructor Documentation

5.657.2.1 PriorityQueue()

```
SharpNav.Collections.Generic.PriorityQueue< T >.PriorityQueue (
    int n )
```

Initializes a new instance of the [PriorityQueue<T>](#) class with a given capacity of size n.

Parameters

<i>n</i>	The maximum number of nodes that can be stored.

Definition at line 26 of file PriorityQueue.cs.

5.657.3 Member Function Documentation

5.657.3.1 Clear()

```
void SharpNav.Collections.Generic.PriorityQueue< T >.Clear ( )
```

Remove all the elements from the priority queue.

Definition at line 59 of file PriorityQueue.cs.

5.657.3.2 Contains()

```
bool SharpNav.Collections.Generic.PriorityQueue< T >.Contains (
    T item )
```

Returns whether the given item exists in the heap.

Parameters

<i>item</i>	Item to look for

Returns

True or False

Definition at line 113 of file PriorityQueue.cs.

5.657.3.3 CopyTo()

```
void SharpNav.Collections.Generic.PriorityQueue< T >.CopyTo (
    T[] array,
    int arrayIndex )
```

Copies the contents of the [PriorityQueue<T>](#) to an array.

Parameters

<i>array</i>	The array to copy to.
<i>arrayIndex</i>	The index within the array to start copying to.

Definition at line 143 of file PriorityQueue.cs.

5.657.3.4 Empty()

```
bool SharpNav.Collections.Generic.PriorityQueue< T >.Empty ( )
```

Determines whether the priority queue is empty

Returns

True if empty, false if not

Definition at line 68 of file PriorityQueue.cs.

5.657.3.5 GetEnumerator()

```
IEnumerator<T> SharpNav.Collections.Generic.PriorityQueue< T >.GetEnumerator ( )
```

Gets the [PriorityQueue](#)'s enumerator.

Returns

The enumerator.

Definition at line 155 of file PriorityQueue.cs.

5.657.3.6 Modify()

```
void SharpNav.Collections.Generic.PriorityQueue< T >.Modify (
    T node )
```

Change the value of the node, which may involve some swapping of elements to maintain heap order.

Parameters

<i>node</i>	The node to modify

Definition at line 126 of file PriorityQueue.cs.

5.657.3.7 Pop()

```
T SharpNav.Collections.Generic.PriorityQueue< T >.Pop ( )
```

Remove the node at the top of the heap. Then, move the bottommost node to the top and trickle down until the nodes are in order.

Returns

[Node](#) with lowest value in heap

Definition at line 87 of file PriorityQueue.cs.

5.657.3.8 Push()

```
void SharpNav.Collections.Generic.PriorityQueue< T >.Push (
    T node )
```

Add the node at the bottom of the heap and move it up until the nodes are in order.

Parameters

<i>node</i>	The node to add

Definition at line 102 of file PriorityQueue.cs.

5.657.3.9 Top()

```
T SharpNav.Collections.Generic.PriorityQueue< T >.Top ( )
```

Return the node at the top of the heap.

Returns

Top node in heap

Definition at line 77 of file PriorityQueue.cs.

5.657.4 Property Documentation**5.657.4.1 Count**

```
int SharpNav.Collections.Generic.PriorityQueue< T >.Count [get]
```

Gets the number of elements in the priority queue.

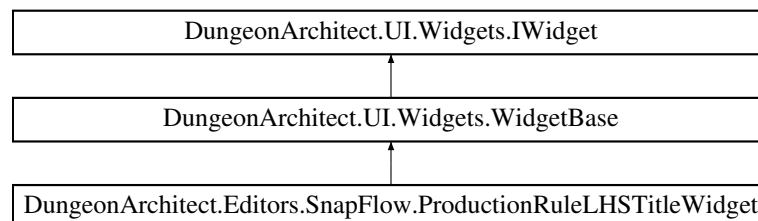
Definition at line 36 of file PriorityQueue.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/↵
Generic/PriorityQueue.cs

**5.658 DungeonArchitect.Editors.SnapFlow.ProductionRuleLHSTitle↵
Widget Class Reference**

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.ProductionRuleLHSTitleWidget:

**Protected Member Functions**

- override void **DrawImpl** (UISystem uiSystem, UIRenderer renderer)

Additional Inherited Members**5.658.1 Detailed Description**

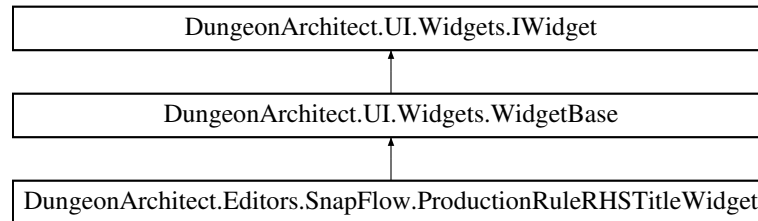
Definition at line 89 of file ProductionRuleGraphTitleWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
ProductionRule/ProductionRuleGraphTitleWidget.cs

5.659 DungeonArchitect.Editors.SnapFlow.ProductionRuleRHSTitleWidget Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.ProductionRuleRHSTitleWidget:



Public Member Functions

- delegate void **OnDeletePressed** ([ProductionRuleWidgetRHSSState](#) state)

Public Attributes

- [ProductionRuleWidgetRHSSState](#) **State**

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Events

- OnDeletePressed **DeletePressed**

Additional Inherited Members

5.659.1 Detailed Description

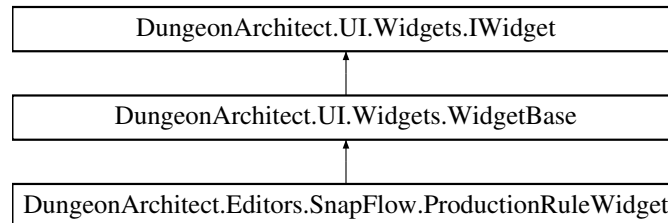
Definition at line 8 of file `ProductionRuleGraphTitleWidget.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
ProductionRule/ProductionRuleGraphTitleWidget.cs`

5.660 DungeonArchitect.Editor.SnapFlow.ProductionRuleWidget Class Reference

Inheritance diagram for DungeonArchitect.Editor.SnapFlow.ProductionRuleWidget:



Public Member Functions

- void **Init** ([SnapFlowAsset](#) flowAsset, [GrammarProductionRule](#) productionRule, [UISystem](#) uiSystem)
- [GraphEditor](#)[] **GetGraphEditors** ()
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.660.1 Detailed Description

Definition at line 18 of file ProductionRuleWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔ ProductionRule/ProductionRuleWidget.cs

5.661 DungeonArchitect.Editor.SnapFlow.ProductionRuleWidget↔ RHSSState Class Reference

Public Attributes

- [GraphPanel](#)< [SnapEdGrammarGraphEditor](#) > **GraphPanel**
- [WeightedGrammarGraph](#) **WeightedGraph**
- [ProductionRuleRHSTitleWidget](#) **WidgetTitle**

5.661.1 Detailed Description

Definition at line 11 of file ProductionRuleWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
ProductionRule/ProductionRuleWidget.cs

5.662 DungeonArchitect.Themeing.PropChildSocketData Class Reference

Props can emit new sockets when they are inserted, to add more child props relative to them

Public Attributes

- string **SocketType**
- Matrix4x4 **Offset**

5.662.1 Detailed Description

Props can emit new sockets when they are inserted, to add more child props relative to them

Definition at line 50 of file DungeonThemeItems.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/DungeonThemeItems.cs

5.663 DungeonArchitect.PropSocket Class Reference

The data structure for a marker

Public Member Functions

- **PropSocket** ([PropSocket](#) other)
- override string **ToString** ()

Public Attributes

- int **Id**
- string **SocketType**
- Matrix4x4 **Transform**
- [IntVector](#) **gridPosition**
- int **cellId**
- bool **markForDeletion** = false
- List< [PropSocket](#) > **childMarkers** = new List<[PropSocket](#)>()
- object **metadata**

5.663.1 Detailed Description

The data structure for a marker

Definition at line 14 of file DungeonThemeltems.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↵
Engine/DungeonThemeltems.cs

5.664 SharpNav.Collections.Generic.ProximityGrid< T > Class Template Reference

A [ProximityGrid<T>](#) is a uniform 2d grid that can efficiently retrieve items near a specified grid cell.

Public Member Functions

- [ProximityGrid](#) (int poolSize, float cellSize)
Initializes a new instance of the [ProximityGrid<T>](#) class.
- void [Clear](#) ()
Reset all the data
- void [AddItem](#) (T value, float minX, float minY, float maxX, float maxY)
Take all the coordinates within a certain range and add them all to an array
- int [QueryItems](#) (float minX, float minY, float maxX, float maxY, T[] values, int maxVals)
Take all the items within a certain range and add their ids to an array.
- int [GetItemCountAtLocation](#) (int x, int y)
Gets the number of items at a specific location.

Static Public Member Functions

- static int [HashPos2](#) (int x, int y, int n)
Hash function

5.664.1 Detailed Description

A [ProximityGrid<T>](#) is a uniform 2d grid that can efficiently retrieve items near a specified grid cell.

Template Parameters

<i>T</i>	An equatable type.

Type Constraints

***T* : [IEquatable](#)<*T*>**

Definition at line 21 of file ProximityGrid.cs.

5.664.2 Constructor & Destructor Documentation

5.664.2.1 ProximityGrid()

```
SharpNav.Collections.Generic.ProximityGrid< T >.ProximityGrid (
    int poolSize,
    float cellSize )
```

Initializes a new instance of the [ProximityGrid<T>](#) class.

Parameters

<i>poolSize</i>	The size of the item array
<i>cellSize</i>	The size of each cell

Definition at line 47 of file ProximityGrid.cs.

5.664.3 Member Function Documentation

5.664.3.1 AddItem()

```
void SharpNav.Collections.Generic.ProximityGrid< T >.AddItem (
    T value,
    float minX,
    float minY,
    float maxX,
    float maxY )
```

Take all the coordinates within a certain range and add them all to an array

Parameters

<i>value</i>	The value.
<i>minX</i>	Minimum x-coordinate
<i>minY</i>	Minimum y-coordinate
<i>maxX</i>	Maximum x-coordinate
<i>maxY</i>	Maximum y-coordinate

Definition at line 91 of file ProximityGrid.cs.

5.664.3.2 Clear()

```
void SharpNav.Collections.Generic.ProximityGrid< T >.Clear ( )
```

Reset all the data

Definition at line 73 of file ProximityGrid.cs.

5.664.3.3 GetItemCountAtLocation()

```
int SharpNav.Collections.Generic.ProximityGrid< T >.GetItemCountAtLocation (
    int x,
    int y )
```

Gets the number of items at a specific location.

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.

Returns

The number of items at the specified coordinates.

Definition at line 180 of file ProximityGrid.cs.

5.664.3.4 HashPos2()

```
static int SharpNav.Collections.Generic.ProximityGrid< T >.HashPos2 (
    int x,
    int y,
    int n ) [static]
```

Hash function

Parameters

<i>x</i>	The x-coordinate
<i>y</i>	The y-coordinate
<i>n</i>	Total size of hash table

Returns

A hash value

Definition at line 204 of file ProximityGrid.cs.

5.664.3.5 QueryItems()

```
int SharpNav.Collections.Generic.ProximityGrid< T >.QueryItems (
    float minX,
    float minY,
    float maxX,
    float maxY,
    T[] values,
    int maxVals )
```

Take all the items within a certain range and add their ids to an array.

Parameters

<i>minX</i>	The minimum x-coordinate
<i>minY</i>	The minimum y-coordinate
<i>maxX</i>	The maximum x-coordinate
<i>maxY</i>	The maximum y-coordinate
<i>values</i>	The array of values
<i>maxVals</i>	The maximum number of values that can be stored

Returns

The number of unique values

Definition at line 132 of file ProximityGrid.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Collections/↔
Generic/ProximityGrid.cs

5.665 DungeonArchitect.Rectangle Struct Reference

Represents an integer rectangle

Public Member Functions

- **Rectangle** (int x, int z, int width, int length)
- **Rectangle** ([IntVector](#) location, [IntVector](#) size)
- void **SetY** (int y)
- [IntVector](#) **Center** ()
- Vector3 **CenterF** ()
- bool **Contains** ([Rectangle](#) rect)
- bool **Contains** ([IntVector](#) Point)
- bool **Contains** (int x, int z)
- bool **Intersects** ([Rectangle](#) rect)
- [IntVector](#)[] **GetBorderPoints** ()

Static Public Member Functions

- static Vector3 **ToVector3** ([IntVector](#) iv)
- static [Rectangle](#) **Intersect** ([Rectangle](#) a, [Rectangle](#) b)
- static [Rectangle](#) **ExpandBounds** ([Rectangle](#) rect, int distance)

Public Attributes

- [IntVector](#) **location**
- [IntVector](#) **size**

Properties

- [IntVector](#) **Location** [get, set]
- [IntVector](#) **Size** [get, set]
- int **X** [get]
- int **Z** [get]
- int **Width** [get]
- int **Length** [get]
- int **Left** [get]
- int **Right** [get]
- int **Back** [get]
- int **Front** [get]

5.665.1 Detailed Description

Represents an integer rectangle

Definition at line 12 of file Rectangle.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Math/Rectangle.↔
cs

5.666 DungeonArchitect.Editors.ReflectionUtils Class Reference

Static Public Member Functions

- static System.Type[] **GetAllSubtypes** (System.Type baseType, bool fromAllAssemblies)
- static System.Type[] **GetAllTypes** (bool fromAllAssemblies)

5.666.1 Detailed Description

Definition at line 7 of file ReflectionUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/ReflectionUtils.cs

5.667 SharpNav.Region Class Reference

A [Region](#) contains a group of adjacent spans.

Public Member Functions

- [Region](#) (int idNum)
Initializes a new instance of the [Region](#) class.
- void [RemoveAdjacentNeighbours](#) ()
Remove adjacent connections if there is a duplicate
- void [ReplaceNeighbour](#) ([RegionId](#) oldId, [RegionId](#) newId)
Replace all connection and floor values
- bool [CanMergeWith](#) ([Region](#) otherRegion)
Determine whether this region can merge with another region.
- void [AddUniqueFloorRegion](#) ([RegionId](#) n)
Only add a floor if it hasn't been added already
- bool [MergeWithRegion](#) ([Region](#) otherRegion)
Merge two regions into one. Needs good testing
- bool [IsConnectedToBorder](#) ()
Test if region is connected to a border

Properties

- int [SpanCount](#) [get, set]
Gets or sets the number of spans
- [RegionId](#) [Id](#) [get, set]
Gets or sets the region id
- [Area](#) [AreaType](#) [get, set]
Gets or sets the AreaType of this region
- bool [Remap](#) [get, set]
Gets or sets a value indicating whether this region has been remapped or not
- bool [Visited](#) [get, set]
Gets or sets a value indicating whether this region has been visited or not
- List< [RegionId](#) > [FloorRegions](#) [get]
Gets the list of floor regions
- List< [RegionId](#) > [Connections](#) [get]
Gets the list of connected regions
- bool [IsBorder](#) [get]
Gets a value indicating whether the region is a border region.
- bool [IsBorderOrNull](#) [get]
Gets a value indicating whether the region is either a border region or the null region.

5.667.1 Detailed Description

A [Region](#) contains a group of adjacent spans.

Definition at line 352 of file Region.cs.

5.667.2 Constructor & Destructor Documentation

5.667.2.1 Region()

```
SharpNav.Region.Region (
    int idNum )
```

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

Parameters

<i>idNum</i>	The id

Definition at line 366 of file Region.cs.

5.667.3 Member Function Documentation

5.667.3.1 AddUniqueFloorRegion()

```
void SharpNav.Region.AddUniqueFloorRegion (
    RegionId n )
```

Only add a floor if it hasn't been added already

Parameters

<i>n</i>	The value of the floor

Definition at line 589 of file Region.cs.

5.667.3.2 CanMergeWith()

```
bool SharpNav.Region.CanMergeWith (
    Region otherRegion )
```

Determine whether this region can merge with another region.

Parameters

<i>otherRegion</i>	The other region to merge with

Returns

True if the two regions can be merged, false if otherwise

Definition at line 560 of file Region.cs.

5.667.3.3 IsConnectedToBorder()

```
bool SharpNav.Region.IsConnectedToBorder ( )
```

Test if region is connected to a border

Returns

True if connected, false if not

Definition at line 662 of file Region.cs.

5.667.3.4 MergeWithRegion()

```
bool SharpNav.Region.MergeWithRegion (
    Region otherRegion )
```

Merge two regions into one. Needs good testing

Parameters

<i>otherRegion</i>	The region to merge with

Returns

True if merged successfully, false if otherwise

Definition at line 600 of file Region.cs.

5.667.3.5 RemoveAdjacentNeighbours()

```
void SharpNav.Region.RemoveAdjacentNeighbours ( )
```

Remove adjacent connections if there is a duplicate

Definition at line 505 of file Region.cs.

5.667.3.6 ReplaceNeighbour()

```
void SharpNav.Region.ReplaceNeighbour (
    RegionId oldId,
    RegionId newId )
```

Replace all connection and floor values

Parameters

<i>oldId</i>	The value you want to replace
<i>newId</i>	The new value that will be used

Definition at line 530 of file Region.cs.

5.667.4 Property Documentation

5.667.4.1 AreaType

```
Area SharpNav.Region.AreaType [get], [set]
```

Gets or sets the AreaType of this region

Definition at line 413 of file Region.cs.

5.667.4.2 Connections

```
List<RegionId> SharpNav.Region.Connections [get]
```

Gets the list of connected regions

Definition at line 472 of file Region.cs.

5.667.4.3 FloorRegions

```
List<RegionId> SharpNav.Region.FloorRegions [get]
```

Gets the list of floor regions

Definition at line 461 of file Region.cs.

5.667.4.4 Id

`RegionId SharpNav.Region.Id [get], [set]`

Gets or sets the region id

Definition at line 397 of file Region.cs.

5.667.4.5 IsBorder

`bool SharpNav.Region.IsBorder [get]`

Gets a value indicating whether the region is a border region.

Definition at line 483 of file Region.cs.

5.667.4.6 IsBorderOrNull

`bool SharpNav.Region.IsBorderOrNull [get]`

Gets a value indicating whether the region is either a border region or the null region.

Definition at line 494 of file Region.cs.

5.667.4.7 Remap

`bool SharpNav.Region.Remap [get], [set]`

Gets or sets a value indicating whether this region has been remapped or not

Definition at line 429 of file Region.cs.

5.667.4.8 SpanCount

`int SharpNav.Region.SpanCount [get], [set]`

Gets or sets the number of spans

Definition at line 381 of file Region.cs.

5.667.4.9 Visited

```
bool SharpNav.Region.Visited [get], [set]
```

Gets or sets a value indicating whether this region has been visited or not

Definition at line 445 of file Region.cs.

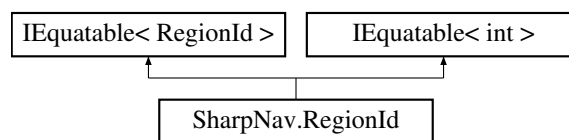
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Region.cs

5.668 SharpNav.RegionId Struct Reference

A [RegionId](#) is an identifier with flags marking borders.

Inheritance diagram for SharpNav.RegionId:



Public Member Functions

- [RegionId](#) (int id)
Initializes a new instance of the [RegionId](#) struct without any flags.
- [RegionId](#) (int id, [RegionFlags](#) flags)
Initializes a new instance of the [RegionId](#) struct.
- bool [Equals](#) ([RegionId](#) other)
Compares this instance with another instance of [RegionId](#) for equality, including flags.
- bool [Equals](#) (int other)
Compares this instance with another an intenger for equality, including flags.
- override bool [Equals](#) (object obj)
Compares this instance with an object for equality.
- override int [GetHashCode](#) ()
Gets a unique hash code for this instance.
- override string [ToString](#) ()
Gets a human-readable version of this instance.

Static Public Member Functions

- static [RegionId FromRawBits](#) (int bits)
Creates a new [RegionId](#) from a value that contains both the region ID and the flags.
- static [RegionId WithFlags](#) ([RegionId](#) region, [RegionFlags](#) flags)
Creates a new [RegionId](#) with extra flags.
- static [RegionId WithoutFlags](#) ([RegionId](#) region)
Creates a new instance of the [RegionId](#) class without any flags set.
- static [RegionId WithoutFlags](#) ([RegionId](#) region, [RegionFlags](#) flags)
Creates a new instance of the [RegionId](#) class without certain flags set.
- static bool [HasFlags](#) ([RegionId](#) region, [RegionFlags](#) flags)
Checks if a region has certain flags.
- static bool [operator==](#) ([RegionId](#) left, int right)
Compares an instance of [RegionId](#) with an integer for equality.
- static bool [operator!=](#) ([RegionId](#) left, int right)
Compares an instance of [RegionId](#) with an integer for inequality.
- static bool [operator==](#) ([RegionId](#) left, [RegionId](#) right)
Compares two instances of [RegionId](#) for equality.
- static bool [operator!=](#) ([RegionId](#) left, [RegionId](#) right)
Compares two instances of [RegionId](#) for inequality.
- static [operator int](#) ([RegionId](#) id)
Converts an instance of [RegionId](#) to an integer containing both the ID and the flags.

Static Public Attributes

- static readonly [RegionId Null](#) = new [RegionId](#)(0, 0)
A null region is one with an ID of 0.
- const int [MaskId](#) = 0xffffffff
A bitmask

Properties

- int [Id](#) [get]
Gets the ID of the region without any flags.
- [RegionFlags Flags](#) [get]
Gets the flags set for this region.
- bool [IsNull](#) [get]
Gets a value indicating whether the region is the null region (ID == 0).

5.668.1 Detailed Description

A [RegionId](#) is an identifier with flags marking borders.

Definition at line 35 of file Region.cs.

5.668.2 Constructor & Destructor Documentation

5.668.2.1 [RegionId\(\)](#) [1/2]

```
SharpNav.RegionId.RegionId (
    int id )
```

Initializes a new instance of the [RegionId](#) struct without any flags.

Parameters

<i>id</i>	The identifier.

Definition at line 57 of file Region.cs.

5.668.2.2 RegionId() [2/2]

```
SharpNav.RegionId.RegionId (
    int id,
    RegionFlags flags )
```

Initializes a new instance of the [RegionId](#) struct.

Parameters

<i>id</i>	
<i>flags</i>	

Definition at line 67 of file Region.cs.

5.668.3 Member Function Documentation**5.668.3.1 Equals() [1/3]**

```
bool SharpNav.RegionId.Equals (
    int other )
```

Compares this instance with another an intenger for equality, including flags.

Parameters

<i>other</i>	An integer.

Returns

A value indicating whether the two instances are equal.

Definition at line 301 of file Region.cs.

5.668.3.2 Equals() [2/3]

```
override bool SharpNav.RegionId.Equals (
    object obj )
```

Compares this instance with an object for equality.

Parameters

<i>obj</i>	An object

Returns

A value indicating whether the two instances are equal.

Definition at line 314 of file Region.cs.

5.668.3.3 Equals() [3/3]

```
bool SharpNav.RegionId.Equals (
    RegionId other )
```

Compares this instance with another instance of [RegionId](#) for equality, including flags.

Parameters

<i>other</i>	An instance of RegionId .

Returns

A value indicating whether the two instances are equal.

Definition at line 283 of file Region.cs.

5.668.3.4 FromRawBits()

```
static RegionId SharpNav.RegionId.FromRawBits (
    int bits ) [static]
```

Creates a new [RegionId](#) from a value that contains both the region ID and the flags.

Parameters

<i>bits</i>	The int containing RegionId data.

Returns

A new instance of the [RegionId](#) struct with the specified data.

Definition at line 118 of file Region.cs.

5.668.3.5 GetHashCode()

```
override int SharpNav.RegionId.GetHashCode ( )
```

Gets a unique hash code for this instance.

Returns

A hash code.

Definition at line 331 of file Region.cs.

5.668.3.6 HasFlags()

```
static bool SharpNav.RegionId.HasFlags (
    RegionId region,
    RegionFlags flags ) [static]
```

Checks if a region has certain flags.

Parameters

<i>region</i>	The region to check.
<i>flags</i>	The flags to check.

Returns

A value indicating whether the region has all of the specified flags.

Definition at line 171 of file Region.cs.

5.668.3.7 operator int()

```
static SharpNav.RegionId.operator int (
    RegionId id ) [explicit], [static]
```

Converts an instance of [RegionId](#) to an integer containing both the ID and the flags.

Parameters

<i>id</i>	An instance of RegionId .

Returns

An integer.

Definition at line 273 of file Region.cs.

5.668.3.8 operator"!="() [1/2]

```
static bool SharpNav.RegionId.operator!= (
    RegionId left,
    int right ) [static]
```

Compares an instance of [RegionId](#) with an integer for inequality.

This checks for both the ID and flags set on the region. If you want to only compare the IDs, use the following code:

```
RegionId left = ...;
int right = ...;
if (left.Id != right)
{
    // ...
}
```

Parameters

<i>left</i>	An instance of RegionId .
<i>right</i>	An integer.

Returns

A value indicating whether the two values are unequal.

Definition at line 217 of file Region.cs.

5.668.3.9 operator"!="() [2/2]

```
static bool SharpNav.RegionId.operator!= (
    RegionId left,
    RegionId right ) [static]
```

Compares two instances of [RegionId](#) for inequality.

This checks for both the ID and flags set on the regions. If you want to only compare the IDs, use the following code:

```
RegionId left = ...;
RegionId right = ...;
if (left.Id != right.Id)
{
    // ...
}
```

Parameters

<i>left</i>	An instance of RegionId .
<i>right</i>	Another instance of RegionId .

Returns

A value indicating whether the two instances are unequal.

Definition at line 263 of file Region.cs.

5.668.3.10 operator==() [1/2]

```
static bool SharpNav.RegionId.operator== (
    RegionId left,
    int right ) [static]
```

Compares an instance of [RegionId](#) with an integer for equality.

This checks for both the ID and flags set on the region. If you want to only compare the IDs, use the following code:

```
RegionId left = ...;
int right = ...;
if (left.Id == right)
{
    // ...
}
```

Parameters

<i>left</i>	An instance of RegionId .
<i>right</i>	An integer.

Returns

A value indicating whether the two values are equal.

Definition at line 194 of file Region.cs.

5.668.3.11 operator==() [2/2]

```
static bool SharpNav.RegionId.operator== (
    RegionId left,
    RegionId right ) [static]
```

Compares two instances of [RegionId](#) for equality.

This checks for both the ID and flags set on the regions. If you want to only compare the IDs, use the following code:

```
RegionId left = ...;
RegionId right = ...;
if (left.Id == right.Id)
{
    // ...
}
```

Parameters

<i>left</i>	An instance of RegionId .
<i>right</i>	Another instance of RegionId .

Returns

A value indicating whether the two instances are equal.

Definition at line 240 of file Region.cs.

5.668.3.12 ToString()

```
override string SharpNav.RegionId.ToString ( )
```

Gets a human-readable version of this instance.

Returns

A string representing this instance.

Definition at line 343 of file Region.cs.

5.668.3.13 WithFlags()

```
static RegionId SharpNav.RegionId.WithFlags (
    RegionId region,
    RegionFlags flags ) [static]
```

Creates a new [RegionId](#) with extra flags.

Parameters

<i>region</i>	The region to add flags to.
<i>flags</i>	The flags to add.

Returns

A new instance of the [RegionId](#) struct with extra flags.

Definition at line 131 of file Region.cs.

5.668.3.14 WithoutFlags() [1/2]

```
static RegionId SharpNav.RegionId.WithoutFlags (
    RegionId region ) [static]
```

Creates a new instance of the [RegionId](#) class without any flags set.

Parameters

<i>region</i>	The region to use.

Returns

A new instance of the [RegionId](#) struct without any flags set.

Definition at line 145 of file Region.cs.

5.668.3.15 WithoutFlags() [2/2]

```
static RegionId SharpNav.RegionId.WithoutFlags (
    RegionId region,
    RegionFlags flags ) [static]
```

Creates a new instance of the [RegionId](#) class without certain flags set.

Parameters

<i>region</i>	The region to use.
<i>flags</i>	The flags to unset.

Returns

A new instance of the [RegionId](#) struct without certain flags set.

Definition at line 156 of file Region.cs.

5.668.4 Member Data Documentation**5.668.4.1 MaskId**

```
const int SharpNav.RegionId.MaskId = 0xffffffff [static]
```

A bitmask

Definition at line 45 of file Region.cs.

5.668.4.2 Null

```
readonly RegionId SharpNav.RegionId.Null = new RegionId(0, 0) [static]
```

A null region is one with an ID of 0.

Definition at line 40 of file Region.cs.

5.668.5 Property Documentation

5.668.5.1 Flags

```
RegionFlags SharpNav.RegionId.Flags [get]
```

Gets the flags set for this region.

Definition at line 94 of file Region.cs.

5.668.5.2 Id

```
int SharpNav.RegionId.Id [get]
```

Gets the ID of the region without any flags.

Definition at line 83 of file Region.cs.

5.668.5.3 IsNull

```
bool SharpNav.RegionId.IsNull [get]
```

Gets a value indicating whether the region is the null region (ID == 0).

Definition at line 105 of file Region.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Region.cs

5.669 **DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ LayoutMergedNodeActor.RenderSettings** Struct Reference

Public Attributes

- Bounds **Bounds**
- Color **Color**
- [SxMaterial](#) **Material**

5.669.1 Detailed Description

Definition at line 437 of file FlowLayoutToolGraphRendering.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.670 **DungeonArchitect.Builders.SimpleCity.RoadBeautifier** Class Reference

Static Public Member Functions

- static string **GetRoadMarkerName** (int x, int z, [SimpleCityCell](#)[,] cells, out float angle)

5.670.1 Detailed Description

Definition at line 5 of file RoadBeautifier.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Utils/Road↔
Beautifier.cs

5.671 **DungeonArchitect.RoadNetworks.RoadGraph** Class Reference

Public Attributes

- [RoadGraphNode](#)[] **nodes** = new [RoadGraphNode](#)[0]

5.671.1 Detailed Description

Definition at line 40 of file RoadGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/RoadNetworks/RoadGraph.cs

5.672 DungeonArchitect.RoadNetworks.RoadGraphBuilder Class Reference

Public Member Functions

- **RoadGraphBuilder** ([RoadGraphBuilderSettings](#) settings)
- void **Initialize** ([RoadGraph](#) graph)
- void **CreateLine** (Vector3 start, Vector3 end, float thickness)
- void **CreateCircle** (Vector3 center, float radius, float thickness)
- [RoadGraph](#) **BakeRoadGraph** ()
- [RoadGraphBuildNode](#) **CreateNode** (Vector3 position)
- void **ConnectNodes** ([RoadGraphBuildNode](#) a, [RoadGraphBuildNode](#) b, float thickness)

5.672.1 Detailed Description

Definition at line 12 of file RoadGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/RoadNetworks/RoadGraphBuilder.cs

5.673 DungeonArchitect.RoadNetworks.RoadGraphBuilderSettings Class Reference

Public Attributes

- float **interNodeDistance** = 10

5.673.1 Detailed Description

Definition at line 6 of file RoadGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/RoadNetworks/RoadGraphBuilder.cs

5.674 DungeonArchitect.RoadNetworks.RoadGraphBuilderUtils Class Reference

Static Public Member Functions

- static [RoadGraph](#) **BakeRoadGraph** (IEnumerable< [RoadGraphBuildNode](#) > buildNodes)

5.674.1 Detailed Description

Definition at line 195 of file RoadGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Road↔ Networks/RoadGraphBuilder.cs

5.675 DungeonArchitect.RoadNetworks.RoadGraphBuildNode Class Reference

Public Member Functions

- **RoadGraphBuildNode** (int nodeId, Vector3 position)
- **RoadGraphBuildNode** ([RoadGraphNode](#) graphNode)

Public Attributes

- int **nodeId**
- Vector3 **position**
- List< [RoadGraphBuildNode](#) > **connectedNodes** = new List<[RoadGraphBuildNode](#)>()
- List< float > **edgeThickness** = new List<float>()

5.675.1 Detailed Description

Definition at line 172 of file RoadGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Road↔ Networks/RoadGraphBuilder.cs

5.676 DungeonArchitect.RoadNetworks.RoadGraphEdge Class Reference

Public Attributes

- int **edgId**
- int **ownerNodeId**
- int **otherNodeId**
- float **thickness**
- float **angleToXAxis**

5.676.1 Detailed Description

Definition at line 6 of file RoadGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Road↔ Networks/RoadGraph.cs

5.677 DungeonArchitect.RoadNetworks.RoadGraphNode Class Reference

Public Attributes

- int **nodeId**
- Vector3 **position**
- [RoadGraphEdge](#)[] **adjacentEdges**

5.677.1 Detailed Description

Definition at line 26 of file RoadGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Road↔ Networks/RoadGraph.cs

5.678 DungeonArchitect.RoadNetworks.RoadLayoutBuilder Class Reference

Public Member Functions

- **RoadLayoutBuilder** ([RoadGraph](#) roadGraph, MeshFilter meshFilter)
- [RoadGraph](#) **BakeLayoutGraph** ()

Events

- RoadBlockLayoutBuiltDelegate **RoadBlockLayoutBuilt**

5.678.1 Detailed Description

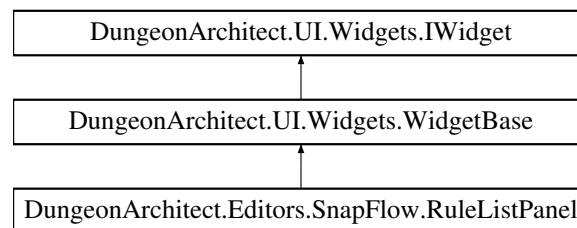
Definition at line 8 of file RoadLayoutBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Road↔
Networks/RoadLayoutBuilder.cs

5.679 DungeonArchitect.Editor.SnapFlow.RuleListPanel Class Reference

Inheritance diagram for DungeonArchitect.Editor.SnapFlow.RuleListPanel:



Public Member Functions

- **RuleListPanel** ([SnapFlowAsset](#) flowAsset)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Public Attributes

- [ListViewWidget](#) < [GrammarProductionRule](#) > **ListView**

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.679.1 Detailed Description

Definition at line 99 of file RuleListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔Panels/RuleListPanel.cs

5.680 DungeonArchitect.Editors.SnapFlow.RuleListViewConstants Class Reference

Static Public Attributes

- static readonly string **DragDropID** = "RuleDragOp"
- static readonly Color **ThemeColor** = new Color(0.3f, 0.3f, 0.2f)

5.680.1 Detailed Description

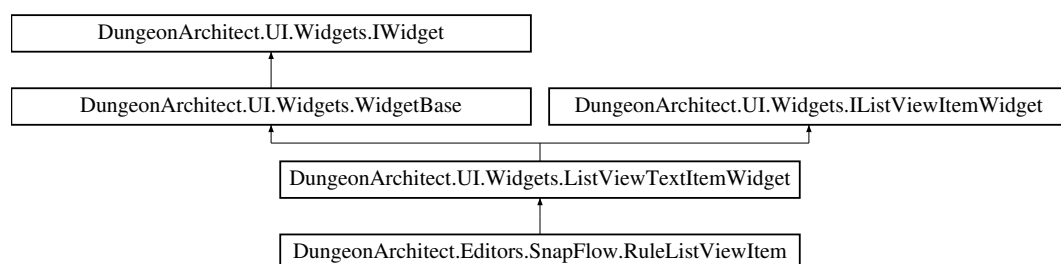
Definition at line 11 of file RuleListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔Panels/RuleListPanel.cs

5.681 DungeonArchitect.Editors.SnapFlow.RuleListViewItem Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.RuleListViewItem:



Public Member Functions

- **RuleListViewItem** ([GrammarProductionRule](#) rule)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.681.1 Detailed Description

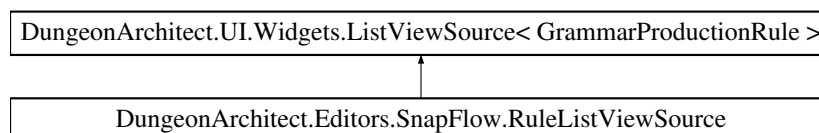
Definition at line 17 of file RuleListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
Panels/RuleListPanel.cs

5.682 DungeonArchitect.Editor.SnapFlow.RuleListViewSource Class Reference

Inheritance diagram for DungeonArchitect.Editor.SnapFlow.RuleListViewSource:



Public Member Functions

- **RuleListViewSource** ([SnapFlowAsset](#) flowAsset)
- override [GrammarProductionRule](#)[] **GetItems** ()
- override [IWidget](#) **CreateWidget** ([GrammarProductionRule](#) item)

5.682.1 Detailed Description

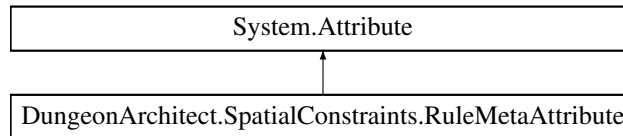
Definition at line 74 of file RuleListPanel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
Panels/RuleListPanel.cs

5.683 DungeonArchitect.SpatialConstraints.RuleMetaAttribute Class Reference

Inheritance diagram for DungeonArchitect.SpatialConstraints.RuleMetaAttribute:



Public Attributes

- string **name**

5.683.1 Detailed Description

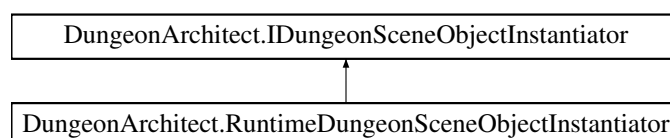
Definition at line 15 of file ConstraintRule.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/SpatialConstraints/ConstraintRule.cs

5.684 DungeonArchitect.RuntimeDungeonSceneObjectInstantiator Class Reference

Inheritance diagram for DungeonArchitect.RuntimeDungeonSceneObjectInstantiator:



Public Member Functions

- GameObject **Instantiate** (GameObject template, Vector3 position, Quaternion rotation, Vector3 scale, Transform parent)

5.684.1 Detailed Description

Definition at line 12 of file DungeonSceneObjectInstantiator.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/SceneProvider/DungeonSceneObjectInstantiator.cs

5.685 DungeonArchitect.Grammar.RuntimeGrammar Class Reference

Static Public Member Functions

- static [RuntimeGrammar](#) **Build** ([SnapFlowAsset](#) flowAsset)

Public Attributes

- [GrammarRuntimeGraph](#) **ResultGraph**
- [ExecutionRuntimeGraph](#) **ExecutionGraph**
- [RuntimeGrammarProduction\[\]](#) **Rules**
- [GrammarNodeType\[\]](#) **NodeTypes**

5.685.1 Detailed Description

Definition at line 183 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/Grammar↔ RuntimeGraphs.cs

5.686 DungeonArchitect.Grammar.RuntimeGrammarProduction Class Reference

Public Attributes

- [GrammarProductionRule](#) **rule**
- [GrammarRuntimeGraph](#) **LHS**
- [WeightedGrammarRuntimeGraph\[\]](#) **RHSList**

5.686.1 Detailed Description

Definition at line 176 of file GrammarRuntimeGraphs.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/Grammar↔ RuntimeGraphs.cs

5.687 DungeonArchitect.RuntimeGraphs.RuntimeGraph< T > Class Template Reference

Public Member Functions

- void **RemoveNode** ([RuntimeGraphNode](#)< T > node)

Public Attributes

- List< [RuntimeGraphNode](#)< T > > **Nodes** = new List<[RuntimeGraphNode](#)<T>>()

5.687.1 Detailed Description

Definition at line 6 of file RuntimeGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Runtime↵
Graph/RuntimeGraph.cs

5.688 DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilder Class Reference

Static Public Member Functions

- static [RuntimeGraphNode](#)< T > **AddNode**< T > ([GraphNode](#) graphNode, [RuntimeGraph](#)< T > runtime↵
Graph, [RuntimeGraphBuilderHandlers](#)< T > handlers)
- static [RuntimeGraphNode](#)< T > **AddNode**< T > (T payload, [RuntimeGraph](#)< T > runtimeGraph)
- static void **Build**< T > ([Graph](#) graph, [RuntimeGraph](#)< T > runtimeGraph, [RuntimeGraphBuilderHandlers](#)<
T > handlers)

5.688.1 Detailed Description

Definition at line 15 of file RuntimeGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Runtime↵
Graph/RuntimeGraphBuilder.cs

5.689 DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilder↵ Handlers< T > Class Template Reference

Public Attributes

- System.Func< [GraphNode](#), bool > **CanCreateNode**
- System.Action< [GraphNode](#), [RuntimeGraphNode](#)< T > > **NodeCreated**
- System.Func< [GraphNode](#), T > **GetPayload**

5.689.1 Detailed Description

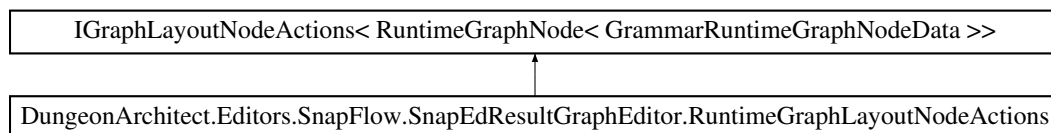
Definition at line 8 of file RuntimeGraphBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Runtime↔
Graph/RuntimeGraphBuilder.cs

5.690 DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.↔ RuntimeGraphLayoutNodeActions Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.RuntimeGraphLayout↔
NodeActions:



Public Member Functions

- void **SetNodePosition** ([RuntimeGraphNode< GrammarRuntimeGraphNodeData >](#) node, Vector2 position)
- Vector2 **GetNodePosition** ([RuntimeGraphNode< GrammarRuntimeGraphNodeData >](#) node)
- [RuntimeGraphNode< GrammarRuntimeGraphNodeData >\[\]](#) **GetOutgoingNodes** ([RuntimeGraphNode< GrammarRuntimeGraphNodeData >](#) node)

5.690.1 Detailed Description

Definition at line 91 of file SnapEdResultGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
GraphEditors/SnapEdResultGraphEditor.cs

5.691 DungeonArchitect.RuntimeGraphs.RuntimeGraphNode< T > Class Template Reference

Public Member Functions

- **RuntimeGraphNode** ([RuntimeGraph< T >](#) graph)
- void **MakeLinkTo** ([RuntimeGraphNode< T >](#) destNode)
- void **BreakLinkTo** ([RuntimeGraphNode< T >](#) destNode)
- void **BreakAllOutgoingLinks** ()
- void **BreakAllIncomingLinks** ()
- void **BreakAllLinks** ()
- override string **ToString** ()

Public Attributes

- T **Payload** = default(T)
- [RuntimeGraph](#)< T > **Graph**
- Vector2 **Position** = Vector2.zero
- List< [RuntimeGraphNode](#)< T > > **Outgoing** = new List<[RuntimeGraphNode](#)<T>>()
- List< [RuntimeGraphNode](#)< T > > **Incoming** = new List<[RuntimeGraphNode](#)<T>>()

5.691.1 Detailed Description

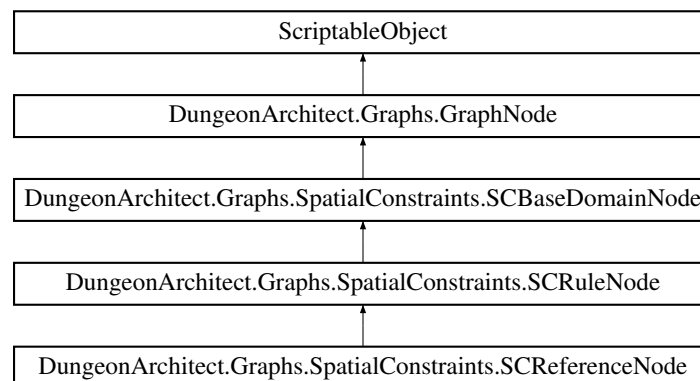
Definition at line 24 of file RuntimeGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/Runtime↔
Graph/RuntimeGraph.cs

5.692 DungeonArchitect.Graphs.SpatialConstraints.SCBaseDomainNode↔ Node Class Reference

Inheritance diagram for DungeonArchitect.Graphs.SpatialConstraints.SCBaseDomainNode:



Public Member Functions

- virtual Color **GetColor** ()
- override void **Initialize** (string id, [Graph](#) graph)
- bool **ContainsOtherNodeAt** (Vector2 snappedPosition)
- [IntVector2](#) **GetHalfGridLogicalCoords** ()
- virtual bool **SnapNode** ()

Static Public Member Functions

- static Vector2 **GetSnapPosition** (Vector2 position)

Static Public Attributes

- static readonly float **TileSize** = 200

Protected Attributes

- SCRuleNodeDomain **ruleDomain** = SCRuleNodeDomain.Invalid
- bool **isSnapped** = false

Properties

- SCRuleNodeDomain **RuleDomain** [get]
- bool **IsSnapped** [get, set]

Additional Inherited Members

5.692.1 Detailed Description

Definition at line 7 of file SCBaseDomainNode.cs.

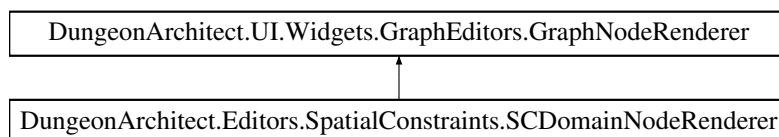
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↔ Constraints/Graph/Nodes/SCBaseDomainNode.cs

5.693 DungeonArchitect.Editor.SpatialConstraints.SCDomainNode↔ Renderer Class Reference

Renders a marker node

Inheritance diagram for DungeonArchitect.Editor.SpatialConstraints.SCDomainNodeRenderer:



Public Member Functions

- override void **Draw** (UIRenderer renderer, GraphRendererContext rendererContext, GraphNode node, GraphCamera camera)

Additional Inherited Members

5.693.1 Detailed Description

Renders a marker node

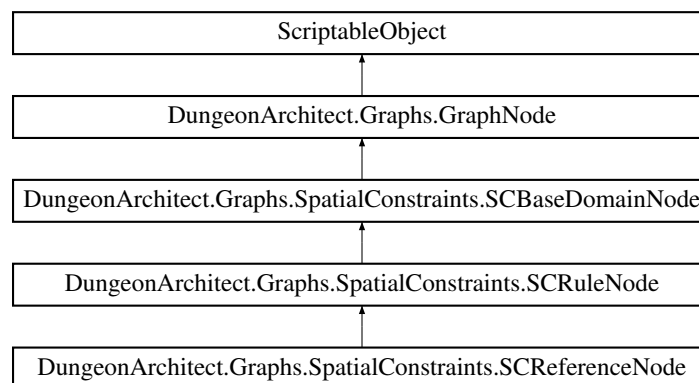
Definition at line 14 of file SCBaseDomainNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/NodeEditors/SCBaseDomainNodeEditor.cs

5.694 DungeonArchitect.Graphs.SpatialConstraints.SCReferenceNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.SpatialConstraints.SCReferenceNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- override Color **GetColor** ()

Additional Inherited Members

5.694.1 Detailed Description

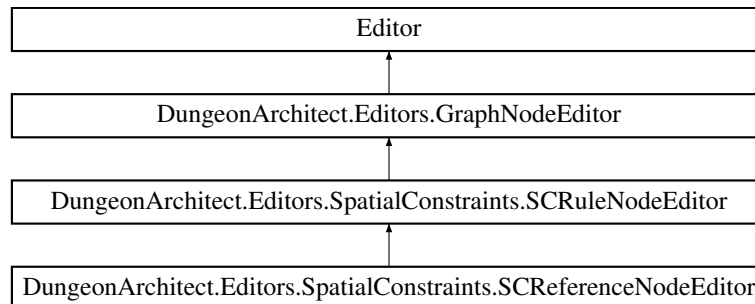
Definition at line 5 of file SCReferenceNode.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/SpatialConstraints/Graph/Nodes/SCReferenceNode.cs

5.695 DungeonArchitect.Editor.SpatialConstraints.SCReferenceNodeEditor Class Reference

Inheritance diagram for DungeonArchitect.Editor.SpatialConstraints.SCReferenceNodeEditor:



Additional Inherited Members

5.695.1 Detailed Description

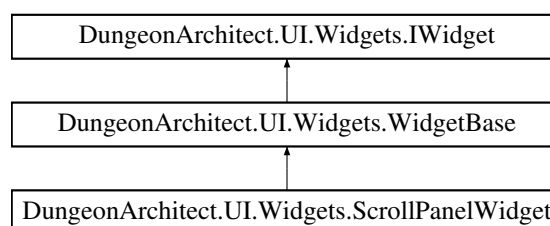
Definition at line 9 of file SCReferenceNodeEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/NodeEditors/SCReferenceNodeEditor.cs

5.696 DungeonArchitect.UI.Widgets.ScrollPanelWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.ScrollPanelWidget:



Public Member Functions

- **ScrollPanelWidget** ([IWidget](#) content)
- **ScrollPanelWidget** ([IWidget](#) content, bool mouseScrollingEnabled)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)
- override bool **IsCompositeWidget** ()
- override [IWidget](#)[] **GetChildWidgets** ()

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.696.1 Detailed Description

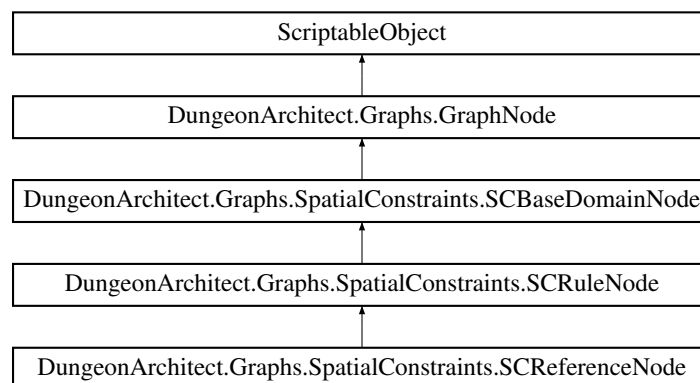
Definition at line 5 of file ScrollPanelWidget.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/ScrollPanelWidget.cs

5.697 DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- override Color **GetColor** ()
- override void **CopyFrom** ([GraphNode](#) node)

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- [ConstraintRule](#)[] **constraints** = new [ConstraintRule](#)[0]
- SCRuleNodeEvaluationMode **constraintEvaluationMode** = SCRuleNodeEvaluationMode.AllRulesMustPass
- float **exclusionRuleSearchRadius** = 0.1f
- string[] **exclusionRuleMarkersToRemove** = new string[0]

Additional Inherited Members

5.697.1 Detailed Description

Definition at line 23 of file `SCRuleNode.cs`.

5.697.2 Member Function Documentation

5.697.2.1 CopyFrom()

```
override void DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode.CopyFrom (
    GraphNode node ) [virtual]
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented from [DungeonArchitect.Graphs.GraphNode](#).

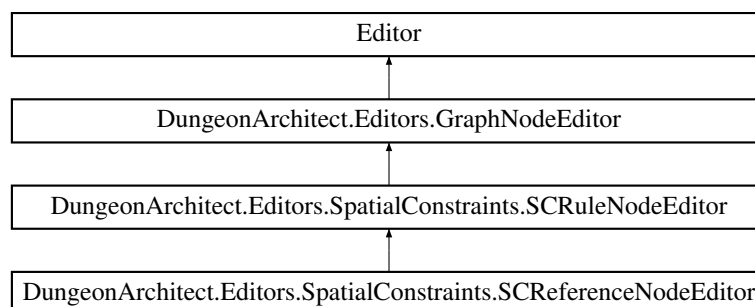
Definition at line 49 of file `SCRuleNode.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/SpatialConstraints/Graph/Nodes/SCRuleNode.cs`

5.698 DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor Class Reference

Inheritance diagram for `DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor`:



Public Member Functions

- override void **OnEnable** ()

Protected Member Functions

- override void **HandleInspectorGUI** ()
- override void **OnGuiChanged** ()

Additional Inherited Members

5.698.1 Detailed Description

Definition at line 16 of file `SCRuleNodeEditor.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/Node↔
Editors/SCRuleNodeEditor.cs`

5.699 SharpNav.NavMeshQuery.SegInterval Struct Reference

Public Attributes

- int **Reference**
- int **TMin**
- int **TMax**

5.699.1 Detailed Description

Definition at line 2398 of file `NavMeshQuery.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/NavMesh↔
Query.cs`

5.700 SharpNav.Crowds.LocalBoundary.Segment Struct Reference

A line segment contains two points

Public Attributes

- [Vector3 Start](#)
Start and end points
- [Vector3 End](#)
- float [Dist](#)
Distance for pruning

5.700.1 Detailed Description

A line segment contains two points

Definition at line 217 of file LocalBoundary.cs.

5.700.2 Member Data Documentation

5.700.2.1 Dist

```
float SharpNav.Crowds.LocalBoundary.Segment.Dist
```

Distance for pruning

Definition at line 227 of file LocalBoundary.cs.

5.700.2.2 Start

```
Vector3 SharpNav.Crowds.LocalBoundary.Segment.Start
```

Start and end points

Definition at line 222 of file LocalBoundary.cs.

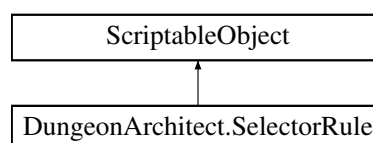
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Crowds/LocalBoundary.cs

5.701 DungeonArchitect.SelectorRule Class Reference

Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene

Inheritance diagram for DungeonArchitect.SelectorRule:



Public Member Functions

- virtual bool [CanSelect](#) ([PropSocket](#) socket, Matrix4x4 propTransform, [DungeonModel](#) model, System.Random random)

Implementations should override this and determine if the node should be selected (inserted into the scene)

5.701.1 Detailed Description

Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene

Definition at line 10 of file SelectorRule.cs.

5.701.2 Member Function Documentation

5.701.2.1 CanSelect()

```
virtual bool DungeonArchitect.SelectorRule.CanSelect (
    PropSocket socket,
    Matrix4x4 propTransform,
    DungeonModel model,
    System.Random random ) [virtual]
```

Implementations should override this and determine if the node should be selected (inserted into the scene)

Parameters

<i>socket</i>	The marker data-structure
<i>propTransform</i>	The combined transform of the visual node that invoked this rule
<i>model</i>	The dungeon model
<i>random</i>	The random stream used by the builder. Use this random stream for any randomness for consistency

Returns

Definition at line 20 of file SelectorRule.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Rules/SelectorRule.cs

5.702 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolver Class Reference

Static Public Member Functions

- static bool **Resolve** ([SgfLayoutModuleResolverSettings](#) settings, out [SgfModuleNode](#)[] outModuleNodes)

5.702.1 Detailed Description

Definition at line 90 of file SnapGridFlowModuleResolver.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/SnapGridFlowModuleResolver.cs

5.703 DungeonArchitect.Flow.Impl.SnapGridFlow.SgflayoutModule↔ ResolverSettings Struct Reference

Public Attributes

- int **Seed**
- Matrix4x4 **BaseTransform**
- float **ModulesWithMinimumDoorsProbability**
- [SnapGridFlowModuleDatabase](#) **ModuleDatabase**
- [FlowLayoutGraph](#) **LayoutGraph**

5.703.1 Detailed Description

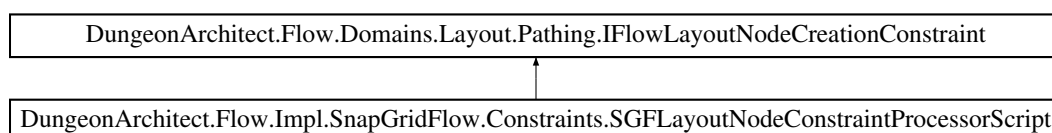
Definition at line 81 of file SnapGridFlowModuleResolver.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/SnapGridFlowModuleResolver.cs

5.704 DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.↔ SGFLayoutNodeConstraintProcessorScript Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraint↔
ProcessorScript:



Public Member Functions

- **SGFLayoutNodeConstraintProcessorScript** ([ISGFLayoutNodePositionConstraint](#) scriptConstraint, Vector3Int gridSize)
- bool **CanCreateNodeAt** ([FlowLayoutGraphNode](#) node, int totalPathLength, int currentPathPosition)

5.704.1 Detailed Description

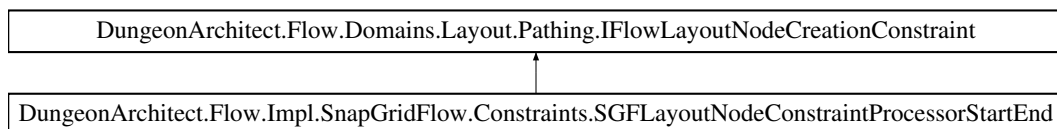
Definition at line 8 of file SGFLayoutNodeConstraintProcessorScript.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Constraints/SGFLayoutNodeConstraintProcessorScript.cs

5.705 DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessorStartEnd Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFLayoutNodeConstraintProcessorStartEnd:

**Public Member Functions**

- **SGFLayoutNodeConstraintProcessorStartEnd** (Vector3Int[] startPositions, Vector3Int[] endPositions)
- bool **CanCreateNodeAt** (FlowLayoutGraphNode node, int totalPathLength, int currentPathPosition)

5.705.1 Detailed Description

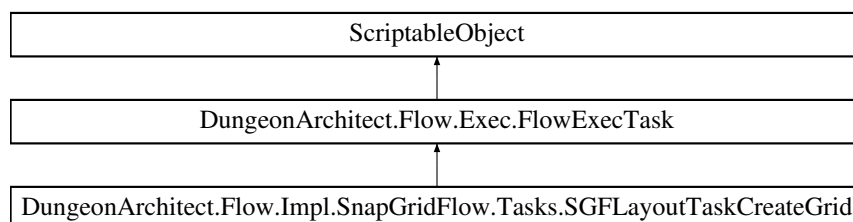
Definition at line 9 of file SGFLayoutNodeConstraintProcessorStartEnd.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Constraints/SGFLayoutNodeConstraintProcessorStartEnd.cs

5.706 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateGrid Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateGrid:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- [Vector3Int](#) **resolution** = new [Vector3Int](#)(6, 4, 5)

5.706.1 Detailed Description

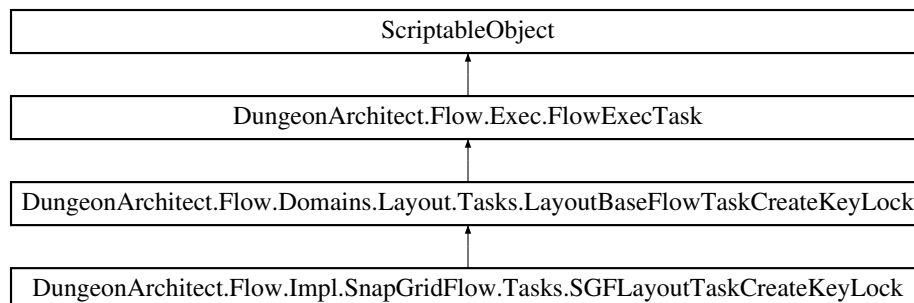
Definition at line 8 of file [SGFLayoutTaskCreateGrid.cs](#).

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

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid](#)↔
[Flow/Tasks/SGFLayoutTaskCreateGrid.cs](#)

5.707 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateKeyLock Class Reference

Inheritance diagram for [DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateKeyLock](#):



Additional Inherited Members

5.707.1 Detailed Description

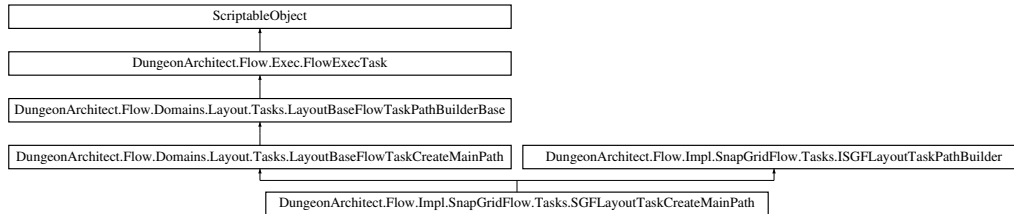
Definition at line 7 of file [SGFLayoutTaskCreateKeyLock.cs](#).

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

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid](#)↔
[Flow/Tasks/SGFLayoutTaskCreateKeyLock.cs](#)

5.708 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateMainPath Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreateMainPath:



Public Types

- enum class **NodeConstraintType** { **None** , **StartEndNode** , **Script** }

Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)
- string[] **GetSnapModuleCategories** ()
- string[] **GetCategoriesAtNode** (int pathIndex, int pathLength)

Public Attributes

- string[] **snapModuleCategories** = new string[] { "Room" }
- NodeConstraintType **positionConstraintMode**
- Vector3Int[] **startNodePositionConstraints**
- Vector3Int[] **endNodePositionConstraints**
- string **nodePositionConstraintScriptClassName**
- NodeConstraintType **categoryConstraintMode**
- string[] **startNodeCategoryConstraints**
- string[] **endNodeCategoryConstraints**
- string **categoryConstraintScriptClassName**

Protected Member Functions

- override void **FinalizePath** ([FlowLayoutStaticGrowthState](#) staticState, [FlowLayoutGrowthState](#) state)
- override [FlowLayoutNodeGroupGenerator](#) **CreateNodeGroupGenerator** ([FlowDomainExtensions](#) domainExtensions, [FlowLayoutGraph](#) graph)
- override [IFlowLayoutGraphConstraints](#) **CreateGraphConstraint** ([FlowDomainExtensions](#) domainExtensions, [FlowLayoutGraph](#) graph)
- override [IFlowLayoutNodeCreationConstraint](#) **CreateNodeCreationConstraint** ([FlowDomainExtensions](#) domainExtensions, [FlowLayoutGraph](#) graph)

5.708.1 Detailed Description

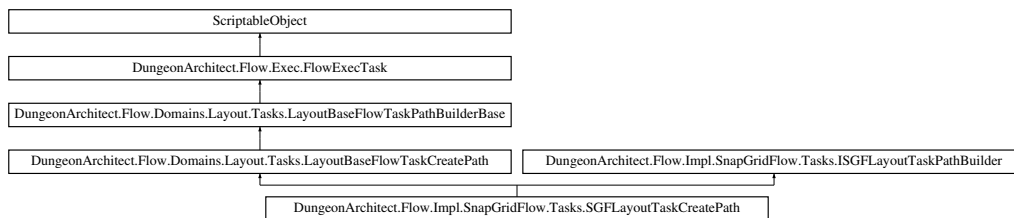
Definition at line 14 of file SGFLayoutTaskCreateMainPath.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Tasks/SGFLayoutTaskCreateMainPath.cs

5.709 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreatePath Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskCreatePath:



Public Types

- enum class **NodeConstraintType** { **None** , **Script** }

Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)
- string[] **GetSnapModuleCategories** ()
- string[] **GetCategoriesAtNode** (int pathIndex, int pathLength)

Public Attributes

- string[] **snapModuleCategories** = new string[] { "Room" }
- NodeConstraintType **positionConstraintMode**
- string **nodePositionConstraintScriptClassName**
- NodeConstraintType **categoryConstraintMode**
- string **categoryConstraintScriptClassName**

Protected Member Functions

- override void **FinalizePath** ([FlowLayoutStaticGrowthState](#) StaticState, [FlowLayoutGrowthState](#) State)
- override [FlowLayoutNodeGroupGenerator](#) **CreateNodeGroupGenerator** ([FlowDomainExtensions](#) domain↔
Extensions, [FlowLayoutGraph](#) graph)
- override [IFlowLayoutGraphConstraints](#) **CreateGraphConstraint** ([FlowDomainExtensions](#) domain↔
Extensions, [FlowLayoutGraph](#) graph)
- override [IFlowLayoutNodeCreationConstraint](#) **CreateNodeCreationConstraint** ([FlowDomainExtensions](#) domain↔
domainExtensions, [FlowLayoutGraph](#) graph)

5.709.1 Detailed Description

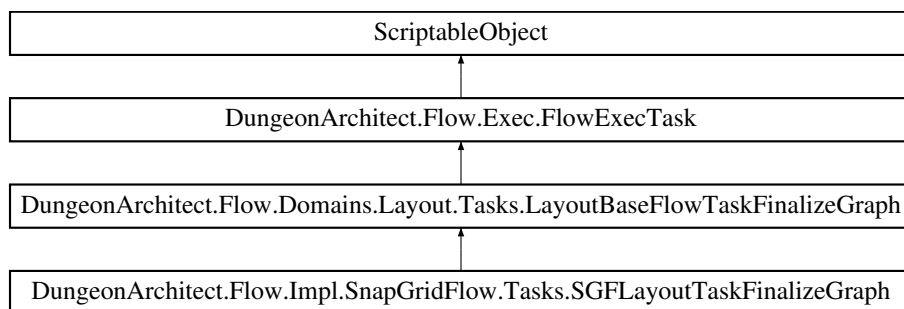
Definition at line 13 of file SGFLayoutTaskCreatePath.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↵
Flow/Tasks/SGFLayoutTaskCreatePath.cs

5.710 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskFinalizeGraph Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskFinalizeGraph:



Additional Inherited Members

5.710.1 Detailed Description

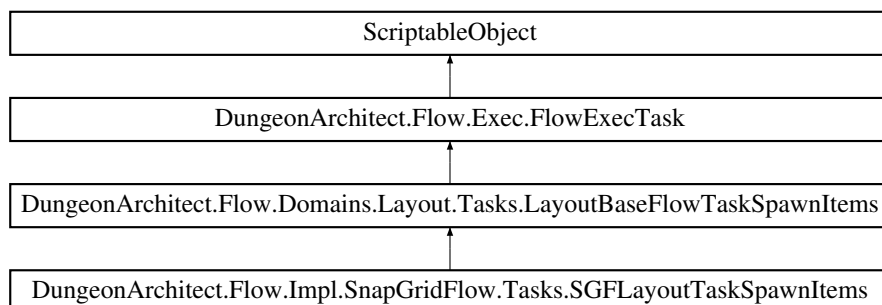
Definition at line 7 of file SGFLayoutTaskFinalizeGraph.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↵
Flow/Tasks/SGFLayoutTaskFinalizeGraph.cs

5.711 DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskSpawnItems Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayoutTaskSpawnItems:



Additional Inherited Members

5.711.1 Detailed Description

Definition at line 8 of file SGFLayoutTaskSpawnItems.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Tasks/SGFLayoutTaskSpawnItems.cs

5.712 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly Class Reference

Public Member Functions

- void **Initialize** (Vector3Int numChunks)
- bool **CanFit** (SgfModuleAssembly assemblyToFit, out SgfModuleAssemblySideCell[] outDoorIndices)

Public Attributes

- Vector3Int **numChunks**
- SgfModuleAssemblySide **front** = new SgfModuleAssemblySide()
- SgfModuleAssemblySide **left** = new SgfModuleAssemblySide()
- SgfModuleAssemblySide **back** = new SgfModuleAssemblySide()
- SgfModuleAssemblySide **right** = new SgfModuleAssemblySide()
- SgfModuleAssemblySide **top** = new SgfModuleAssemblySide()
- SgfModuleAssemblySide **down** = new SgfModuleAssemblySide()

5.712.1 Detailed Description

Definition at line 105 of file SnapGridFlowModuleAssembly.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Module/SnapGridFlowModuleAssembly.cs

5.713 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly↔ Side Class Reference

Public Member Functions

- void **Init** (int width, int height)
- SgfModuleAssemblySide **Clone** ()
- SgfModuleAssemblySideCell **Get** (int x, int y)
- void **Set** (int x, int y, SgfModuleAssemblySideCell cell)
- SgfModuleAssemblySide **Rotate90Cw** ()

Public Attributes

- int **width** = 0
- int **height** = 0
- [SgfModuleAssemblySideCell](#)[] **connectionIndices**

Static Public Attributes

- static readonly int **IndexValidUnknown** = -2

5.713.1 Detailed Description

Definition at line 39 of file SnapGridFlowModuleAssembly.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Module/SnapGridFlowModuleAssembly.cs

5.714 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly↔ SideCell Struct Reference

Public Member Functions

- **SgfModuleAssemblySideCell** (int connectionIdx)
- bool **HasConnection** ()

Public Attributes

- int **connectionIdx**
- [DungeonUID](#) **nodeId**
- [DungeonUID](#) **linkedNodeId**
- [DungeonUID](#) **linkId**

Static Public Attributes

- static readonly [SgfModuleAssemblySideCell](#) **Empty**

5.714.1 Detailed Description

Definition at line 12 of file SnapGridFlowModuleAssembly.cs.

5.714.2 Member Data Documentation

5.714.2.1 Empty

readonly [SgfModuleAssemblySideCell](#) DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly↔
SideCell.Empty [static]

Initial value:

```
= new SgfModuleAssemblySideCell()
{
    connectionIdx = -1,
    nodeId = DungeonUID.Empty,
    linkedNodeId = DungeonUID.Empty,
    linkId = DungeonUID.Empty
}
```

Definition at line 22 of file SnapGridFlowModuleAssembly.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Module/SnapGridFlowModuleAssembly.cs

5.715 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabase↔ ConnectionInfo Class Reference

Public Attributes

- int **ConnectionIndex** = -1
- Matrix4x4 **Transform** = Matrix4x4.identity
- string **Category** = ""

5.715.1 Detailed Description

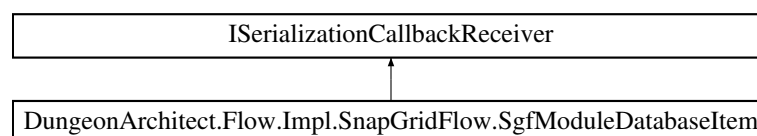
Definition at line 10 of file SnapGridFlowModuleDatabase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Assets/SnapGridFlowModuleDatabase.cs

5.716 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabase↔ Item Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseItem:



Public Member Functions

- void **OnBeforeSerialize** ()
- void **OnAfterDeserialize** ()

Public Attributes

- [SnapGridFlowModule](#) **ModulePrefab**
- string **Category** = "Room"
- bool **allowRotation** = true
- float **SelectionWeight** = 1.0f
- Bounds **ModuleBounds**
- Vector3Int **NumChunks** = new Vector3Int(1, 1, 1)
- [SgfModuleDatabaseConnectionInfo](#)[] **Connections**
- [SgfModuleAssembly](#)[] **RotatedAssemblies**
- [SgfModuleDatabasePlaceableMarkerInfo](#)[] **AvailableMarkers**

5.716.1 Detailed Description

Definition at line 25 of file SnapGridFlowModuleDatabase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Assets/SnapGridFlowModuleDatabase.cs

5.717 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabase↔ PlaceableMarkerInfo Class Reference

Public Attributes

- [PlaceableMarker](#) **placeableMarkerTemplate**
- int **count**

5.717.1 Detailed Description

Definition at line 18 of file SnapGridFlowModuleDatabase.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Assets/SnapGridFlowModuleDatabase.cs

5.718 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDoor Class Reference

Public Attributes

- Matrix4x4 **LocalTransform**
- [SgfModuleNode](#) **Owner**
- [SgfModuleDoor](#) **ConnectedDoor**
- [SnapConnection](#) **SpawnedDoor**
- [SgfModuleAssemblySideCell](#) **CellInfo**

5.718.1 Detailed Description

Definition at line 12 of file SGFModuleStructures.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Module/SGFModuleStructures.cs

5.719 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleItem↔ FitnessCalculator Class Reference

Public Member Functions

- **SgfModuleItemFitnessCalculator** ([SgfModuleDatabasePlaceableMarkerInfo](#)[] moduleMarkers)
- int **Calculate** (string[] markerNames)

5.719.1 Detailed Description

Definition at line 10 of file SnapGridFlowModuleResolver.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/SnapGridFlowModuleResolver.cs

5.720 DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleNode Class Reference

Public Member Functions

- Bounds **GetModuleBounds** ()

Public Attributes

- [DungeonUID](#) **ModuleInstanceld**
- Matrix4x4 **WorldTransform** = Matrix4x4.identity
- [SgfModuleDatabaseItem](#) **ModuleDBItem**
- [FlowLayoutGraphNode](#) **LayoutNode**
- [SnapGridFlowModule](#) **SpawnedModule**
- [SgfModuleDoor](#)[] **Doors** = new [SgfModuleDoor](#)[0]
- HashSet<[SgfModuleDoor](#)> **Incoming** = new HashSet<[SgfModuleDoor](#)>()
- HashSet<[SgfModuleDoor](#)> **Outgoing** = new HashSet<[SgfModuleDoor](#)>()

5.720.1 Detailed Description

Definition at line 31 of file SGFModuleStructures.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Module/SGFModuleStructures.cs

5.721 DungeonArchitect.Builders.SimpleCity.SimpleCityCell Class Reference

Public Attributes

- [IntVector](#) **Position**
- SimpleCityCellType **CellType**
- Quaternion **Rotation**
- Vector3 **BlockSize** = new Vector3(1, 0, 1)
- string **MarkerNameOverride**

5.721.1 Detailed Description

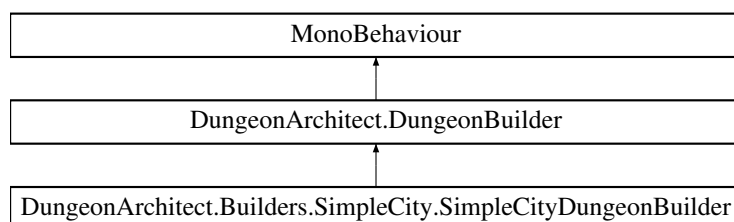
Definition at line 16 of file SimpleCityDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Simple↔
CityDungeonModel.cs

5.722 DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)
- override void [EmitMarkers](#) ()
Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Additional Inherited Members

5.722.1 Detailed Description

Definition at line 24 of file SimpleCityDungeonBuilder.cs.

5.722.2 Member Function Documentation

5.722.2.1 BuildDungeon()

```
override void DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 36 of file SimpleCityDungeonBuilder.cs.

5.722.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder.EmitMarkers ( )
[virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the

theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

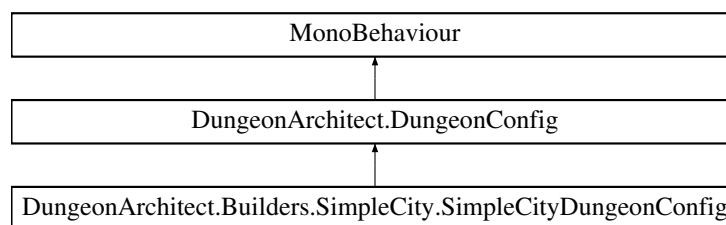
Definition at line 58 of file SimpleCityDungeonBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/SimpleCityDungeonBuilder.cs

5.723 DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonConfig:



Public Member Functions

- override bool **IsMode2D** ()

Public Attributes

- Vector2 **CellSize** = new Vector2(4, 4)
- int **minSize** = 15
- int **maxSize** = 20
- int **minBlockSize** = 2
- int **maxBlockSize** = 4
- float **biggerHouseProbability** = 0
- int **cityWallPadding** = 1
- int **cityDoorSize** = 1
- float **roadEdgeRemovalProbability** = 0
- [CityBlockDimension](#)[] **customBlockDimensions**
- int **roadWidth** = 1
- bool **Mode2D** = false

5.723.1 Detailed Description

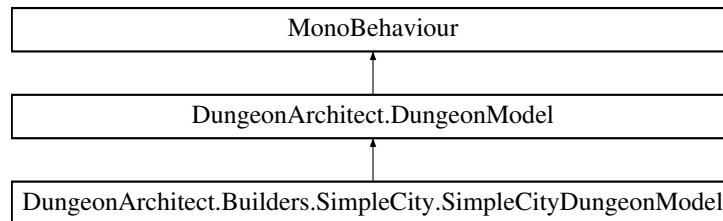
Definition at line 21 of file SimpleCityDungeonConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/SimpleCityDungeonConfig.cs

5.724 DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonModel:



Public Attributes

- [SimpleCityCell](#)[,] **Cells** = new [SimpleCityCell](#)[0, 0]
- [SimpleCityCell](#)[] **WallPaddingCells**
- [SimpleCityDungeonConfig](#) **Config**
- int **CityWidth**
- int **CityHeight**

Additional Inherited Members

5.724.1 Detailed Description

Definition at line 25 of file SimpleCityDungeonModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/SimpleCityDungeonModel.cs↔

5.725 DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageEntry Class Reference

Public Attributes

- int **grassIndex**
- float **density**

5.725.1 Detailed Description

Definition at line 34 of file LandscapeTransformerCity.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Landscape/LandscapeTransformerCity.cs↔

5.726 DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageTheme Class Reference

Public Attributes

- [SimpleCityLandscapeTextureType](#) **textureType** = SimpleCityLandscapeTextureType.Park
- [SimpleCityFoliageEntry\[\]](#) **foliageEntries**
- AnimationCurve **curve**
- float **density**

5.726.1 Detailed Description

Definition at line 41 of file LandscapeTransformerCity.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Landscape/Landscape↔TransformerCity.cs

5.727 DungeonArchitect.Builders.SimpleCity.SimpleCityLandscape↔ Texture Class Reference

Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain

Public Attributes

- [SimpleCityLandscapeTextureType](#) **textureType**
- TerrainLayer **terrainLayer**
- AnimationCurve **curve**

5.727.1 Detailed Description

Data-structure to hold the texture settings. This contains enough information to paint the texture on to the terrain

Definition at line 26 of file LandscapeTransformerCity.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Landscape/Landscape↔TransformerCity.cs

5.728 DungeonArchitect.Editors.Visualization.Implementation.SimpleCityThemeMarkerVisualizationBuilder Class Reference

Inheritance diagram for DungeonArchitect.Editors.Visualization.Implementation.SimpleCityThemeMarkerVisualizationBuilder:



Public Member Functions

- bool **Build** (Dungeon dungeon, string markerName, out ThemeEditorVisMarkerGeometry localGeometry, out Material material)

Additional Inherited Members

5.728.1 Detailed Description

Definition at line 7 of file SimpleCityThemeMarkerVisualizationBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/MarkerVisualizers/Implementations/SimpleCityThemeMarkerVisualizationBuilder.cs

5.729 DungeonArchitect.Utills.SmoothValue Class Reference

Public Member Functions

- **SmoothValue** (float value)
- void **Set** (float value)
- void **Update** (float deltaTime)

Public Attributes

- float **TimeToArrive** = 0.1f

Properties

- float **Value** [get, set]
- float **TargetValue** [get]

5.729.1 Detailed Description

Definition at line 7 of file SmoothValue.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Smooth↵
Value.cs

5.730 DungeonArchitect.Builders.Snap.Impl.SnapAttachment↵ Configuration Class Reference

Public Attributes

- [ModuleInfo](#) **AttachedModule**
- int **AttachedModuleDoorIndex**
- Bounds **AttachedModuleWorldBounds**
- Matrix4x4 **AttachedModuleTransform**

5.730.1 Detailed Description

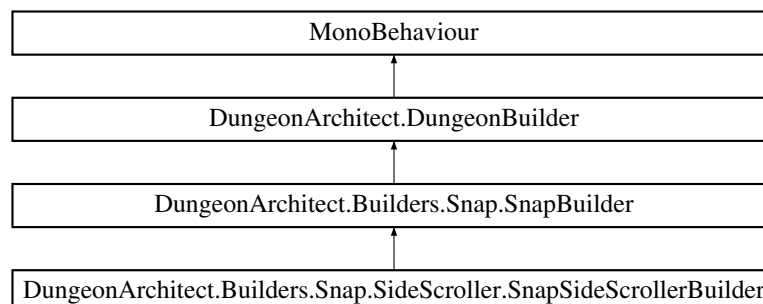
Definition at line 616 of file SnapBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapBuilder.cs

5.731 DungeonArchitect.Builders.Snap.SnapBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Snap.SnapBuilder:



Public Member Functions

- override void [BuildDungeon](#) ([DungeonConfig](#) config, [DungeonModel](#) model)
Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)
- override void [EmitMarkers](#) ()
Override the builder's emit marker function to emit our own markers based on the layout that we built You should emit your markers based on the layout you have saved in the model generated previously When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene (BuildDungeon will not be called if there is no need to rebuild the layout again)
- override bool **IsThemingSupported** ()
- override void **BuildNonThemedDungeon** ([DungeonSceneProvider](#) sceneProvider, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
- override void **DebugDrawGizmos** ()
- override void **DebugDraw** ()

Protected Member Functions

- virtual Bounds **GetBounds** (GameObject target)
- virtual Matrix4x4[] **FindAttachmentTransforms** (ref Matrix4x4 ParentModuleTransform, ref Matrix4x4 IncomingDoorTransform, ref Matrix4x4 AttachmentDoorTransform)

Additional Inherited Members

5.731.1 Detailed Description

Definition at line 13 of file SnapBuilder.cs.

5.731.2 Member Function Documentation

5.731.2.1 BuildDungeon()

```
override void DungeonArchitect.Builders.Snap.SnapBuilder.BuildDungeon (
    DungeonConfig config,
    DungeonModel model ) [virtual]
```

Builds the dungeon layout. In this method, you should build your dungeon layout and save it in your model file No markers should be emitted here. (EmitMarkers function will be called later by the engine to do that)

Parameters

<i>config</i>	The builder configuration
<i>model</i>	The dungeon model that the builder will populate

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

Definition at line 26 of file SnapBuilder.cs.

5.731.2.2 EmitMarkers()

```
override void DungeonArchitect.Builders.Snap.SnapBuilder.EmitMarkers ( ) [virtual]
```

Override the builder's emit marker function to emit our own markers based on the layout that we built. You should emit your markers based on the layout you have saved in the model generated previously. When the user is designing the theme interactively, this function will be called whenever the graph state changes, so the theme engine can populate the scene. (BuildDungeon will not be called if there is no need to rebuild the layout again).

Reimplemented from [DungeonArchitect.DungeonBuilder](#).

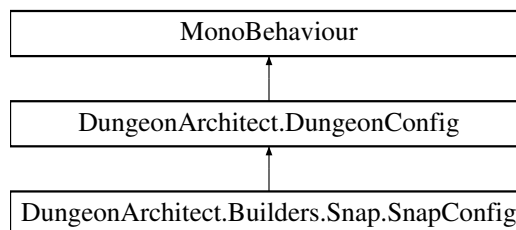
Definition at line 39 of file SnapBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapBuilder.cs

5.732 DungeonArchitect.Builders.Snap.SnapConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.Snap.SnapConfig:



Public Attributes

- [SnapModuleEntry\[\] Modules](#)
Specify the list of modules here. These modules would be stitched together to create your level
- [SnapFlowAsset snapFlow](#)
- bool [runGraphGenerationScripts](#) = false
Grammar production rule graphs can be built using user specified scripts. Check this if they should be re-run (and hence regenerate the graph) while processing the graph grammar
- bool [RotateModulesToFit](#) = true
- float [CollisionTestContraction](#) = 1
When modules are stitched together, the builder makes sure they do not overlap. This parameter is used to control the tolerance level. If set to 0, even the slightest overlap with a nearby module would not create an adjacent module. Leaving to a small number like 100, would tolerate an overlap with nearby module by 100 unreal units. Adjust this depending on your art asset
- int [MaxProcessingPower](#) = 1000000
Sometimes, the search space is too large (with billions of possibilities) and if a valid path cannot be easily found (e.g. due to existing occluded geometry) the search would take too long. This value makes sure the build doesn't hang and bails out early with the best result it has found till that point. Increase the value to have better quality result in those cases. Decrease if you notice the build taking too long or if build speed is a priority (e.g. if you are building during runtime). A good value is ~1000000

Additional Inherited Members

5.732.1 Detailed Description

Definition at line 17 of file SnapConfig.cs.

5.732.2 Member Data Documentation

5.732.2.1 CollisionTestContraction

```
float DungeonArchitect.Builders.Snap.SnapConfig.CollisionTestContraction = 1
```

When modules are stitched together, the builder makes sure they do not overlap. This parameter is used to control the tolerance level. If set to 0, even the slightest overlap with a nearby module would not create an adjacent module. Leaving to a small number like 100, would tolerate an overlap with nearby module by 100 unreal units. Adjust this depending on your art asset.

Definition at line 51 of file SnapConfig.cs.

5.732.2.2 MaxProcessingPower

```
int DungeonArchitect.Builders.Snap.SnapConfig.MaxProcessingPower = 1000000
```

Sometimes, the search space is too large (with billions of possibilities) and if a valid path cannot be easily found (e.g. due to existing occluded geometry) the search would take too long. This value makes sure the build doesn't hang and bails out early with the best result it has found till that point. Increase the value to have better quality result in those cases. Decrease if you notice the build taking too long or if build speed is a priority (e.g. if you are building during runtime). A good value is ~1000000.

Definition at line 65 of file SnapConfig.cs.

5.732.2.3 Modules

```
SnapModuleEntry [ ] DungeonArchitect.Builders.Snap.SnapConfig.Modules
```

Specify the list of modules here. These modules would be stitched together to create your level.

Definition at line 23 of file SnapConfig.cs.

5.732.2.4 RotateModulesToFit

```
bool DungeonArchitect.Builders.Snap.SnapConfig.RotateModulesToFit = true
```

Definition at line 39 of file SnapConfig.cs.

5.732.2.5 runGraphGenerationScripts

```
bool DungeonArchitect.Builders.Snap.SnapConfig.runGraphGenerationScripts = false
```

[Grammar](#) production rule graphs can be built using user specified scripts. Check this if they should be re-run (and hence regenerate the graph) while processing the graph grammar

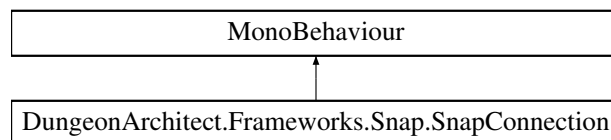
Definition at line 33 of file SnapConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapConfig.cs

5.733 DungeonArchitect.Frameworks.Snap.SnapConnection Class Reference

Inheritance diagram for DungeonArchitect.Frameworks.Snap.SnapConnection:



Public Member Functions

- GameObject **UpdateDoorState** (SnapConnectionState state)
- GameObject **UpdateDoorState** (SnapConnectionState state, string markerName)

Public Attributes

- GameObject **doorObject**
- GameObject **wallObject**
- string **category**
- GameObject **oneWayDoorObject**
- [SnapConnectionLockedDoorInfo\[\]](#) **lockedDoors**

5.733.1 Detailed Description

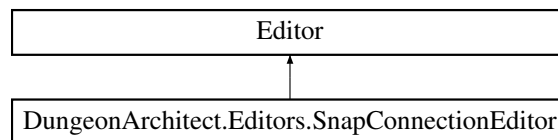
Definition at line 21 of file SnapConnection.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Snap/Snap↔
Connection.cs

5.734 DungeonArchitect.Editors.SnapConnectionEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapConnectionEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.734.1 Detailed Description

Definition at line 8 of file SnapConnectionEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Builders/Snap/SnapConnection↔
Editor.cs

5.735 DungeonArchitect.Frameworks.Snap.SnapConnectionLocked↔ DoorInfo Struct Reference

Public Attributes

- string **markerName**
- GameObject **lockedDoorObject**

5.735.1 Detailed Description

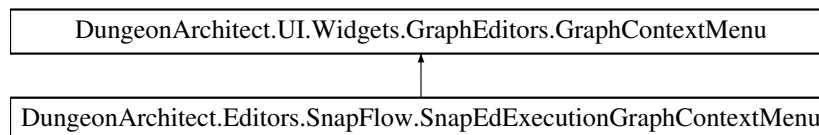
Definition at line 15 of file SnapConnection.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Snap/Snap↔
Connection.cs

5.736 DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraph↔ ContextMenu Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu:



Public Member Functions

- override void [Show](#) ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) ui↔
System)
Shows the context menu in the theme graph editor

Additional Inherited Members

5.736.1 Detailed Description

Definition at line 8 of file SnapEdExecutionGraphContextMenu.cs.

5.736.2 Member Function Documentation

5.736.2.1 Show()

```

override void DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
  
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

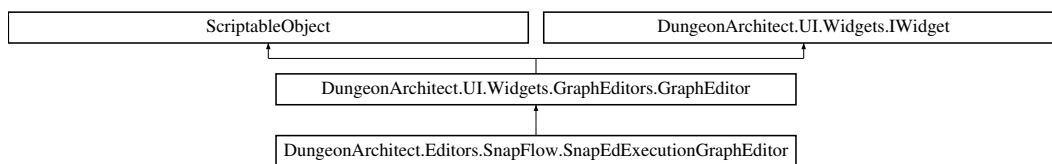
Definition at line 10 of file SnapEdExecutionGraphContextMenu.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
GraphEditors/SnapEdExecutionGraphContextMenu.cs

5.737 DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraph↵ Editor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor:



Public Member Functions

- override void **Init** ([Graph](#) graph, Rect editorBounds, UnityEngine.Object assetObject, [UISystem](#) uiSystem)
Initializes the graph editor with the specified graph
- override [GraphSchema](#) **GetGraphSchema** ()
- override T **CreateLink**< T > ([Graph](#) graph, [GraphPin](#) output, [GraphPin](#) input, [UISystem](#) uiSystem)
Creates a graph link between the two specified pins
- override void **Draw** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
Renders the graph editor in the editor window
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)
Handles user input (mouse and keyboard)

Protected Member Functions

- override [IGraphLinkRenderer](#) **CreateGraphLinkRenderer** ()
- override [GraphContextMenu](#) **CreateContextMenu** ()
- override void **InitializeNodeRenderers** ([GraphNodeRendererFactory](#) nodeRenderers)
- override void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)
- override void **DrawHUD** ([UISystem](#) uiSystem, [UIRenderer](#) renderer, Rect bounds)
Draws non-interactive textual information for the user
- override string **GetGraphNotInitializedMessage** ()
- override [GraphEditorStyle](#) **CreateEditorStyle** ()

Properties

- [SnapFlowAsset](#) **FlowAsset** [get]

Additional Inherited Members

5.737.1 Detailed Description

Definition at line 73 of file SnapEdExecutionGraphEditor.cs.

5.737.2 Member Function Documentation

5.737.2.1 CreateLink< T >()

```
override T DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.CreateLink< T > (
    Graph graph,
    GraphPin output,
    GraphPin input,
    UISystem uiSystem ) [virtual]
```

Creates a graph link between the two specified pins

Template Parameters

<i>T</i>	The type of the link. Should be GraphLink or one of its subclass

Parameters

<i>output</i>	The output pin from where the link originates
<i>input</i>	The input pin, where the link points to

Returns

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 103 of file SnapEdExecutionGraphEditor.cs.

5.737.2.2 Draw()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.Draw (
    UISystem uiSystem,
    UIRenderer renderer ) [virtual]
```

Renders the graph editor in the editor window

Parameters

<i>bounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 151 of file SnapEdExecutionGraphEditor.cs.

5.737.2.3 DrawHUD()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.DrawHUD (
    UISystem uiSystem,
    UIRenderer renderer,
    Rect bounds ) [protected], [virtual]
```

Draws non-interactive textual information for the user

Parameters

<i>bounds</i>	Bounds.

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 270 of file SnapEdExecutionGraphEditor.cs.

5.737.2.4 HandleInput()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.HandleInput (
    Event _e,
    UISystem uiSystem ) [virtual]
```

Handles user input (mouse and keyboard)

Parameters

<i>e</i>	

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 168 of file SnapEdExecutionGraphEditor.cs.

5.737.2.5 Init()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.Init (
    Graph graph,
```



```
Rect editorBounds,  
UnityEngine.Object assetObject,  
UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 76 of file SnapEdExecutionGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
GraphEditors/SnapEdExecutionGraphEditor.cs

5.738 **DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraph**↵ **EditorMenuData** Class Reference

Public Member Functions

- **SnapEdExecutionGraphEditorMenuData** ([UISystem](#) uiSystem, SnapEdExecutionGraphEditorAction action)
- **SnapEdExecutionGraphEditorMenuData** ([UISystem](#) uiSystem, SnapEdExecutionGraphEditorAction action, [GrammarProductionRule](#) rule)

Public Attributes

- SnapEdExecutionGraphEditorAction **Action**
- [UISystem](#) **uiSystem**
- [GrammarProductionRule](#) **Rule**

5.738.1 Detailed Description

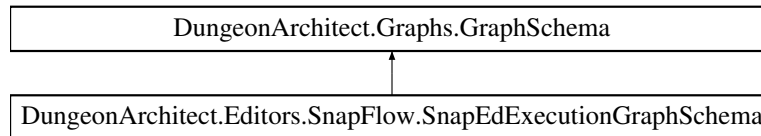
Definition at line 16 of file SnapEdExecutionGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
GraphEditors/SnapEdExecutionGraphEditor.cs

5.739 DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema↔ Schema Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema:



Public Member Functions

- override bool [CanCreateLink](#) ([GraphPin](#) output, [GraphPin](#) input, out string errorMessage)

5.739.1 Detailed Description

Definition at line 34 of file SnapEdExecutionGraphEditor.cs.

5.739.2 Member Function Documentation

5.739.2.1 CanCreateLink()

```

override bool DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema.CanCreateLink (
    GraphPin output,
    GraphPin input,
    out string errorMessage ) [virtual]
  
```

Parameters

<i>output</i>	The pin from which the link originates and goes out
<i>input</i>	The pin where the link points to
<i>errorMessage</i>	

Returns

true, if the link is allowed, false otherwise

Reimplemented from [DungeonArchitect.Graphs.GraphSchema](#).

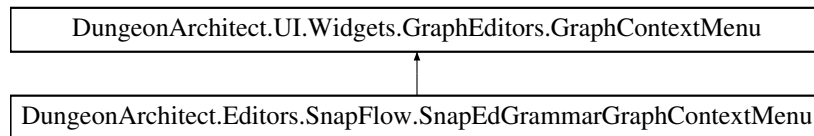
Definition at line 36 of file SnapEdExecutionGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
GraphEditors/SnapEdExecutionGraphEditor.cs

5.740 DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu:



Public Member Functions

- override void [Show](#) ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) uiSystem)

Shows the context menu in the theme graph editor

Additional Inherited Members

5.740.1 Detailed Description

Definition at line 9 of file SnapEdGrammarGraphContextMenu.cs.

5.740.2 Member Function Documentation

5.740.2.1 Show()

```

override void DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
  
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

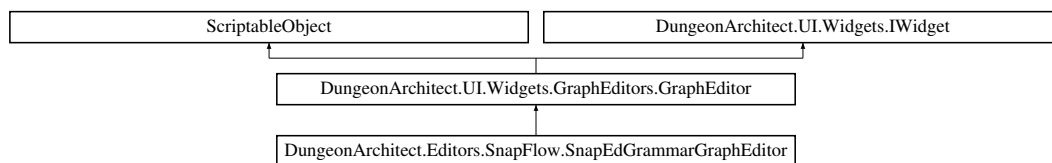
Definition at line 11 of file SnapEdGrammarGraphContextMenu.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔ GraphEditors/SnapEdGrammarGraphContextMenu.cs

5.741 DungeonArchitect.Editor.SnapFlow.SnapEdGrammarGraphEditor Class Reference

Inheritance diagram for DungeonArchitect.Editor.SnapFlow.SnapEdGrammarGraphEditor:



Public Member Functions

- void **SetBranding** (string branding)
- override void **Init** (Graph graph, Rect editorBounds, UnityEngine.Object assetObject, UISystem uiSystem)
Initializes the graph editor with the specified graph
- override GraphSchema **GetGraphSchema** ()
- override void **OnNodeSelectionChanged** (UISystem uiSystem)
- override T **CreateLink** < T > (Graph graph, GraphPin output, GraphPin input, UISystem uiSystem)
Creates a graph link between the two specified pins
- override void **Draw** (UISystem uiSystem, UIRenderer renderer)
Renders the graph editor in the editor window
- override void **HandleInput** (Event e, UISystem uiSystem)
Handles user input (mouse and keyboard)

Protected Member Functions

- override IGraphLinkRenderer **CreateGraphLinkRenderer** ()
- override GraphContextMenu **CreateContextMenu** ()
- override void **InitializeNodeRenderers** (GraphNodeRendererFactory nodeRenderers)
- override void **OnMenuItemClicked** (object userdata, GraphContextMenuEvent e)
- override void **DrawHUD** (UISystem uiSystem, UIRenderer renderer, Rect bounds)
Draws non-interactive textual information for the user
- override string **GetGraphNotInitializedMessage** ()
- override GraphEditorStyle **CreateEditorStyle** ()

Properties

- SnapFlowAsset **FlowAsset** [get]

Additional Inherited Members

5.741.1 Detailed Description

Definition at line 72 of file SnapEdGrammarGraphEditor.cs.

5.741.2 Member Function Documentation

5.741.2.1 CreateLink< T >()

```
override T DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.CreateLink< T > (
    Graph graph,
    GraphPin output,
    GraphPin input,
    UISystem uiSystem ) [virtual]
```

Creates a graph link between the two specified pins

Template Parameters

<i>T</i>	The type of the link. Should be GraphLink or one of its subclass

Parameters

<i>output</i>	The output pin from where the link originates
<i>input</i>	The input pin, where the link points to

Returns

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 126 of file SnapEdGrammarGraphEditor.cs.

5.741.2.2 Draw()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.Draw (
    UISystem uiSystem,
    UIRenderer renderer ) [virtual]
```

Renders the graph editor in the editor window

Parameters

<i>bounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 165 of file SnapEdGrammarGraphEditor.cs.

5.741.2.3 DrawHUD()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.DrawHUD (
    UISystem uiSystem,
    UIRenderer renderer,
    Rect bounds ) [protected], [virtual]
```

Draws non-interactive textual information for the user

Parameters

<i>bounds</i>	Bounds.

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 337 of file SnapEdGrammarGraphEditor.cs.

5.741.2.4 HandleInput()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.HandleInput (
    Event _e,
    UISystem uiSystem ) [virtual]
```

Handles user input (mouse and keyboard)

Parameters

<i>e</i>	

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 182 of file SnapEdGrammarGraphEditor.cs.

5.741.2.5 Init()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.Init (
    Graph graph,
```

```
Rect editorBounds,  
UnityEngine.Object assetObject,  
UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 84 of file SnapEdGrammarGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
GraphEditors/SnapEdGrammarGraphEditor.cs

5.742 DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditorContextMenuData Class Reference↵

Public Member Functions

- **SnapEdGrammarGraphEditorContextMenuData** ([UISystem](#) uiSystem, SnapEdGrammarGraphEditor↵
Action action)
- **SnapEdGrammarGraphEditorContextMenuData** ([UISystem](#) uiSystem, SnapEdGrammarGraphEditor↵
Action action, object userData)

Public Attributes

- [UISystem](#) **uiSystem**
- SnapEdGrammarGraphEditorAction **Action**
- object **UserData**

5.742.1 Detailed Description

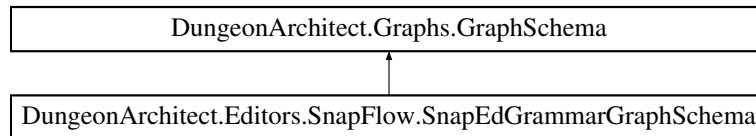
Definition at line 19 of file SnapEdGrammarGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
GraphEditors/SnapEdGrammarGraphEditor.cs

5.743 DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema Class Reference [↩](#)

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema:



Public Member Functions

- override bool [CanCreateLink](#) ([GraphPin](#) output, [GraphPin](#) input, out string errorMessage)

5.743.1 Detailed Description

Definition at line 38 of file SnapEdGrammarGraphEditor.cs.

5.743.2 Member Function Documentation

5.743.2.1 CanCreateLink()

```

override bool DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema.CanCreateLink (
    GraphPin output,
    GraphPin input,
    out string errorMessage ) [virtual]
  
```

Parameters

<i>output</i>	The pin from which the link originates and goes out
<i>input</i>	The pin where the link points to
<i>errorMessage</i>	

Returns

true, if the link is allowed, false otherwise

Reimplemented from [DungeonArchitect.Graphs.GraphSchema](#).

Definition at line 41 of file SnapEdGrammarGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/[↩](#)
GraphEditors/SnapEdGrammarGraphEditor.cs

5.744 DungeonArchitect.Editors.SnapFlow.SnapEditorUtils Class Reference

Static Public Member Functions

- static void **InitAsset** ([SnapFlowAsset](#) asset, [UIPlatform](#) platform)
- static [GrammarProductionRule](#) **AddProductionRule** ([SnapFlowAsset](#) asset, string ruleName)
- static void **RemoveProductionRule** ([SnapFlowAsset](#) asset, [GrammarProductionRule](#) production)
- static [WeightedGrammarGraph](#) **AddProductionRuleRHS** ([SnapFlowAsset](#) asset, [GrammarProductionRule](#) production)
- static void **RemoveProductionRuleRHS** ([GrammarProductionRule](#) production, [WeightedGrammarGraph](#) rhs)
- static [GrammarNodeType](#) **AddNodeType** ([SnapFlowAsset](#) asset, string nodeName)
- static void **RemoveNodeType** ([SnapFlowAsset](#) asset, [GrammarNodeType](#) nodeType)

5.744.1 Detailed Description

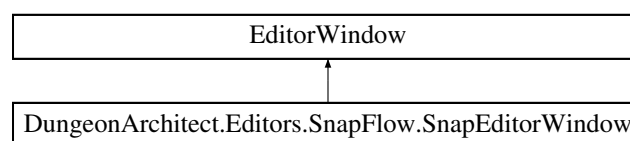
Definition at line 11 of file SnapEditorUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/SnapEditorUtils.cs

5.745 DungeonArchitect.Editors.SnapFlow.SnapEditorWindow Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEditorWindow:



Public Member Functions

- void **Init** ([SnapFlowAsset](#) flowAsset)
- void **ExecuteGraphGrammar** ([UISystem](#) uiSystem)
- [IWidget](#) **GetRootLayout** ()
- [ProductionRuleWidget](#) **GetProductionRuleWidget** ()
- [RuleListPanel](#) **GetRuleListPanel** ()
- [NodeListPanel](#) **GetNodeListPanel** ()
- [ErrorListPanel](#) **GetErrorListPanel** ()
- [GraphPanel](#)< [SnapEdExecutionGraphEditor](#) > **GetExecGraphPanel** ()
- [GraphPanel](#)< [SnapEdResultGraphEditor](#) > **GetResultGraphPanel** ()
- void **AddDeferredCommand** ([IDeferredUICommand](#) command)
- void **ForceUpdateWidgetFromCache** ([IWidget](#) widget)

Static Public Member Functions

- static void **ShowEditor** ()

Properties

- [UISystem](#) **uiSystem** [get]
- [SnapFlowAsset](#) **FlowAsset** [get, set]

5.745.1 Detailed Description

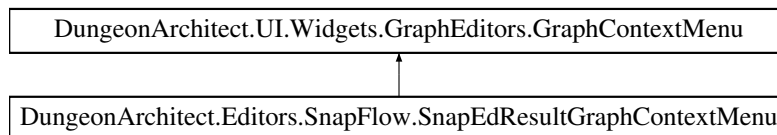
Definition at line 13 of file SnapEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/SnapEditorWindow.cs

5.746 DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu:



Public Member Functions

- override void **Show** ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) uiSystem)

Shows the context menu in the theme graph editor

Additional Inherited Members

5.746.1 Detailed Description

Definition at line 9 of file SnapEdResultGraphContextMenu.cs.

5.746.2 Member Function Documentation

5.746.2.1 Show()

```

override void DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
  
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

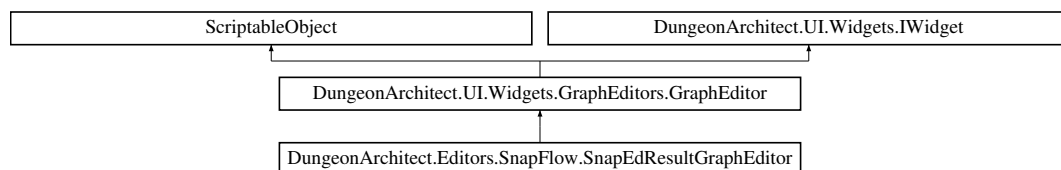
Definition at line 22 of file SnapEdResultGraphContextMenu.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↵
GraphEditors/SnapEdResultGraphContextMenu.cs

5.747 DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor:



Classes

- class [RuntimeGraphLayoutNodeActions](#)

Public Member Functions

- override void **Init** ([Graph](#) graph, Rect editorBounds, UnityEngine.Object assetObject, [UISystem](#) uiSystem)
Initializes the graph editor with the specified graph
- override void **OnEnable** ()
- override void **OnNodeSelectionChanged** ([UISystem](#) uiSystem)
- override T **CreateLink**< T > ([Graph](#) graph, [GraphPin](#) output, [GraphPin](#) input, [UISystem](#) uiSystem)
Creates a graph link between the two specified pins
- override [GraphSchema](#) **GetGraphSchema** ()
- void **RefreshGraph** ([Graph](#) graph, [GrammarRuntimeGraph](#) runtimeGraph, [UISystem](#) uiSystem)

Protected Member Functions

- override [IGraphLinkRenderer](#) **CreateGraphLinkRenderer** ()
- override [GraphContextMenu](#) **CreateContextMenu** ()
- override void **InitializeNodeRenderers** ([GraphNodeRendererFactory](#) nodeRenderers)
- override void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)
- override string **GetGraphNotInitializedMessage** ()
- override [GraphEditorStyle](#) **CreateEditorStyle** ()

Properties

- [SnapEdResultGraphEditorConfig](#) **ResultGraphPanelConfig** [get]

Additional Inherited Members

5.747.1 Detailed Description

Definition at line 21 of file SnapEdResultGraphEditor.cs.

5.747.2 Member Function Documentation

5.747.2.1 CreateLink< T >()

```
override T DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.CreateLink< T > (
    Graph graph,
    GraphPin output,
    GraphPin input,
    UISystem uiSystem ) [virtual]
```

Creates a graph link between the two specified pins

Template Parameters

<i>T</i>	The type of the link. Should be GraphLink or one of its subclass

Parameters

<i>output</i>	The output pin from where the link originates
<i>input</i>	The input pin, where the link points to

Returns

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 147 of file SnapEdResultGraphEditor.cs.

5.747.2.2 Init()

```
override void DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.Init (
    Graph graph,
```

```
Rect editorBounds,
UnityEngine.Object assetObject,
UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

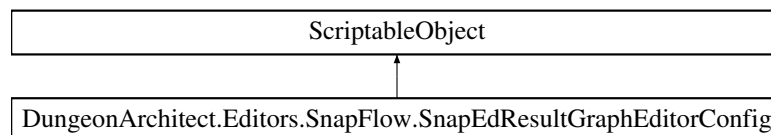
Definition at line 26 of file SnapEdResultGraphEditor.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
GraphEditors/SnapEdResultGraphEditor.cs

5.748 DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor↔ Config Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditorConfig:



Public Member Functions

- void **SaveState** ([KeyValueData](#) editorData)
- void **LoadState** ([KeyValueData](#) editorData)

Public Attributes

- GraphLayoutType **layoutType**
- [GraphLayoutLayeredConfig](#) **configLayered**
- [GraphLayoutSpringConfig](#) **configSpring**

5.748.1 Detailed Description

Definition at line 9 of file SnapEdResultGraphEditorConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Widgets/↔
GraphEditors/SnapEdResultGraphEditorConfig.cs

5.749 DungeonArchitect.Eeditors.SnapFlow.SnapEdValidator Class Reference

Static Public Member Functions

- static void **Validate** ([SnapFlowAsset](#) asset, [DungeonFlowErrorList](#) errorList)

5.749.1 Detailed Description

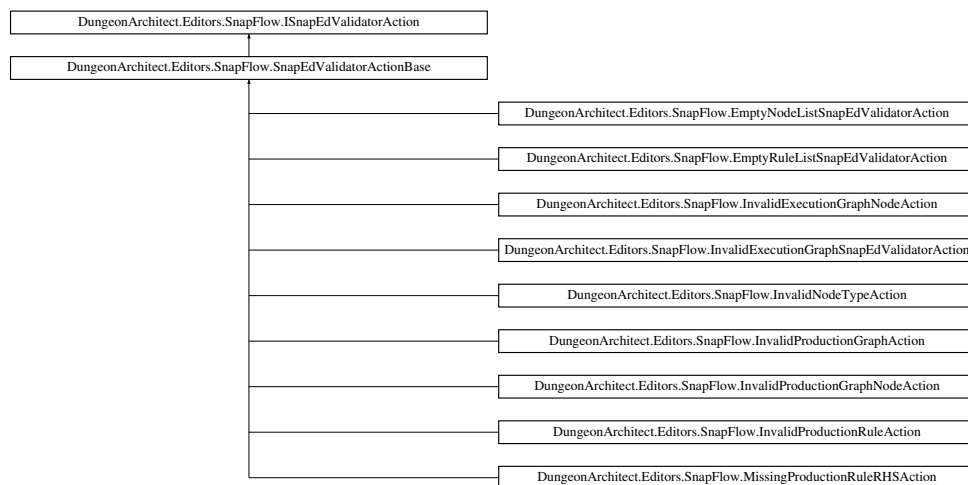
Definition at line 7 of file SnapEdValidator.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/SnapEdValidator.cs

5.750 DungeonArchitect.Eeditors.SnapFlow.SnapEdValidatorActionBase Class Reference

Inheritance diagram for DungeonArchitect.Eeditors.SnapFlow.SnapEdValidatorActionBase:



Public Member Functions

- abstract void **Execute** ([SnapEditorWindow](#) editor)

5.750.1 Detailed Description

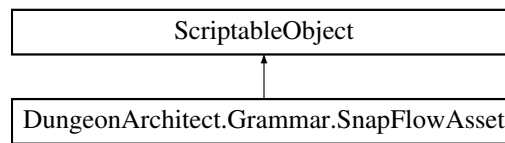
Definition at line 13 of file DungeonFlowValidatorActions.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/SnapEditor/Validation/DungeonFlowValidatorActions.cs

5.751 DungeonArchitect.Grammar.SnapFlowAsset Class Reference

Inheritance diagram for DungeonArchitect.Grammar.SnapFlowAsset:



Public Attributes

- [GrammarExecGraph](#) **executionGraph**
- [GrammarProductionRule\[\]](#) **productionRules**
- [GrammarNodeType\[\]](#) **nodeTypes**
- [GrammarNodeType](#) **wildcardNodeType**
- [GrammarBlue](#) **resultGraph**

5.751.1 Detailed Description

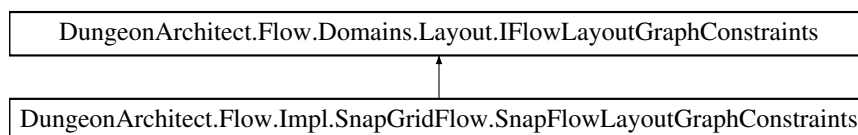
Definition at line 6 of file SnapFlowAsset.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Snap↔
FlowAsset.cs

5.752 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayout↔ GraphConstraints Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutGraphConstraints:



Public Member Functions

- **SnapFlowLayoutGraphConstraints** ([SnapGridFlowModuleDatabase](#) moduleDatabase, [ISGFLayerTaskPathBuilder](#) pathingTask)
- bool **IsValid** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutGraphNode](#) node, [FlowLayoutGraphNode\[\]](#) incomingNodes)
- bool **IsValid** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutPathNodeGroup](#) group, int pathIndex, int pathLength, [FFAGConstraintsLink\[\]](#) incomingNodes)

Static Public Member Functions

- static void **BuildNodeGroup** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutGraphNode](#) node, [FlowLayoutGraphNode](#)[] incomingNodes, out [FlowLayoutPathNodeGroup](#) outGroup, out [FFAGConstraintsLink](#)[] outConstraintLinks)

5.752.1 Detailed Description

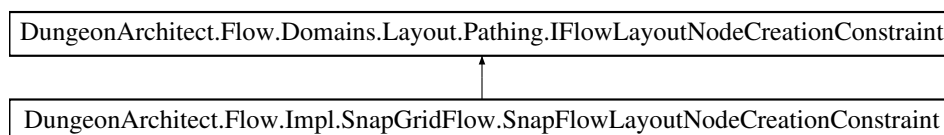
Definition at line 213 of file SnapGridFlowLayoutGraphSupport.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔ Flow/SnapGridFlowLayoutGraphSupport.cs

5.753 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeCreationConstraint Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeCreationConstraint:



Public Member Functions

- bool **CanCreateNodeAt** ([FlowLayoutGraphNode](#) node, int totalPathLength, int currentPathPosition)

5.753.1 Detailed Description

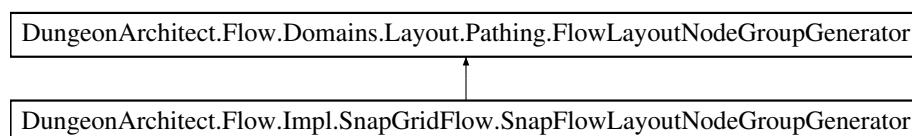
Definition at line 407 of file SnapGridFlowLayoutGraphSupport.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔ Flow/SnapGridFlowLayoutGraphSupport.cs

5.754 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeGroupGenerator Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeGroupGenerator:



Public Member Functions

- **SnapFlowLayoutNodeGroupGenerator** ([SnapGridFlowModuleDatabase](#) moduleDatabase)
- override int **GetMinNodeGroupSize** ()
- override [FlowLayoutPathNodeGroup](#)[] **Generate** ([FlowLayoutGraphQuery](#) graphQuery, [FlowLayoutGraphNode](#) currentNode, System.Random random, [HashSet](#)< [DungeonUID](#) > visited)

5.754.1 Detailed Description

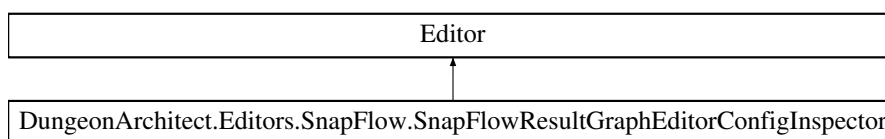
Definition at line 13 of file [SnapGridFlowLayoutGraphSupport.cs](#).

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

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGridFlow/SnapGridFlowLayoutGraphSupport.cs](#)

5.755 DungeonArchitect.Editors.SnapFlow.SnapFlowResultGraphEditorConfigInspector Class Reference

Inheritance diagram for [DungeonArchitect.Editors.SnapFlow.SnapFlowResultGraphEditorConfigInspector](#):



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()

5.755.1 Detailed Description

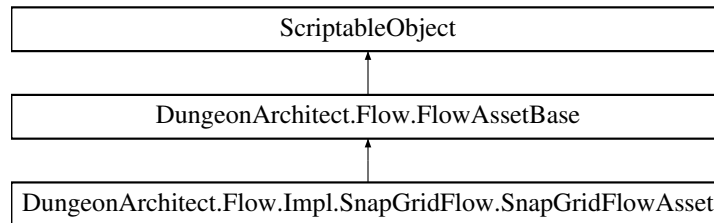
Definition at line 8 of file [SnapFlowResultGraphEditorConfigInspector.cs](#).

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

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Snap/SnapFlowResultGraphEditorConfigInspector.cs](#)

5.756 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowAsset Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowAsset:



Additional Inherited Members

5.756.1 Detailed Description

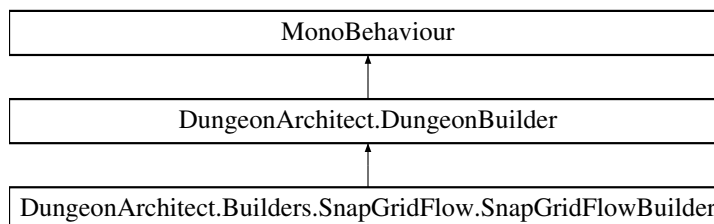
Definition at line 3 of file SnapGridFlowAsset.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGridFlow/Assets/SnapGridFlowAsset.cs

5.757 DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowBuilder:



Public Member Functions

- override bool **IsThemingSupported** ()
- override bool **DestroyDungeonOnRebuild** ()
- override void **BuildNonThemedDungeon** ([DungeonSceneProvider](#) sceneProvider, [IDungeonSceneObjectInstantiator](#) objectInstantiator)
- override void **OnDestroyed** ()

Additional Inherited Members

5.757.1 Detailed Description

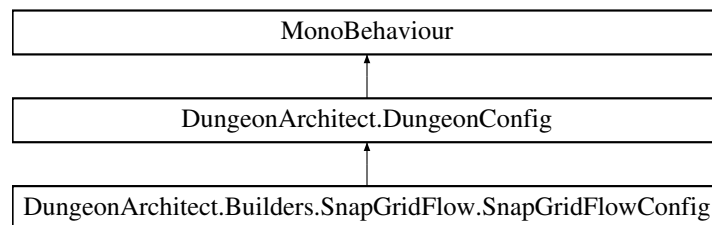
Definition at line 15 of file SnapGridFlowBuilder.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SnapGridFlow/SnapGridFlowBuilder.cs

5.758 DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowConfig Class Reference

Inheritance diagram for DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowConfig:



Public Member Functions

- override bool **IsValidConfig** (ref string errorMessage)

Public Attributes

- [SnapGridFlowAsset](#) **flowGraph**
- [SnapGridFlowModuleDatabase](#) **moduleDatabase**

5.758.1 Detailed Description

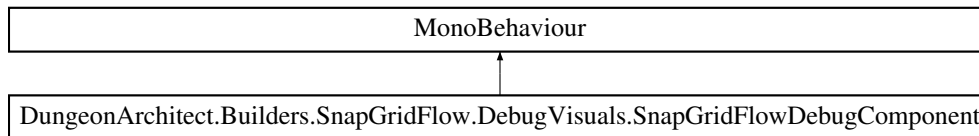
Definition at line 5 of file SnapGridFlowConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SnapGridFlow/SnapGridFlowConfig.cs

5.759 DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugComponent Class Reference

Inheritance diagram for DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugComponent↔:



Public Attributes

- [Dungeon](#) `dungeon`

5.759.1 Detailed Description

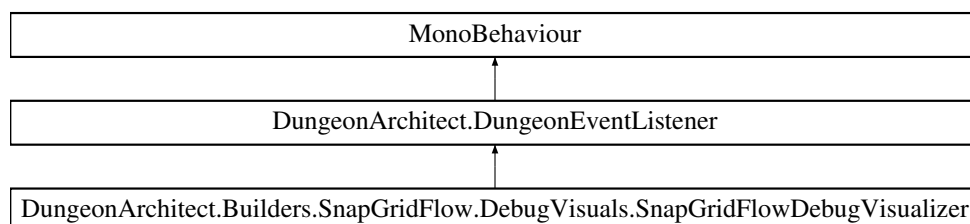
Definition at line 6 of file `SnapGridFlowDebugComponent.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SnapGridFlow/SnapGridFlowDebugComponent.cs`

5.760 DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer Class Reference

Inheritance diagram for DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) `dungeon`, [DungeonModel](#) `model`)
Called after the dungeon is completely built
- override void [OnDungeonDestroyed](#) ([Dungeon](#) `dungeon`)
Called after the dungeon is destroyed

Public Attributes

- float **offsetY** = 3
- float **nodeRadius** = 1.5f

5.760.1 Detailed Description

Definition at line 10 of file SnapGridFlowDebugVisualizer.cs.

5.760.2 Member Function Documentation

5.760.2.1 OnDungeonDestroyed()

```
override void DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer.↵  
OnDungeonDestroyed (   
    Dungeon dungeon ) [virtual]
```

Called after the dungeon is destroyed

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 27 of file SnapGridFlowDebugVisualizer.cs.

5.760.2.2 OnPostDungeonBuild()

```
override void DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer.↵  
OnPostDungeonBuild (   
    Dungeon dungeon,  
    DungeonModel model ) [virtual]
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

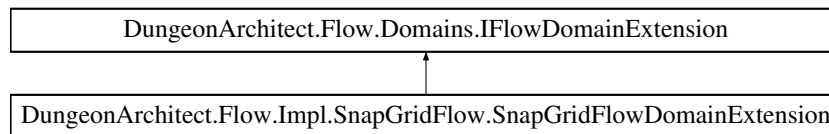
Definition at line 16 of file SnapGridFlowDebugVisualizer.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SnapGridFlow/SnapGridFlowDebugVisualizer.cs

5.761 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowDomainExtension Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowDomainExtension:



Public Attributes

- [SnapGridFlowModuleDatabase](#) **ModuleDatabase**

5.761.1 Detailed Description

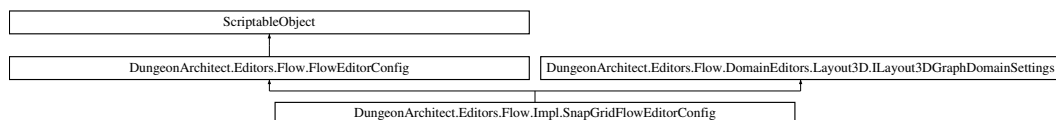
Definition at line 428 of file `SnapGridFlowLayoutGraphSupport.cs`.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGridFlow/SnapGridFlowLayoutGraphSupport.cs

5.762 DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorConfig Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorConfig:



Public Attributes

- [SnapGridFlowModuleDatabase](#) **moduleDatabase**
- bool **autoFocusViewport** = true

Properties

- override [DungeonBuilder](#) **FlowBuilder** [get]
- bool **AutoFocusViewport** [get]

5.762.1 Detailed Description

Definition at line 7 of file SnapGridFlowEditorConfig.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/↔ SnapGridFlow/SnapGridFlowEditorConfig.cs

5.763 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowEditorUtils Class Reference↔

Static Public Member Functions

- static void **InitAsset** ([SnapGridFlowModuleBounds](#) moduleBounds)
- static void **InitAsset** ([SnapGridFlowModuleDatabase](#) moduleDB)

5.763.1 Detailed Description

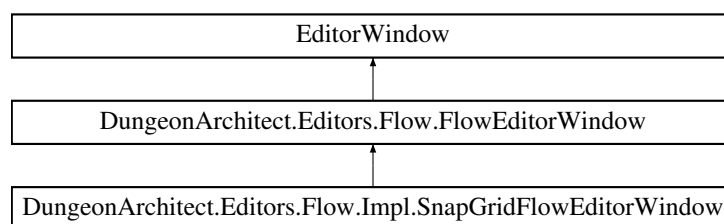
Definition at line 3 of file SnapGridFlowEditorUtils.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/↔ SnapGridFlow/SnapGridFlowEditorUtils.cs

5.764 DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorWindow Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorWindow:



Public Member Functions

- void **SetModuleDatabase** ([SnapGridFlowModuleDatabase](#) moduleDatabase)

Static Public Member Functions

- static void **ShowWindow** ()

Protected Member Functions

- override void **InitDomains** ()
- override [FlowEditorConfig](#) **CreateEditorConfig** ()
- override [FlowExecNodeOutputRegistry](#) **GetLinkedDungeonNodeOutputRegistry** ()
- override bool **IsDomainStateInvalid** ()
- override void **AddDomainExtenders** ([FlowDomainExtensions](#) domainExtensions)

Properties

- override string **WindowTitle** = "Snap Grid Flow Editor" [get]
- override [IWidget](#) **DomainLayoutWidget** [get, set]

Additional Inherited Members

5.764.1 Detailed Description

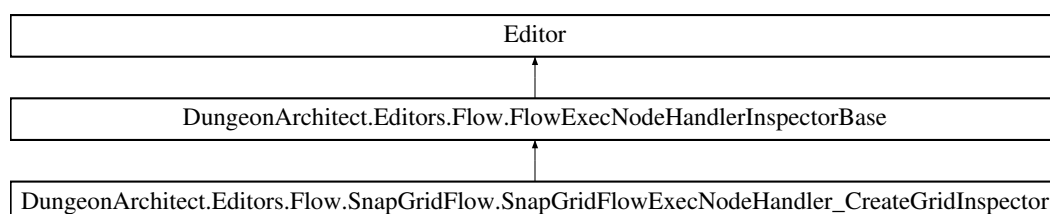
Definition at line 10 of file SnapGridFlowEditorWindow.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/↔
SnapGridFlow/SnapGridFlowEditorWindow.cs

5.765 DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateGridInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateGridInspector↔
GridInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Additional Inherited Members**5.765.1 Detailed Description**

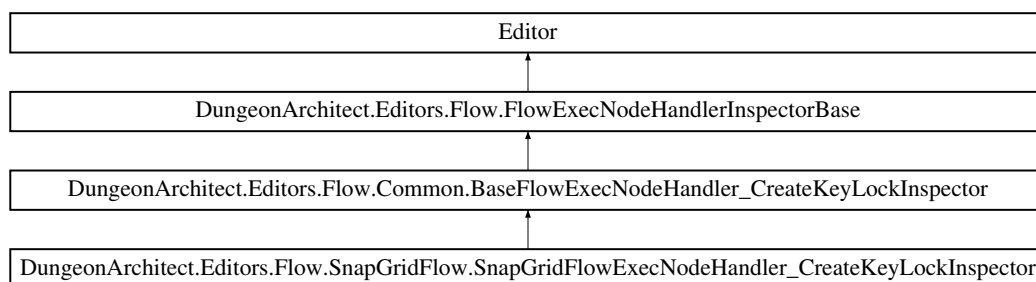
Definition at line 7 of file SnapGridFlowExecNodeHandler_CreateGridInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/SnapGridFlow/Layout/SnapGridFlowExecNodeHandler_CreateGridInspector.cs↔

5.766 DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateKeyLockInspector Class Reference↔

Inheritance diagram for DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateKeyLockInspector:

**Additional Inherited Members****5.766.1 Detailed Description**

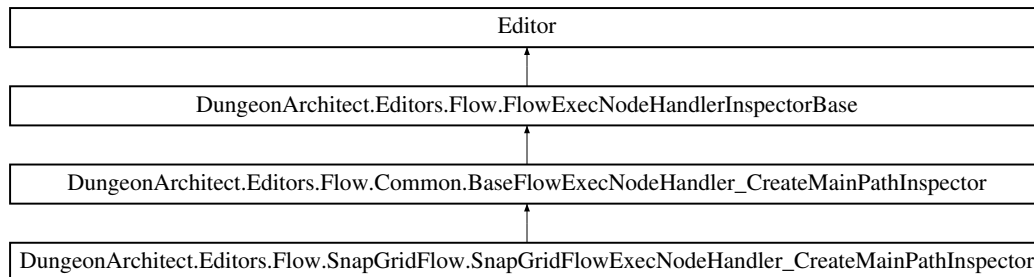
Definition at line 8 of file SnapGridFlowExecNodeHandler_CreateKeyLockInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/SnapGridFlow/Layout/SnapGridFlowExecNodeHandler_CreateKeyLockInspector.cs↔

5.767 DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateMainPathInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreateMainPathInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members

5.767.1 Detailed Description

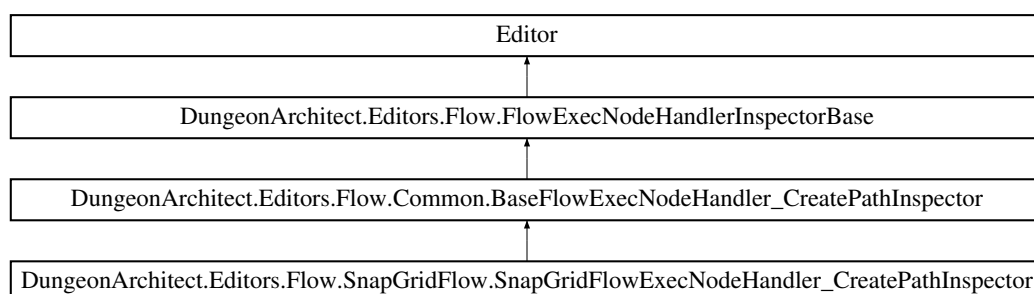
Definition at line 8 of file SnapGridFlowExecNodeHandler_CreateMainPathInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/SnapGridFlow/Layout/SnapGridFlowExecNodeHandler_CreateMainPathInspector.cs

5.768 DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreatePathInspector Class Reference

Inheritance diagram for DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_CreatePathInspector:



Public Member Functions

- override void **HandleInspectorGUI** ()

Protected Member Functions

- override void **OnEnable** ()

Additional Inherited Members**5.768.1 Detailed Description**

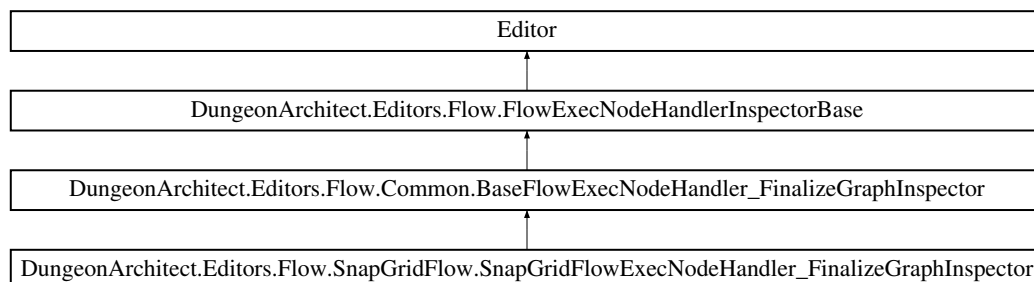
Definition at line 8 of file SnapGridFlowExecNodeHandler_CreatePathInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/SnapGridFlow/Layout/SnapGridFlowExecNodeHandler_CreatePathInspector.cs↔

5.769 DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_FinalizeGraphInspector Class Reference↔

Inheritance diagram for DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_FinalizeGraphInspector:↔

**Additional Inherited Members****5.769.1 Detailed Description**

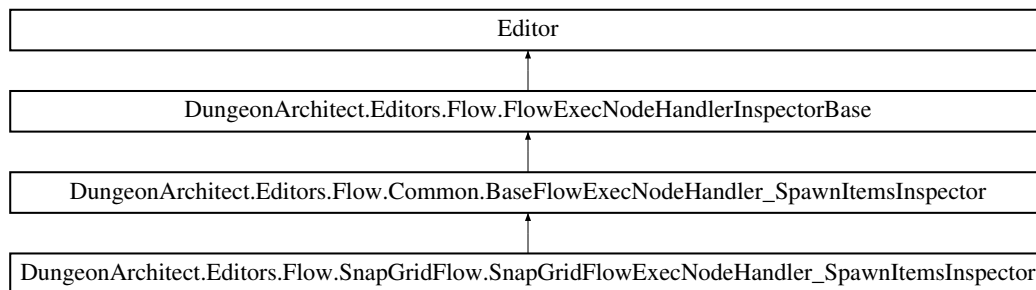
Definition at line 8 of file SnapGridFlowExecNodeHandler_FinalizeGraphInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/SnapGridFlow/Layout/SnapGridFlowExecNodeHandler_FinalizeGraphInspector.cs↔

5.770 DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_SpawnItemsInspector Class Reference [↔](#)

Inheritance diagram for DungeonArchitect.Editor.Flow.SnapGridFlow.SnapGridFlowExecNodeHandler_SpawnItemsInspector:



Additional Inherited Members

5.770.1 Detailed Description

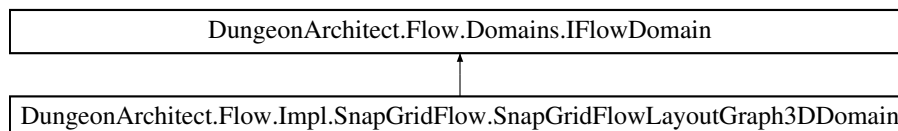
Definition at line 8 of file SnapGridFlowExecNodeHandler_SpawnItemsInspector.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/SnapGridFlow/Layout/SnapGridFlowExecNodeHandler_SpawnItemsInspector.cs

5.771 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowLayoutGraph3DDomain Class Reference [↔](#)

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowLayoutGraph3DDomain:



Properties

- Type[] **SupportedTasks** = supportedTypes [get]
- string **DisplayName** = "Layout Graph" [get]

5.771.1 Detailed Description

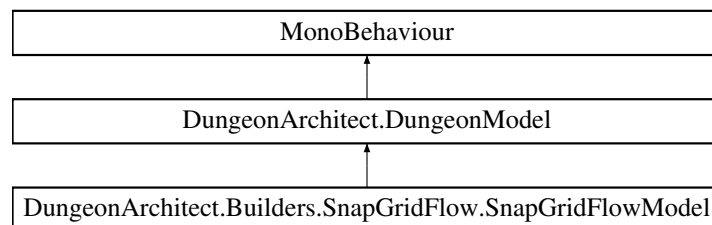
Definition at line 7 of file SnapGridFlowDomains.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGridFlow/SnapGridFlowDomains.cs

5.772 DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowModel:



Public Member Functions

- override void **ResetModel** ()

Public Attributes

- [FlowLayoutGraph](#) **layoutGraph**
- [SgfModuleNode\[\]](#) **snapModules**

5.772.1 Detailed Description

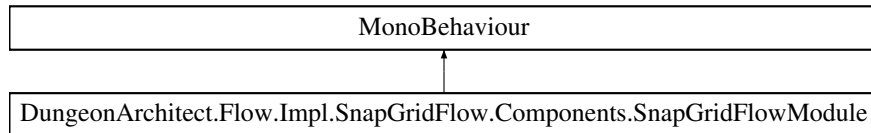
Definition at line 6 of file SnapGridFlowModel.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SnapGridFlow/SnapGridFlowModel.cs

5.773 DungeonArchitect.Flow.Impl.SnapGridFlow.Components.SnapGridFlowModule Class Reference [↔](#)

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.Components.SnapGridFlowModule:



Public Attributes

- `Vector3Int numChunks` = new `Vector3Int(1, 1, 1)`
- [SnapGridFlowModuleBounds](#) `moduleBounds`
- `bool drawBounds` = true

5.773.1 Detailed Description

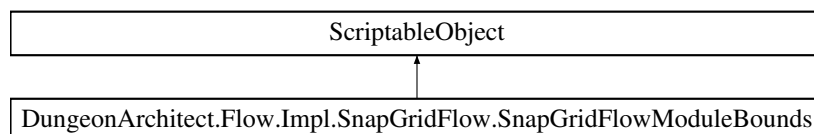
Definition at line 8 of file `SnapGridFlowModule.cs`.

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

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGridFlow/Components/SnapGridFlowModule.cs`

5.774 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleBounds Class Reference [↔](#)

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleBounds:



Public Attributes

- `Vector3 chunkSize` = new `Vector3(40, 20, 40)`
- `float doorOffsetY` = 5
- `Color boundsColor` = `Color.red`
- `Color doorColor` = `Color.blue`

5.774.1 Detailed Description

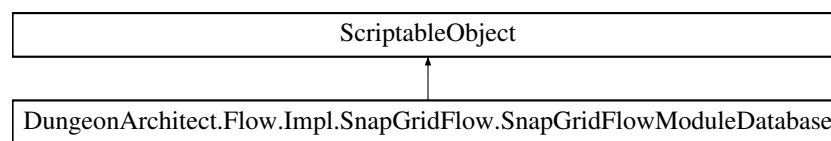
Definition at line 6 of file SnapGridFlowModuleBounds.cs.

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

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Assets/SnapGridFlowModuleBounds.cs

5.775 DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlow↔ ModuleDatabase Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleDatabase:



Public Member Functions

- [SgfModuleDatabaseItem\[\]](#) **GetCategoryModules** (string category)

Public Attributes

- [SnapGridFlowModuleBounds](#) **ModuleBoundsAsset**
- [SgfModuleDatabaseItem\[\]](#) **Modules**

5.775.1 Detailed Description

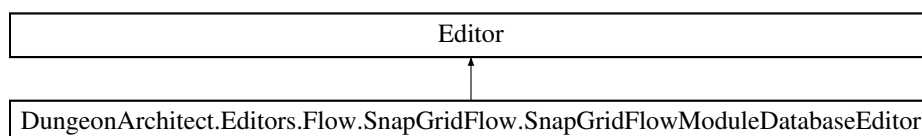
Definition at line 61 of file SnapGridFlowModuleDatabase.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/SnapGrid↔
Flow/Assets/SnapGridFlowModuleDatabase.cs

5.776 DungeonArchitectEditors.Flow.SnapGridFlow.SnapGridFlow↔ ModuleDatabaseEditor Class Reference

Inheritance diagram for DungeonArchitectEditors.Flow.SnapGridFlow.SnapGridFlowModuleDatabaseEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Protected Member Functions

- virtual void **OnEnable** ()

5.776.1 Detailed Description

Definition at line 10 of file SGFModuleDatabaseInspector.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Flow/SnapGridFlow/SGFModuleDatabaseInspector.cs↔

5.777 DungeonArchitect.Editor.Flow.Impl.SnapGridFlowModuleDBCompiler Class Reference↔

Classes

- struct [CompileResultEntry](#)

Public Types

- enum class **CompileErrorType** { **Success** , **Warning** , **Error** }

Static Public Member Functions

- static bool **Build** ([SnapGridFlowModuleDatabase](#) moduleDatabase, out [CompileResultEntry](#)[] errors)

5.777.1 Detailed Description

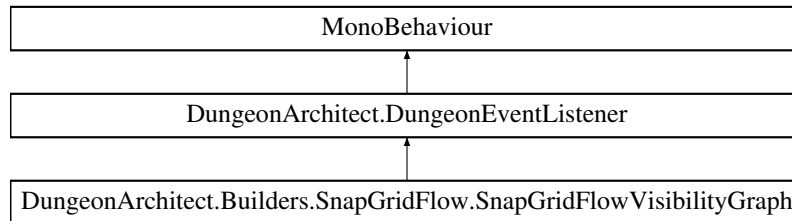
Definition at line 10 of file SnapGridFlowModuleDBCompiler.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Implementations/SnapGridFlow/SnapGridFlowModuleDBCompiler.cs↔

5.778 DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph Class Reference ↔

Inheritance diagram for DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built
- override void [OnDungeonDestroyed](#) ([Dungeon](#) dungeon)
Called after the dungeon is destroyed

Public Attributes

- int **visibilityDepth** = 1
- Transform[] **trackedObjects**

5.778.1 Detailed Description

Definition at line 10 of file SnapGridFlowVisibilityGraph.cs.

5.778.2 Member Function Documentation

5.778.2.1 OnDungeonDestroyed()

```

override void DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph.OnDungeon↔
Destroyed (
    Dungeon dungeon ) [virtual]
  
```

Called after the dungeon is destroyed

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 84 of file SnapGridFlowVisibilityGraph.cs.

5.778.2.2 OnPostDungeonBuild()

```
override void DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph.OnPostDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 79 of file SnapGridFlowVisibilityGraph.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SnapGridFlow/SnapGridFlowVisibilityGraph.cs

5.779 DungeonArchitect.Builders.Snap.Impl.SnapLayoutBuildState Class Reference

Public Attributes

- bool [bSafetyBailOut](#)
- int **NumTries**
- bool **bFoundBestBuild**
- List< [ModuleInfo](#) > **ModuleInfoList** = new List<[ModuleInfo](#)>()

5.779.1 Detailed Description

Definition at line 668 of file SnapBuilder.cs.

5.779.2 Member Data Documentation

5.779.2.1 bSafetyBailOut

```
bool DungeonArchitect.Builders.Snap.Impl.SnapLayoutBuildState.bSafetyBailOut
```

Searching a dense tree can lead to billions of possibilities. If this flag is set, the search bails out early to avoid a hang.

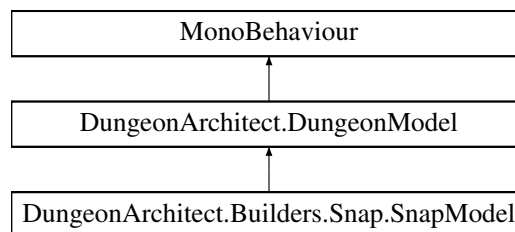
Definition at line 681 of file SnapBuilder.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapBuilder.cs

5.780 DungeonArchitect.Builders.Snap.SnapModel Class Reference

Inheritance diagram for DungeonArchitect.Builders.Snap.SnapModel:



Public Member Functions

- override void **ResetModel** ()

Public Attributes

- [SnapModuleInstance\[\]](#) **modules**
- [SnapModuleConnection\[\]](#) **connections**

5.780.1 Detailed Description

Definition at line 43 of file SnapModel.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapModel.cs

5.781 DungeonArchitect.Builders.Snap.SnapModuleConnection Class Reference

Public Attributes

- string [ModuleAInstanceID](#)
The instance ID of the spawned module (See ModuleInstance structure)
- int [DoorAIndex](#)
The index of the door(see ModuleInfo structure)
- string [ModuleBInstanceID](#)
The instance ID of the spawned module (See ModuleInstance structure)
- int [DoorBIndex](#)
The index of the door(see ModuleInfo structure)

5.781.1 Detailed Description

Definition at line 20 of file SnapModel.cs.

5.781.2 Member Data Documentation

5.781.2.1 DoorAIndex

```
int DungeonArchitect.Builders.Snap.SnapModuleConnection.DoorAIndex
```

The index of the door(see ModuleInfo structure)

Definition at line 30 of file SnapModel.cs.

5.781.2.2 DoorBIndex

```
int DungeonArchitect.Builders.Snap.SnapModuleConnection.DoorBIndex
```

The index of the door(see ModuleInfo structure)

Definition at line 40 of file SnapModel.cs.

5.781.2.3 ModuleAInstanceID

```
string DungeonArchitect.Builders.Snap.SnapModuleConnection.ModuleAInstanceID
```

The instance ID of the spawned module (See ModuleInstance structure)

Definition at line 25 of file SnapModel.cs.

5.781.2.4 ModuleBInstanceID

```
string DungeonArchitect.Builders.Snap.SnapModuleConnection.ModuleBInstanceID
```

The instance ID of the spawned module (See ModuleInstance structure)

Definition at line 35 of file SnapModel.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapModel.cs

5.782 DungeonArchitect.Builders.Snap.SnapModuleEntry Class Reference

Public Attributes

- GameObject **module** = null
- string **category** = ""

5.782.1 Detailed Description

Definition at line 8 of file SnapConfig.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapConfig.cs

5.783 DungeonArchitect.Builders.Snap.SnapModuleInstance Class Reference

Public Attributes

- string [InstanceID](#)
The instance id of the module
- Matrix4x4 **WorldTransform**
- Bounds **WorldBounds**

5.783.1 Detailed Description

Definition at line 7 of file SnapModel.cs.

5.783.2 Member Data Documentation

5.783.2.1 InstanceID

```
string DungeonArchitect.Builders.Snap.SnapModuleInstance.InstanceID
```

The instance id of the module

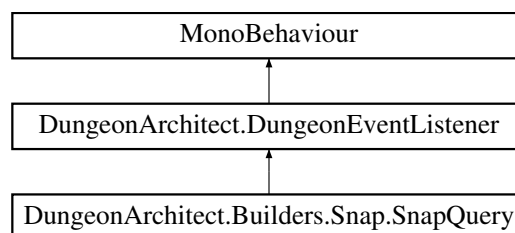
Definition at line 12 of file SnapModel.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapModel.cs

5.784 DungeonArchitect.Builders.Snap.SnapQuery Class Reference

Inheritance diagram for DungeonArchitect.Builders.Snap.SnapQuery:



Public Member Functions

- override void [OnPostDungeonBuild](#) ([Dungeon](#) dungeon, [DungeonModel](#) model)
Called after the dungeon is completely built
- bool **GetModuleInfo** (Vector3 position, out [SnapQueryModuleInfo](#) outModule)
- GameObject **GetModuleGameObject** (Vector3 position)
- GameObject[] **GetModuleIncomingDoors** (Vector3 position)
- GameObject[] **GetModuleOutgoingDoors** (Vector3 position)
- GameObject[] **GetModuleDoors** (Vector3 position)

Public Attributes

- [SnapQueryModuleInfo](#)[] **modules**

5.784.1 Detailed Description

Definition at line 30 of file SnapQuery.cs.

5.784.2 Member Function Documentation

5.784.2.1 OnPostDungeonBuild()

```
override void DungeonArchitect.Builders.Snap.SnapQuery.OnPostDungeonBuild (
    Dungeon dungeon,
    DungeonModel model ) [virtual]
```

Called after the dungeon is completely built

Parameters

<i>model</i>	The dungeon model

Reimplemented from [DungeonArchitect.DungeonEventListener](#).

Definition at line 35 of file SnapQuery.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapQuery.cs

5.785 DungeonArchitect.Builders.Snap.SnapQueryConnectionInfo Struct Reference

Public Attributes

- GameObject **connectionGameObject**
- bool **isDoor**

5.785.1 Detailed Description

Definition at line 21 of file SnapQuery.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapQuery.cs

5.786 DungeonArchitect.Builders.Snap.SnapQueryModuleInfo Struct Reference

Public Attributes

- [SnapModuleInstance](#) **instanceInfo**
- GameObject **moduleGameObject**
- [SnapQueryConnectionInfo](#)[] **connections**

5.786.1 Detailed Description

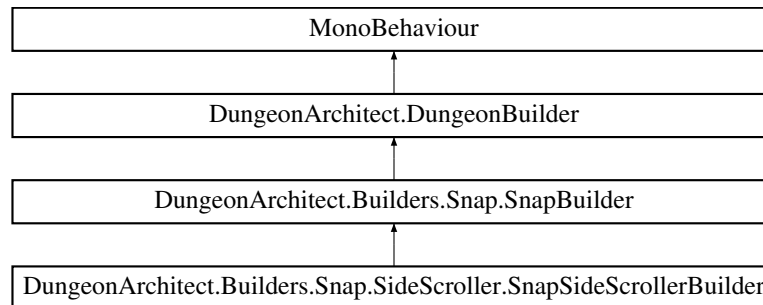
Definition at line 8 of file SnapQuery.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap/SnapQuery.cs

5.787 DungeonArchitect.Builders.Snap.SideScroller.SnapSideScrollerBuilder↔ Builder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Snap.SideScroller.SnapSideScrollerBuilder:



Protected Member Functions

- override Matrix4x4[] **FindAttachmentTransforms** (ref Matrix4x4 ParentModuleTransform, ref Matrix4x4 IncomingDoorTransform, ref Matrix4x4 AttachmentDoorTransform)
- override Bounds **GetBounds** (GameObject target)

Additional Inherited Members

5.787.1 Detailed Description

Definition at line 8 of file SnapSideScrollerBuilder.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Snap_SideScroller/SnapSideScrollerBuilder.cs↔

5.788 DungeonArchitect.Frameworks.Snap.SnapUtils Class Reference

Static Public Member Functions

- static Bounds **GetSnapModuleBounds** (GameObject target)
- static void **FindConnectionTransforms** (GameObject moduleGameObject, out Matrix4x4[] outTransforms, out string[] outCategories)
- static Matrix4x4[] **FindAttachmentTransforms** (ref Matrix4x4 ParentModuleTransform, ref Matrix4x4 IncomingDoorTransform, ref Matrix4x4 AttachmentDoorTransform)

5.788.1 Detailed Description

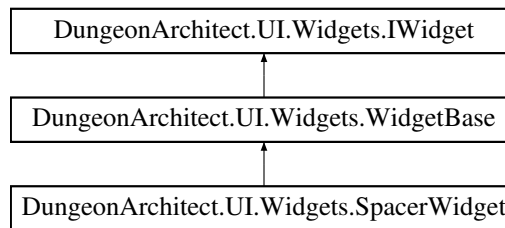
Definition at line 7 of file SnapUtils.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Snap/SnapUtils.cs↔

5.789 DungeonArchitect.UI.Widgets.SpacerWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.SpacerWidget:



Public Member Functions

- **SpacerWidget** (Vector2 size)
- override Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)
- void **SetSize** (Vector2 size)

Additional Inherited Members

5.789.1 Detailed Description

Definition at line 184 of file Widget.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Widget.cs

5.790 SharpNav.Span Struct Reference

A span is a range of integers which represents a range of voxels in a [Cell](#).

Public Member Functions

- [Span](#) (int min, int max)
Initializes a new instance of the [Span](#) struct.
- [Span](#) (int min, int max, [Area](#) area)
Initializes a new instance of the [Span](#) struct.

Public Attributes

- int [Minimum](#)
The lowest value in the span.
- int [Maximum](#)
The highest value in the span.
- [Area](#) [Area](#)
The span area id

Properties

- int [Height](#) [get]
Gets the height of the span.

5.790.1 Detailed Description

A span is a range of integers which represents a range of voxels in a [Cell](#).

Definition at line 12 of file Span.cs.

5.790.2 Constructor & Destructor Documentation

5.790.2.1 [Span\(\)](#) [1/2]

```
SharpNav.Span.Span (
    int min,
    int max )
```

Initializes a new instance of the [Span](#) struct.

Parameters

<i>min</i>	The lowest value in the span.
<i>max</i>	The highest value in the span.

Definition at line 34 of file Span.cs.

5.790.2.2 [Span\(\)](#) [2/2]

```
SharpNav.Span.Span (
    int min,
    int max,
    Area area )
```

Initializes a new instance of the [Span](#) struct.

Parameters

<i>min</i>	The lowest value in the span.
<i>max</i>	The highest value in the span.
<i>area</i>	The area flags for the span.

Definition at line 47 of file Span.cs.

5.790.3 Member Data Documentation

5.790.3.1 Area

`Area` `SharpNav.Span.Area`

The span area id

Definition at line 27 of file Span.cs.

5.790.3.2 Maximum

`int` `SharpNav.Span.Maximum`

The highest value in the span.

Definition at line 22 of file Span.cs.

5.790.3.3 Minimum

`int` `SharpNav.Span.Minimum`

The lowest value in the span.

Definition at line 17 of file Span.cs.

5.790.4 Property Documentation

5.790.4.1 Height

`int` `SharpNav.Span.Height` `[get]`

Gets the height of the span.

Definition at line 57 of file Span.cs.

The documentation for this struct was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Span.cs`

5.791 SharpNav.SpanReference Struct Reference

References a [Span](#) within a [Heightfield](#).

Public Member Functions

- [SpanReference](#) (int x, int y, int i)
Initializes a new instance of the [SpanReference](#) struct.

Properties

- int [X](#) [get]
Gets the X coordinate of the [Cell](#) that contains the referenced [Span](#).
- int [Y](#) [get]
Gets the Y coordinate of the [Cell](#) that contains the referenced [Span](#).
- int [Index](#) [get]
Gets the index of the [Span](#) within the [Cell](#) it is contained in.

5.791.1 Detailed Description

References a [Span](#) within a [Heightfield](#).

Definition at line 12 of file SpanReference.cs.

5.791.2 Constructor & Destructor Documentation

5.791.2.1 SpanReference()

```
SharpNav.SpanReference.SpanReference (
    int x,
    int y,
    int i )
```

Initializes a new instance of the [SpanReference](#) struct.

Parameters

<i>x</i>	The X coordinate of the Cell the Span is contained in.
<i>y</i>	The Y coordinate of the Cell the Span is contained in.
<i>i</i>	The index of the Span within the specified Cell .

Definition at line 24 of file SpanReference.cs.

5.791.3 Property Documentation

5.791.3.1 Index

```
int SharpNav.SpanReference.Index [get]
```

Gets the index of the [Span](#) within the [Cell](#) it is contained in.

Definition at line 56 of file SpanReference.cs.

5.791.3.2 X

```
int SharpNav.SpanReference.X [get]
```

Gets the X coordinate of the [Cell](#) that contains the referenced [Span](#).

Definition at line 34 of file SpanReference.cs.

5.791.3.3 Y

```
int SharpNav.SpanReference.Y [get]
```

Gets the Y coordinate of the [Cell](#) that contains the referenced [Span](#).

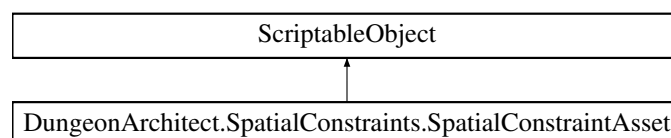
Definition at line 45 of file SpanReference.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/SpanReference.↔
cs

5.792 DungeonArchitect.SpatialConstraints.SpatialConstraintAsset Class Reference

Inheritance diagram for DungeonArchitect.SpatialConstraints.SpatialConstraintAsset:



Public Member Functions

- void **Init** ([GraphNode](#) hostThemeNode)
- void **OnEnable** ()

Public Attributes

- bool **rotateToFit** = true
- bool **applyFitRotation** = false
- bool **applyMarkerRotation** = true
- bool **checkRelativeToMarkerRotation** = true
- [GraphNode](#) **hostThemeNode**

Properties

- [SpatialConstraintGraph](#) **Graph** [get]

5.792.1 Detailed Description

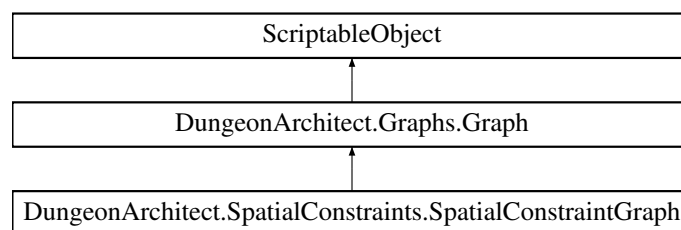
Definition at line 9 of file SpatialConstraintAsset.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/SpatialConstraints/SpatialConstraintAsset.cs

5.793 DungeonArchitect.SpatialConstraints.SpatialConstraintGraph Class Reference

Inheritance diagram for DungeonArchitect.SpatialConstraints.SpatialConstraintGraph:



Public Member Functions

- override void **OnEnable** ()

Public Attributes

- [SpatialConstraintAsset](#) **asset**

Additional Inherited Members

5.793.1 Detailed Description

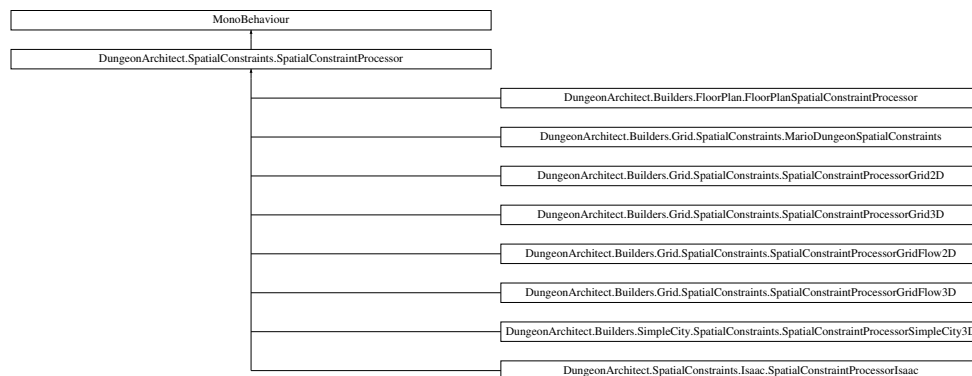
Definition at line 9 of file SpatialConstraintGraph.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↔ Constraints/Graph/SpatialConstraintGraph.cs

5.794 DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor Class Reference

Inheritance diagram for DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor:



Public Member Functions

- virtual [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)
- bool **ProcessSpatialConstraint** ([SpatialConstraintProcessorContext](#) context, out Matrix4x4 outOffset, out [PropSocket](#)[] outMarkersToRemove)

5.794.1 Detailed Description

Definition at line 58 of file SpatialConstraintProcessor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↔ Constraints/SpatialConstraintProcessor.cs

5.795 DungeonArchitect.SpatialConstraints.SpatialConstraintProcessorContext Class Reference

Public Attributes

- [SpatialConstraintAsset](#) **constraintAsset**
- [PropSocket](#) **marker**
- [DungeonModel](#) **model**
- [DungeonConfig](#) **config**
- [DungeonBuilder](#) **builder**
- [LevelMarkerList](#) **levelMarkers**

5.795.1 Detailed Description

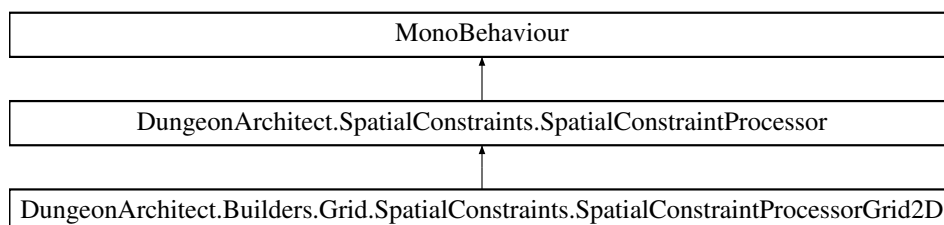
Definition at line 48 of file `SpatialConstraintProcessor.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/SpatialConstraints/SpatialConstraintProcessor.cs`

5.796 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid2D Class Reference

Inheritance diagram for `DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid2D`:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.796.1 Detailed Description

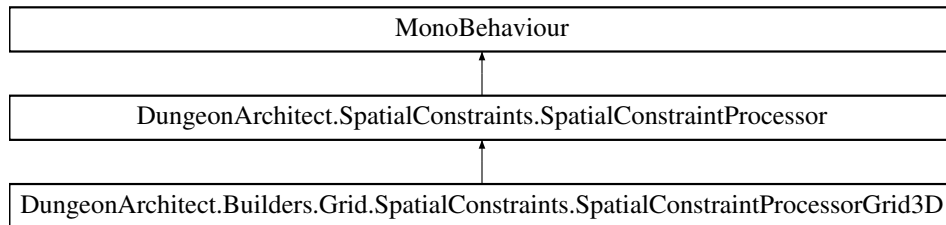
Definition at line 7 of file `SpatialConstraintProcessorGrid2D.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/SpatialConstraints/SpatialConstraintProcessorGrid2D.cs`

5.797 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid3D Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGrid3D:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.797.1 Detailed Description

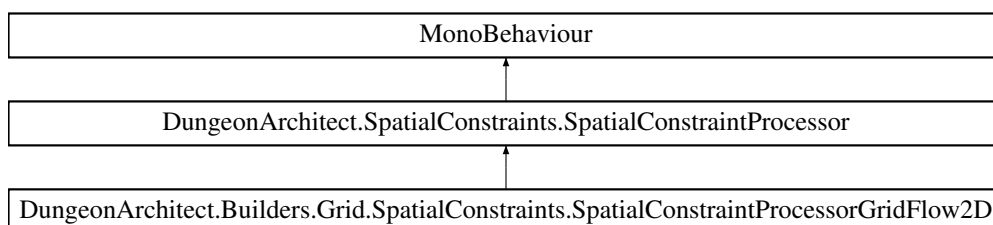
Definition at line 7 of file SpatialConstraintProcessorGrid3D.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/SpatialConstraints/SpatialConstraintProcessorGrid3D.cs

5.798 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow2D Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow2D:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.798.1 Detailed Description

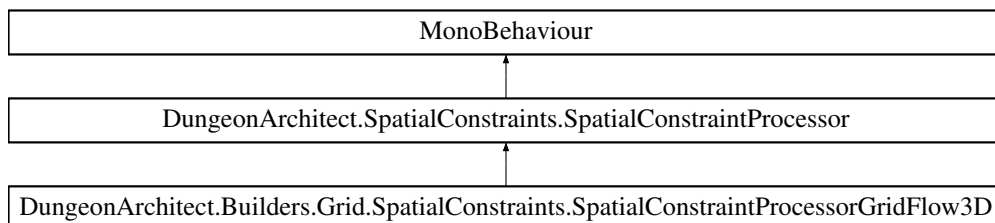
Definition at line 6 of file SpatialConstraintProcessorGridFlow2D.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridFlow/SpatialConstraints/SpatialConstraintProcessorGridFlow2D.cs

5.799 DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow3D Class Reference

Inheritance diagram for DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProcessorGridFlow3D:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.799.1 Detailed Description

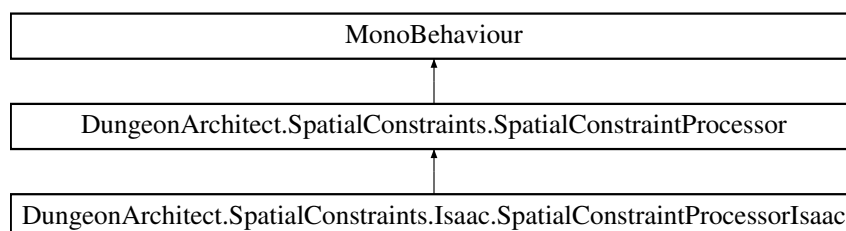
Definition at line 6 of file SpatialConstraintProcessorGridFlow3D.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/GridFlow/SpatialConstraints/SpatialConstraintProcessorGridFlow3D.cs

5.800 DungeonArchitect.SpatialConstraints.Isaac.SpatialConstraintProcessorIsaac Class Reference

Inheritance diagram for DungeonArchitect.SpatialConstraints.Isaac.SpatialConstraintProcessorIsaac:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.800.1 Detailed Description

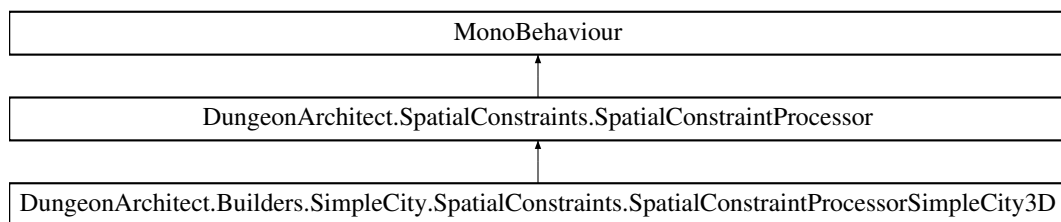
Definition at line 3 of file SpatialConstraintProcessorIsaac.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/Spatial↵ Constraints/SpatialConstraintProcessorIsaac.cs

5.801 DungeonArchitect.Builders.SimpleCity.SpatialConstraints.↵ SpatialConstraintProcessorSimpleCity3D Class Reference

Inheritance diagram for DungeonArchitect.Builders.SimpleCity.SpatialConstraints.SpatialConstraintProcessor↵ SimpleCity3D:



Public Member Functions

- override [SpatialConstraintRuleDomain](#) **GetDomain** ([SpatialConstraintProcessorContext](#) context)

5.801.1 Detailed Description

Definition at line 8 of file SpatialConstraintProcessorSimpleCity3D.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Spatial↵ ConstraintProcessorSimpleCity3D.cs

5.802 DungeonArchitect.SpatialConstraints.SpatialConstraint↵ ProcessorUtils Class Reference

Static Public Member Functions

- static Vector2 **GetPosition2D** (Vector3 position)
- static Vector3 **RotateVector** (Vector3 position, Matrix4x4 matrix)
- static Vector3 **GetRuleNodeWorldPosition** ([SCRuleNode](#) ruleNode, [SCReferenceNode](#) referenceNode, [PropSocket](#) marker, Vector3 gridSize, ref Matrix4x4 rotationFrame)

5.802.1 Detailed Description

Definition at line 11 of file SpatialConstraintProcessor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↔ Constraints/SpatialConstraintProcessor.cs

5.803 DungeonArchitect.SpatialConstraints.SpatialConstraintRule↔ Domain Class Reference

Public Attributes

- [SCReferenceNode](#) **referenceNode**
- Vector3 **gridSize** = Vector3.one

5.803.1 Detailed Description

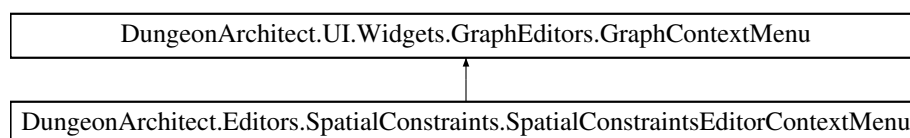
Definition at line 9 of file ConstraintRule.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Spatial↔ Constraints/ConstraintRule.cs

5.804 DungeonArchitect.Editors.SpatialConstraints.SpatialConstraints↔ EditorContextMenu Class Reference

Inheritance diagram for DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContextMenu:



Public Member Functions

- override void [Show](#) ([GraphEditor](#) graphEditor, [GraphPin](#) sourcePin, Vector2 mouseWorld, [UISystem](#) ui↔ System)
Shows the context menu in the theme graph editor

Additional Inherited Members

5.804.1 Detailed Description

Definition at line 9 of file SpatialConstraintsEditorContextMenu.cs.

5.804.2 Member Function Documentation

5.804.2.1 Show()

```
override void DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContext↔
Menu.Show (
    GraphEditor graphEditor,
    GraphPin sourcePin,
    Vector2 mouseWorld,
    UISystem uiSystem ) [virtual]
```

Shows the context menu in the theme graph editor

Parameters

<i>graph</i>	The graph shown in the graph editor
<i>sourcePin</i>	The source pin, if the user dragged a link out of a pin. null otherwise
<i>mouseWorld</i>	The position of the mouse. The context menu would be shown from here

Implements [DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu](#).

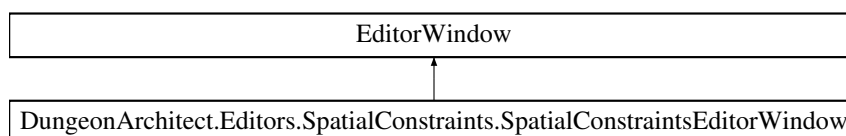
Definition at line 22 of file SpatialConstraintsEditorContextMenu.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/Spatial↔
ConstraintsEditorContextMenu.cs

5.805 DungeonArchitect.Editors.SpatialConstraints.SpatialConstraints↔ EditorWindow Class Reference

Inheritance diagram for DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorWindow:



Public Member Functions

- void **Init** ([SpatialConstraintAsset](#) assetBeingEdited, [SpatialConstraintsEditorAssignmentState](#) assignment↔ State)

Static Public Member Functions

- static void **ShowWindow** ()

Properties

- [UISystem](#) **uiSystem** [get]
- [SpatialConstraintsGraphEditor](#) **GraphEditor** [get]

5.805.1 Detailed Description

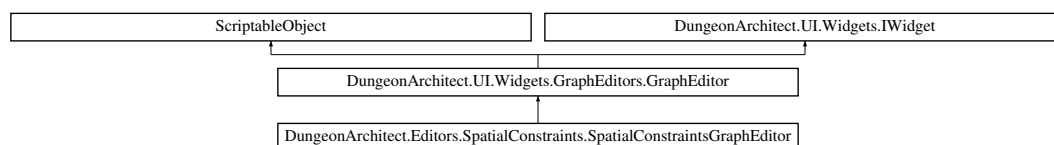
Definition at line 10 of file [SpatialConstraintsEditorWindow.cs](#).

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/Spatial↔ ConstraintsEditorWindow.cs

5.806 DungeonArchitect.Editor.SpatialConstraints.SpatialConstraints↔ GraphEditor Class Reference

Inheritance diagram for [DungeonArchitect.Editor.SpatialConstraints.SpatialConstraintsGraphEditor](#):



Public Member Functions

- override void **HandleGraphStateChanged** ([UISystem](#) uiSystem)
- override void **HandleMarkedDirty** ([UISystem](#) uiSystem)
- override void **OnNodeSelectionChanged** ([UISystem](#) uiSystem)
- override void **SortPinsForDrawing** ([GraphPin](#)[] pins)
- override void **Init** ([Graph](#) graph, Rect editorBounds, [UnityEngine.Object](#) assetObject, [UISystem](#) uiSystem)
Initializes the graph editor with the specified graph

Protected Member Functions

- override [GraphContextMenu](#) **CreateContextMenu** ()
- override void **InitializeNodeRenderers** ([GraphNodeRendererFactory](#) nodeRenderers)
- override void **OnMenuItemClicked** (object userdata, [GraphContextMenuEvent](#) e)
- override void **DrawOverlay** ([UIRenderer](#) renderer, Rect bounds)
- override [GraphNode](#) **DuplicateNode** ([GraphNode](#) sourceNode, [UISystem](#) uiSystem)
- override [IGraphLinkRenderer](#) **CreateGraphLinkRenderer** ()
- override void **SortNodesForDeletion** ([GraphNode](#)[] nodesToDelete)
- override string **GetGraphNotInitializedMessage** ()
- override [GraphEditorStyle](#) **CreateEditorStyle** ()

Properties

- bool **RealtimeUpdate** [get, set]
- SpatialConstraintsEditorAssignmentState **AssignmentState** [get, set]
- [SpatialConstraintAsset](#) **AssetBeingEdited** [get, set]

Additional Inherited Members

5.806.1 Detailed Description

Definition at line 29 of file SpatialConstraintsGraphEditor.cs.

5.806.2 Member Function Documentation

5.806.2.1 Init()

```
override void DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsGraphEditor.Init (
    Graph graph,
    Rect editorBounds,
    UnityEngine.Object assetObject,
    UISystem uiSystem ) [virtual]
```

Initializes the graph editor with the specified graph

Parameters

<i>graph</i>	The owning graph
<i>editorBounds</i>	The bounds of the editor window

Reimplemented from [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor](#).

Definition at line 289 of file SpatialConstraintsGraphEditor.cs.

The documentation for this class was generated from the following file:

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/SpatialConstraints/SpatialConstraintsGraphEditor.cs](#)

5.807 DungeonArchitect.Graphs.Layouts.Spring.SpatialGrid< T > Class Template Reference

Public Member Functions

- **SpatialGrid** (float cellSize)
- void **Refresh** ([GraphLayoutNode](#)< T >[] nodes)
- [GraphLayoutNode](#)< T >[] **GetNearbyNodes** ([GraphLayoutNode](#)< T > node)

5.807.1 Detailed Description

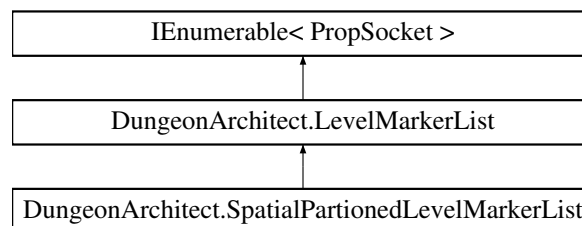
Definition at line 28 of file [GraphLayoutSpring.cs](#).

The documentation for this class was generated from the following file:

- [C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Graph/GraphLayout/GraphLayoutSpring.cs](#)

5.808 DungeonArchitect.SpatialPartitionedLevelMarkerList Class Reference

Inheritance diagram for [DungeonArchitect.SpatialPartitionedLevelMarkerList](#):



Public Member Functions

- **SpatialPartitionedLevelMarkerList** (float partitionCellSize)
- override void **Add** ([PropSocket](#) marker)
- override void **Remove** ([PropSocket](#) marker)
- override [IEnumerable](#)< [PropSocket](#) > **GetMarkersInSearchArea** ([Vector2](#) center, float radius)
- override void **Clear** ()

Additional Inherited Members

5.808.1 Detailed Description

Definition at line 118 of file LevelMarkerList.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Utils/LevelMarkerList.cs

5.809 DungeonArchitect.DungeonSceneObjectSpawner.SpawnInfo Class Reference

Public Attributes

- [DungeonNodeSpawnData](#) **spawnData**
- [GameObject](#) **spawnedItem**

5.809.1 Detailed Description

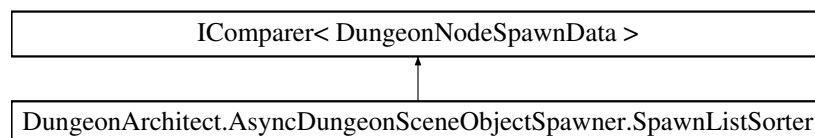
Definition at line 73 of file DungeonSceneObjectSpawner.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/DungeonSceneObjectSpawner.cs

5.810 DungeonArchitect.AsyncDungeonSceneObjectSpawner.Spawn↔ ListSorter Class Reference

Inheritance diagram for DungeonArchitect.AsyncDungeonSceneObjectSpawner.SpawnListSorter:



Public Member Functions

- **int Compare** ([DungeonNodeSpawnData](#) a, [DungeonNodeSpawnData](#) b)

5.810.1 Detailed Description

Definition at line 141 of file DungeonSceneObjectSpawner.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/DungeonSceneObjectSpawner.cs

5.811 DungeonArchitect.Splatmap.SplatData Class Reference

Public Member Functions

- **SplatData** (int textureSize)
- void **Write** (Texture2D texture)

Properties

- float **this[IntVector2 coords]** [get, set]
- float[,]
Data [get]

5.811.1 Detailed Description

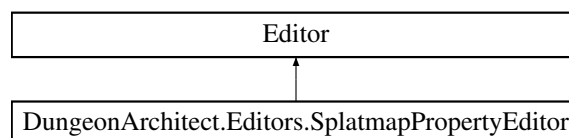
Definition at line 6 of file SplatData.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Splatmaps/↔ Data/SplatData.cs

5.812 DungeonArchitect.Editors.SplatmapPropertyEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SplatmapPropertyEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Member Functions

- static void **RegenerateSplatmaps** ([DungeonSplatmap](#) splatComponent)
- static void **CreateSplatMapAsset** ([DungeonSplatmap](#) splatComponent)

5.812.1 Detailed Description

Definition at line 9 of file SplatmapPropertyEditor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Splatmap↔
PropertyEditor.cs

5.813 DungeonArchitect.Splatmap.SplatRasterizer Class Reference

Public Member Functions

- **SplatRasterizer** ([SplatData](#) splatData)
- void **DecayFloodFill** (float decayMultiplier)
flood fills from every pixel whose value is are greater than 0. This creates a nice blur like effect. Useful for making thick lines from the generated map
- void **ApplyCurve** (AnimationCurve curve)
- void **DrawLine** (Vector2 start, Vector2 end, float value)
Draws a single pixel thick line. Values are normalized [0..1]
- void **DrawCircle** (Vector2 center, float radius01, float value)

5.813.1 Detailed Description

Definition at line 6 of file SplatRasterizer.cs.

5.813.2 Member Function Documentation

5.813.2.1 DecayFloodFill()

```
void DungeonArchitect.Splatmap.SplatRasterizer.DecayFloodFill (
    float decayMultiplier )
```

flood fills from every pixel whose value is are greater than 0. This creates a nice blur like effect. Useful for making thick lines from the generated map

Parameters

<i>splatData</i>	
<i>decay</i>	

Definition at line 39 of file SplatRasterizer.cs.

5.813.2.2 DrawLine()

```
void DungeonArchitect.Splatmap.SplatRasterizer.DrawLine (
    Vector2 start,
    Vector2 end,
    float value )
```

Draws a single pixel thick line. Values are normalized [0..1]

Parameters

<i>start</i>	
<i>end</i>	

Definition at line 135 of file SplatRasterizer.cs.

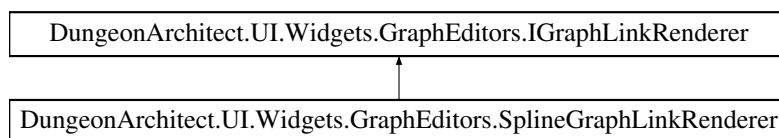
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Splatmaps/↔ Data/SplatRasterizer.cs

5.814 DungeonArchitect.UI.Widgets.GraphEditors.SplineGraphLink↔ Renderer Class Reference

Spline based Graph Link renderer

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.SplineGraphLinkRenderer:



Public Member Functions

- void **DrawGraphLink** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphLink](#) link, [GraphCamera](#) camera)

5.814.1 Detailed Description

Spline based Graph Link renderer

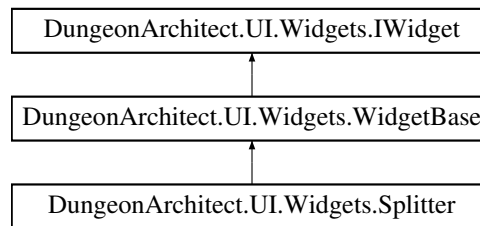
Definition at line 16 of file GraphLinkRenderer.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔ Editor/Renderers/GraphLinkRenderer.cs

5.815 DungeonArchitect.UI.Widgets.Splitter Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.Splitter:



Public Member Functions

- **Splitter** (SplitterDirection direction)
- **Splitter** **SetMinWindowSize** (float minWindowSize)
- **Splitter** **SetBarSize** (float barSize)
- **Splitter** **SetFreeSize** (bool freeSize)
- **Splitter** **AddWidget** (IWidget widget)
- **Splitter** **AddWidget** (IWidget widget, float weight)
- override bool **IsCompositeWidget** ()
- override IWidget[] **GetChildWidgets** ()
- void **OnSplitBarDragged** (SplitterDragBarWidget barWidget, Vector2 delta)
- override void **UpdateWidget** (UISystem uiSystem, Rect bounds)
- override void **HandleInput** (Event e, UISystem uiSystem)
- override Vector2 **GetDesiredSize** (Vector2 size, UISystem uiSystem)

Public Attributes

- bool **freeSize** = false
- float **minWindowSize** = 100
- float **barSize** = 6
- Color **barColor** = new Color(0.20f, 0.20f, 0.20f)
- Color **barHighlightColor** = new Color(0.15f, 0.15f, 0.15f)

Protected Member Functions

- override void **DrawImpl** (UISystem uiSystem, UIRenderer renderer)

Properties

- SplitterDirection **Direction** [get]

Events

- OnSplitBarResized **SplitBarDragged**

5.815.1 Detailed Description

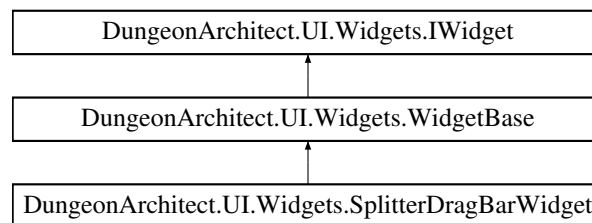
Definition at line 21 of file `SplitterWidget.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/SplitterWidget.cs`

5.816 DungeonArchitect.UI.Widgets.SplitterDragBarWidget Class Reference

Inheritance diagram for `DungeonArchitect.UI.Widgets.SplitterDragBarWidget`:



Public Member Functions

- **SplitterDragBarWidget** ([Splitter](#) parent)
- override bool **CanAcquireFocus** ()
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
- override void **DrawFocusHighlight** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Additional Inherited Members

5.816.1 Detailed Description

Definition at line 273 of file `SplitterWidget.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/SplitterWidget.cs`

5.817 DungeonArchitect.UI.Widgets.SplitterNode Class Reference

Public Attributes

- [IWidget](#) **Content**
- float **Weight**
- bool **IsSplitBar** = false

5.817.1 Detailed Description

Definition at line 12 of file SplitterWidget.cs.

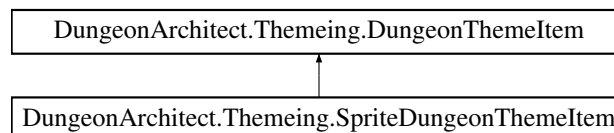
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Core/SplitterWidget.cs↔

5.818 DungeonArchitect.Themeing.SpriteDungeonThemeItem Class Reference

Sprite node data asset attributes

Inheritance diagram for DungeonArchitect.Themeing.SpriteDungeonThemeItem:



Public Attributes

- Sprite **sprite**
- Color **color**
- Material **materialOverride**
- string **sortingLayerName**
- int **orderInLayer**
- DungeonSpriteCollisionType **collisionType**
- PhysicsMaterial2D **physicsMaterial**
- Vector2 **physicsOffset**
- Vector2 **physicsSize**
- float **physicsRadius**

5.818.1 Detailed Description

Sprite node data asset attributes

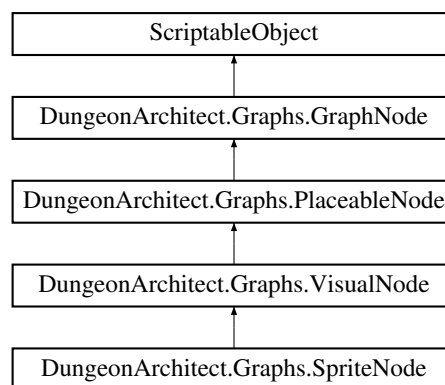
Definition at line 161 of file DungeonThemeItems.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/DungeonThemeItems.cs

5.819 DungeonArchitect.Graphs.SpriteNode Class Reference

Inheritance diagram for DungeonArchitect.Graphs.SpriteNode:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- override void **CopyFrom** ([GraphNode](#) node)
Called when the node is copied.
The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- Sprite **sprite**
- Color **color** = new Color(1, 1, 1, 1)
- Material **materialOverride**
- string **sortingLayerName**
- int **orderInLayer**
- DungeonSpriteCollisionType **collisionType** = DungeonSpriteCollisionType.None
- PhysicsMaterial2D **physicsMaterial**
- Vector2 **physicsOffset** = Vector2.zero
- Vector2 **physicsSize** = Vector2.one
- float **physicsRadius** = 0.5f

Additional Inherited Members

5.819.1 Detailed Description

Definition at line 15 of file SpriteNode.cs.

5.819.2 Member Function Documentation

5.819.2.1 CopyFrom()

```
override void DungeonArchitect.Graphs.SpriteNode.CopyFrom (
    GraphNode node ) [virtual]
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<i>node</i>	

Reimplemented from [DungeonArchitect.Graphs.PlaceableNode](#).

Definition at line 40 of file SpriteNode.cs.

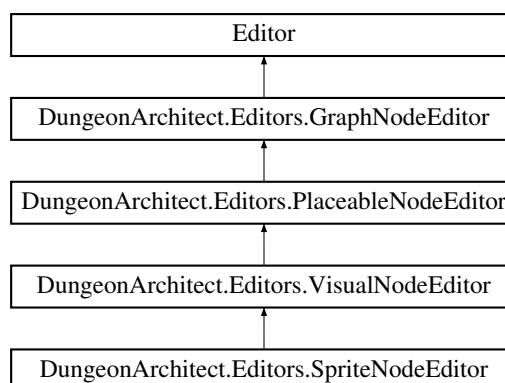
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/GraphNodes/SpriteNode.cs

5.820 DungeonArchitect.Editors.SpriteNodeEditor Class Reference

Custom property editor for a sprite node

Inheritance diagram for DungeonArchitect.Editors.SpriteNodeEditor:



Public Member Functions

- override void **OnEnable** ()

Protected Member Functions

- override void **DrawPreInspectorGUI** ()
- override void **DrawPostInspectorGUI** ()
- override string **GetNodeTitle** ()

Additional Inherited Members

5.820.1 Detailed Description

Custom property editor for a sprite node

Definition at line 14 of file SpriteNodeEditor.cs.

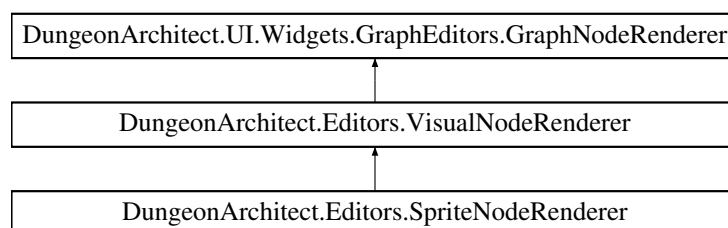
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/NodeEditors/SpriteNodeEditor.cs

5.821 DungeonArchitect.Editor.SpriteNodeRenderer Class Reference

Renders a sprite node

Inheritance diagram for DungeonArchitect.Editor.SpriteNodeRenderer:



Protected Member Functions

- override Object **GetThumbObject** ([GraphNode](#) node)

Additional Inherited Members

5.821.1 Detailed Description

Renders a sprite node

Definition at line 104 of file SpriteNodeEditor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/NodeEditors/SpriteNodeEditor.cs

5.822 DungeonArchitect.UI.Widgets.StackPanelNode Class Reference

Public Attributes

- [IWidget](#) **Widget**
- bool **AutoSize** = false
- bool **AdjustToDynamicDesiredSize** = false
- float **Size** = 100

5.822.1 Detailed Description

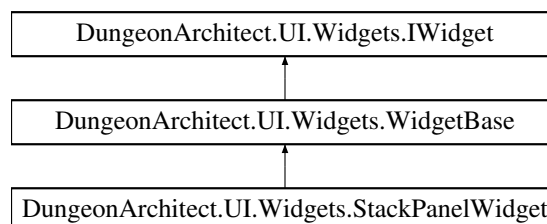
Definition at line 6 of file StackPanelWidget.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/StackPanelWidget.cs

5.823 DungeonArchitect.UI.Widgets.StackPanelWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.StackPanelWidget:



Public Member Functions

- **StackPanelWidget** (StackPanelOrientation orientation)
- **StackPanelWidget AddWidget** (IWidget Widget)
- **StackPanelWidget AddWidget** (IWidget Widget, float size)
- **StackPanelWidget AddWidget** (IWidget Widget, float size, bool adjustToDynamicDesiredSize)
- override Vector2 **GetDesiredSize** (Vector2 size, UISystem uiSystem)
- override void **UpdateWidget** (UISystem uiSystem, Rect bounds)
- override bool **IsCompositeWidget** ()
- override IWidget[] **GetChildWidgets** ()

Protected Member Functions

- override void **DrawImpl** (UISystem uiSystem, UIRenderer renderer)

Additional Inherited Members

5.823.1 Detailed Description

Definition at line 20 of file StackPanelWidget.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Panels/StackPanelWidget.cs

5.824 DungeonArchitect.Utills.StackSystem< TState, TStaticState, TResult > Class Template Reference

Public Member Functions

- delegate void **ExecuteFrameDelegate** (TState top, TStaticState staticState, StackSystem< TState, TStaticState, TResult > stackSystem)
- **StackSystem** (TStaticState staticState)
- void **Initialize** (TState state)
- void **PushFrame** (TState state)
- void **FinalizeResult** (TResult result)
- void **Halt** ()
- void **ExecuteStep** (ExecuteFrameDelegate executeFrame)

Protected Attributes

- TStaticState **staticState**

Properties

- bool **Running** [get]
- bool **FoundResult** [get]
- TResult **Result** [get]
- Stack< TState > **Stack** [get]

5.824.1 Detailed Description

Definition at line 5 of file StackSystem.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Stack↔
System.cs

5.825 DungeonArchitect.Builders.Grid.StairAdjacencyQueueNode Class Reference

Temporary data-structure used while assigning stairs on the dungeon.

Public Member Functions

- **StairAdjacencyQueueNode** (int pCellId, int pDepth)

Public Attributes

- int **cellId**
- int **depth**

5.825.1 Detailed Description

Temporary data-structure used while assigning stairs on the dungeon.

Definition at line 66 of file GridDungeonBuilder.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↔
Builder.cs

5.826 DungeonArchitect.Builders.Grid.StairEdgeInfo Struct Reference

Data structure to hold the adjacent cells connected to the stairs (entry / exit)

Public Member Functions

- **StairEdgeInfo** (int pCellIdA, int pCellIdB)

Public Attributes

- int **CellIdA**
- int **CellIdB**

5.826.1 Detailed Description

Data structure to hold the adjacent cells connected to the stairs (entry / exit)

Definition at line 94 of file GridDungeonBuilder.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Builder.cs

5.827 DungeonArchitect.Builders.Grid.StairInfo Class Reference

Data-structure to hold the stair information in the grid based builder

Public Attributes

- int **OwnerCell**
- int **ConnectedToCell**
- Vector3 **Position**
- Quaternion **Rotation**
- [IntVector](#) **IPosition**

5.827.1 Detailed Description

Data-structure to hold the stair information in the grid based builder

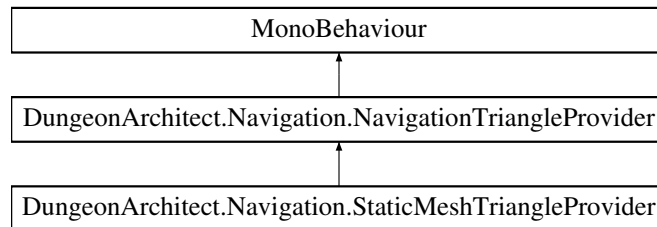
Definition at line 25 of file GridDungeonModel.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Grid/GridDungeon↵
Model.cs

5.828 DungeonArchitect.Navigation.StaticMeshTriangleProvider Class Reference

Inheritance diagram for DungeonArchitect.Navigation.StaticMeshTriangleProvider:



Public Member Functions

- override void **AddNavTriangles** (List< Triangle3 > triangles)

Static Public Member Functions

- static void **AddMeshTriangles** (List< Triangle3 > triangles, Mesh mesh, Matrix4x4 transform)
- static void **AddMeshTriangles** (List< Triangle3 > triangles, Vector3[] vertices, int[] indices, Matrix4x4 transform)

5.828.1 Detailed Description

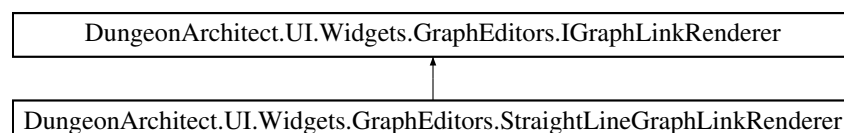
Definition at line 11 of file StaticMeshTriangleProvider.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/TriangleProviders/StaticMeshTriangleProvider.cs

5.829 DungeonArchitect.UI.Widgets.GraphEditors.StraightLineGraphLinkRenderer Class Reference↔

Inheritance diagram for DungeonArchitect.UI.Widgets.GraphEditors.StraightLineGraphLinkRenderer:



Public Member Functions

- void **DrawGraphLink** (UIRenderer renderer, GraphRendererContext rendererContext, GraphLink link, GraphCamera camera)

Static Public Member Functions

- static void **DrawLine** ([UIRenderer](#) renderer, Vector2 startPos, Vector2 endPos, [GraphCamera](#) camera, Color lineColor, float lineThickness)

5.829.1 Detailed Description

Definition at line 53 of file GraphLinkRenderer.cs.

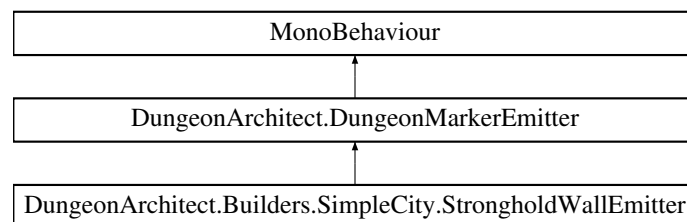
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Graph↔
Editor/Renderers/GraphLinkRenderer.cs

5.830 DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter Class Reference

Adds a wall around the edge of the city . This makes it look like a stronghold defending the city

Inheritance diagram for DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter:



Public Member Functions

- override void **EmitMarkers** ([DungeonBuilder](#) builder)
Called by the dungeon object right after the dungeon is created

Public Attributes

- int **padding** = 0
The distance to move the wall away from the city boundary
- int **doorSize** = 2
- string **WallMarkerName** = "CityWall"
- string **DoorMarkerName** = "CityDoor"
- string **GroundMarkerName** = "CityGround"
- string **CornerTowerMarkerName** = "CornerTower"
- string **WallPaddingMarkerName** = "CityWallPadding"

5.830.1 Detailed Description

Adds a wall around the edge of the city . This makes it look like a stronghold defending the city

Definition at line 8 of file StrongholdWallEmitter.cs.

5.830.2 Member Function Documentation

5.830.2.1 EmitMarkers()

```
override void DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter.EmitMarkers (
    DungeonBuilder builder ) [virtual]
```

Called by the dungeon object right after the dungeon is created

Parameters

<i>builder</i>	reference to the builder object used to build the dungeon

Reimplemented from [DungeonArchitect.DungeonMarkerEmitter](#).

Definition at line 25 of file StrongholdWallEmitter.cs.

5.830.3 Member Data Documentation

5.830.3.1 padding

```
int DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter.padding = 0
```

The distance to move the wall away from the city boundary

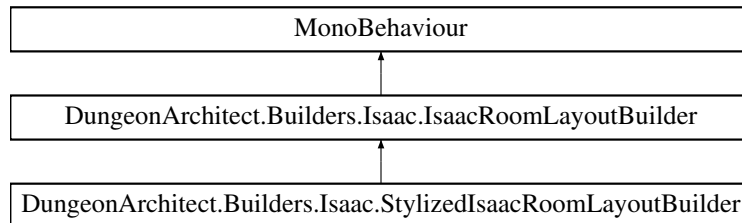
Definition at line 13 of file StrongholdWallEmitter.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/SimpleCity/Utils/StrongholdWallEmitter.cs↵

5.831 DungeonArchitect.Builders.Isaac.StylizedIsaacRoomLayoutBuilder Class Reference

Inheritance diagram for DungeonArchitect.Builders.Isaac.StylizedIsaacRoomLayoutBuilder:



Public Member Functions

- override [IsaacRoomLayout](#) **GenerateLayout** ([IsaacRoom](#) room, System.Random random, int roomWidth, int roomHeight)

Public Attributes

- int **minBrushSize** = 1
- int **maxBrushSize** = 3

5.831.1 Detailed Description

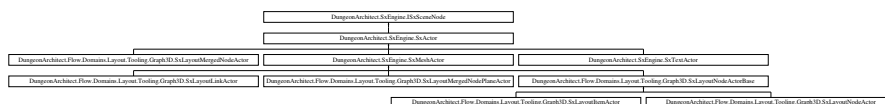
Definition at line 5 of file StylizedIsaacRoomLayoutBuilder.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Builders/Isaac/RoomLayout/StylizedIsaacRoomLayoutBuilder.cs

5.832 DungeonArchitect.SxEngine.SxActor Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxActor:



Public Member Functions

- T **AddComponent**< T > ()
- virtual void **Draw** ([SxRenderContext](#) context, Matrix4x4 accumWorldTransform, [SxRenderCommandList](#) renderCommandList)
- virtual void **Tick** ([SxRenderContext](#) context, float deltaTime)
- void **AddChild** ([ISxSceneNode](#) child)
- void **RemoveChild** ([ISxSceneNode](#) child)
- void **RemoveAllChildren** ()
- virtual void **Destroy** ()

Public Attributes

- [SxWorld](#) **World**

Properties

- [SxTransform](#) **WorldTransform** [get, set]
- [ISxSceneNode](#)[] **Children** [get]
- [SxActorComponent](#)[] **Components** [get]
- [ISxSceneNode](#) **Parent** [get, set]
- **Vector3** **Position** [get, set]
- **Quaternion** **Rotation** [get, set]
- **Vector3** **Scale** [get, set]

5.832.1 Detailed Description

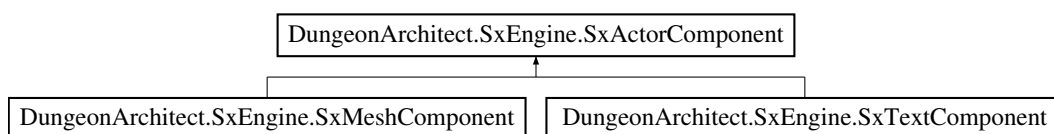
Definition at line 7 of file SxActor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/SxActor.cs

5.833 DungeonArchitect.SxEngine.SxActorComponent Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxActorComponent:



Public Member Functions

- virtual void **Draw** ([SxRenderContext](#) context, Matrix4x4 accumWorldTransform, [SxRenderCommandList](#) renderCommandList)
- virtual void **Tick** ([SxRenderContext](#) context, float deltaTime)
- virtual void **Destroy** ()

5.833.1 Detailed Description

Definition at line 98 of file SxActor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/SxActor.cs

5.834 DungeonArchitect.SxEngine.SxCamera Class Reference

Public Member Functions

- Vector3 **GetRightVector** ()
- void **LookAt** (Vector3 target)

Properties

- Vector3 **Location** [get, set]
- Quaternion **Rotation** [get, set]
- Matrix4x4 **ViewMatrix** [get]

5.834.1 Detailed Description

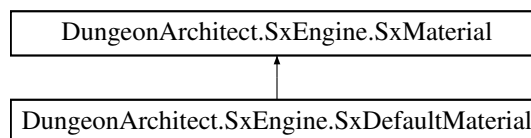
Definition at line 5 of file SxCamera.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxCamera.cs

5.835 DungeonArchitect.SxEngine.SxDefaultMaterial Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxDefaultMaterial:



Additional Inherited Members

5.835.1 Detailed Description

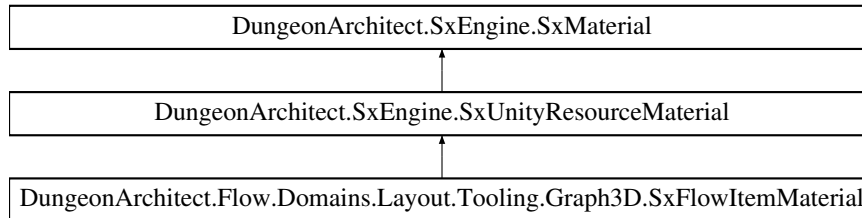
Definition at line 95 of file SxMaterial.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxMaterial.cs

5.836 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterial:



Additional Inherited Members

5.836.1 Detailed Description

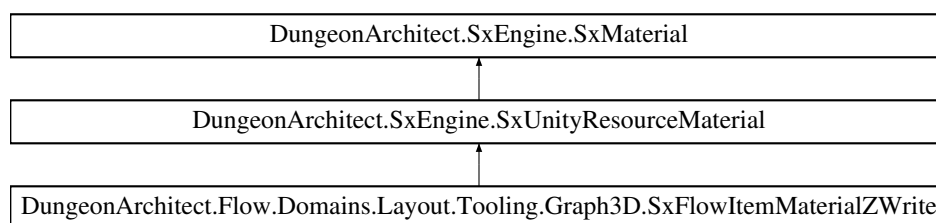
Definition at line 33 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.837 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterialZWrite Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowItemMaterialZWrite:



Additional Inherited Members

5.837.1 Detailed Description

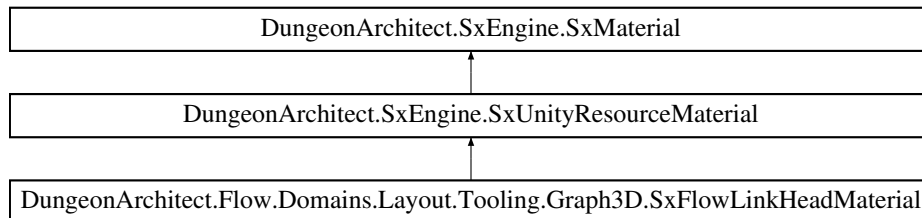
Definition at line 41 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.838 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ FlowLinkHeadMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkHeadMaterial:



Additional Inherited Members

5.838.1 Detailed Description

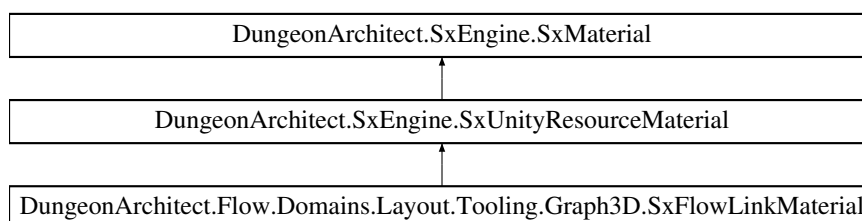
Definition at line 53 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.839 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ FlowLinkMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkMaterial:



Additional Inherited Members

5.839.1 Detailed Description

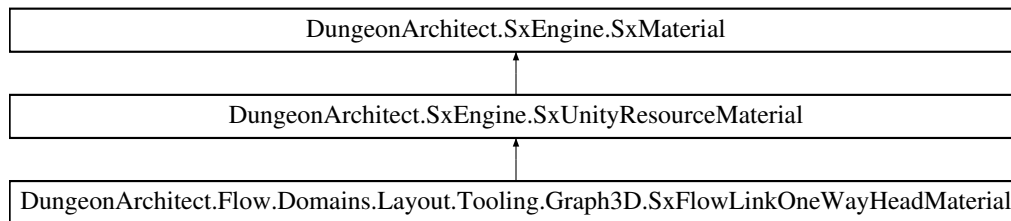
Definition at line 48 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.840 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkOneWayHeadMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowLinkOneWayHeadMaterial:



Additional Inherited Members

5.840.1 Detailed Description

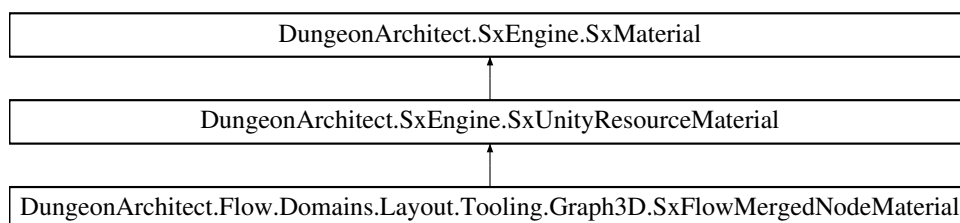
Definition at line 58 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.841 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterial:



Additional Inherited Members

5.841.1 Detailed Description

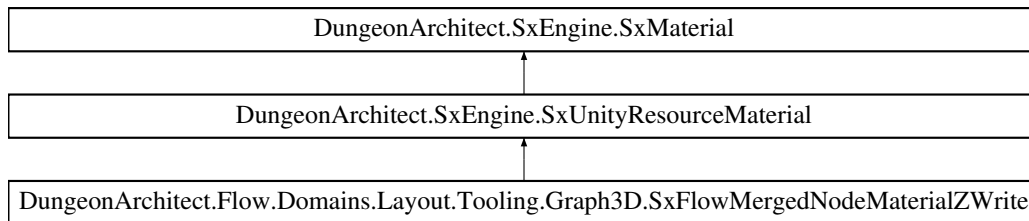
Definition at line 17 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.842 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ FlowMergedNodeMaterialZWrite Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowMergedNodeMaterial↔ZWrite:



Additional Inherited Members

5.842.1 Detailed Description

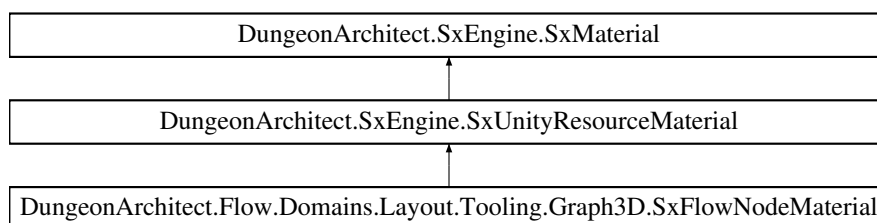
Definition at line 25 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.843 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ FlowNodeMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowNodeMaterial:



Additional Inherited Members

5.843.1 Detailed Description

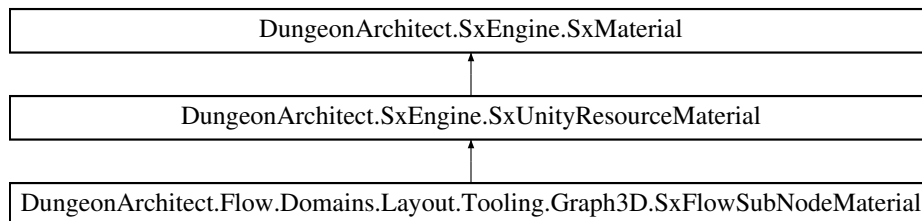
Definition at line 5 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.844 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowSubNodeMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxFlowSubNodeMaterial:



Additional Inherited Members

5.844.1 Detailed Description

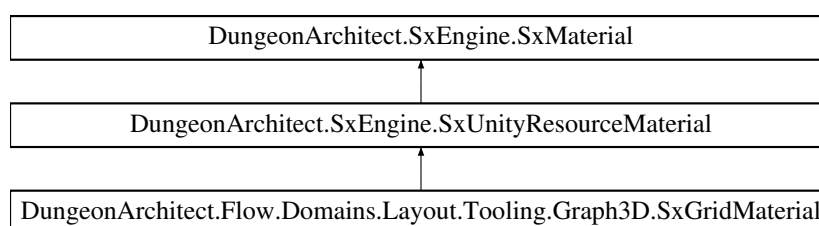
Definition at line 10 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.845 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxGridMaterial Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxGridMaterial:



Additional Inherited Members

5.845.1 Detailed Description

Definition at line 63 of file FlowLayoutToolMaterials.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/FlowLayoutToolMaterials.cs

5.846 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ Layout3DWorldBuilder Class Reference

Classes

- class [BuildSettings](#)

Static Public Member Functions

- static void **Build** ([SxWorld](#) world, [FlowLayoutGraph](#) graph)
- static void **Build** ([SxWorld](#) world, [FlowLayoutGraph](#) graph, [BuildSettings](#) buildSettings, [FlowLayout3DRenderSettings](#) renderSettings)

5.846.1 Detailed Description

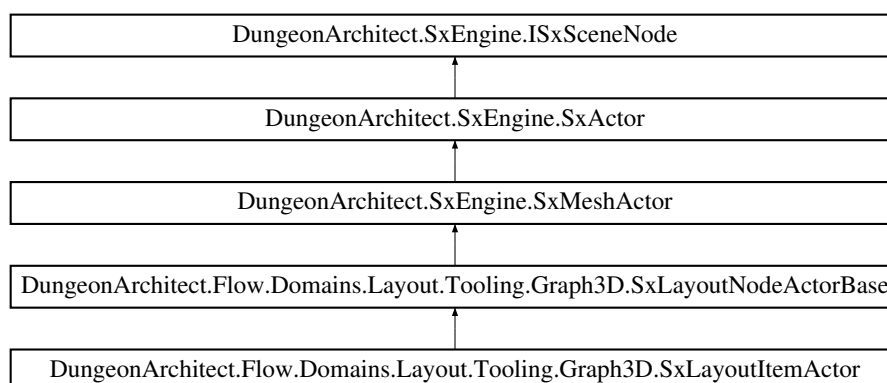
Definition at line 10 of file FlowLayoutToolGraphRendering.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.847 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ LayoutItemActor Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutItemActor:



Public Attributes

- [FlowItem](#) Item

Additional Inherited Members

5.847.1 Detailed Description

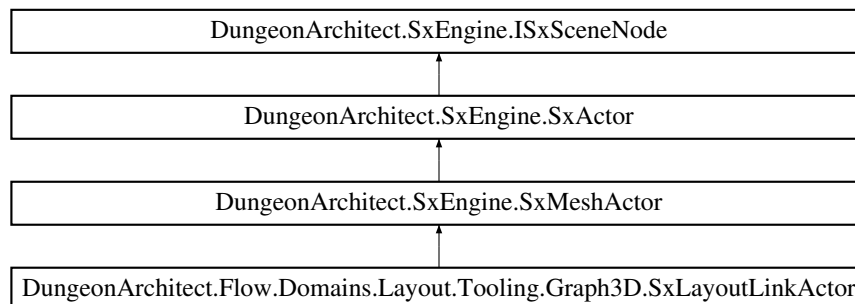
Definition at line 421 of file FlowLayoutToolGraphRendering.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.848 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ LayoutLinkActor Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor:



Classes

- struct [LinkRenderSettings](#)

Public Member Functions

- void **Initialize** ([LinkRenderSettings](#) settings)
- override void **Tick** ([SxRenderContext](#) context, float deltaTime)

Public Attributes

- [FlowLayoutGraphLink](#) **Link**
- bool **FixPositionEveryFrame** = false

Properties

- [SxActor](#) **StartActor** [get, set]
- [SxActor](#) **EndActor** [get, set]
- [LinkRenderSettings](#) **Settings** [get, set]

5.848.1 Detailed Description

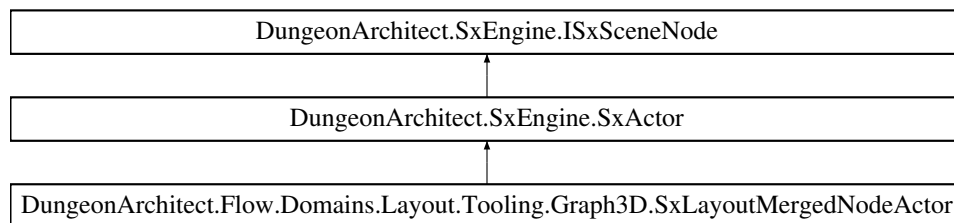
Definition at line 291 of file FlowLayoutToolGraphRendering.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.849 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ LayoutMergedNodeActor Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodeActor:



Classes

- struct [RenderSettings](#)

Public Member Functions

- void **Initialize** ([RenderSettings](#) settings)

Additional Inherited Members

5.849.1 Detailed Description

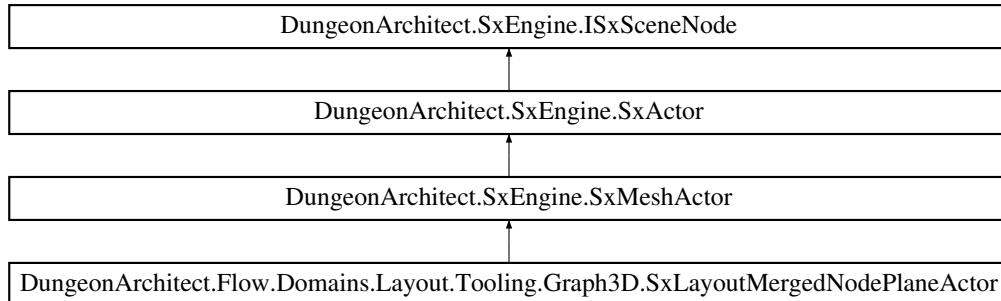
Definition at line 435 of file FlowLayoutToolGraphRendering.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.850 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodePlaneActor Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergedNodePlaneActor:



Public Member Functions

- void **Initialize** (Color color, [SxMaterial](#) material)

Additional Inherited Members

5.850.1 Detailed Description

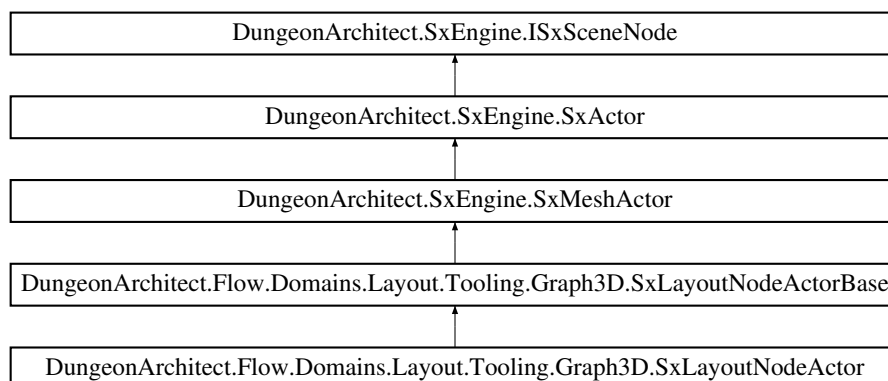
Definition at line 426 of file `FlowLayoutToolGraphRendering.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/FlowLayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs`

5.851 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActor Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActor:



Public Attributes

- [FlowLayoutGraphNode](#) **LayoutNode**

Additional Inherited Members

5.851.1 Detailed Description

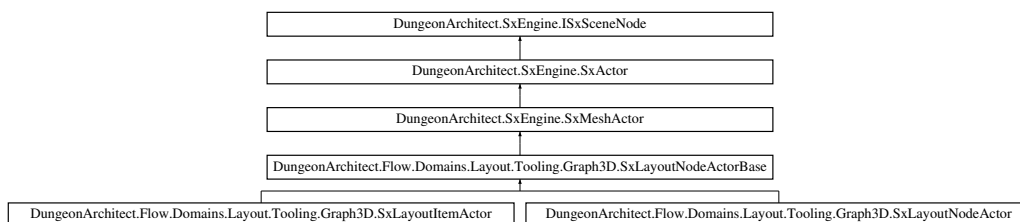
Definition at line 416 of file FlowLayoutToolGraphRendering.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔
LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.852 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.Sx↔ LayoutNodeActorBase Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase:



Classes

- struct [NodeRenderSettings](#)

Public Member Functions

- void **Initialize** ([NodeRenderSettings](#) settings)
- override void **Tick** ([SxRenderContext](#) context, float deltaTime)

Properties

- bool **AlignToCamera** = true [get, set]

Additional Inherited Members

5.852.1 Detailed Description

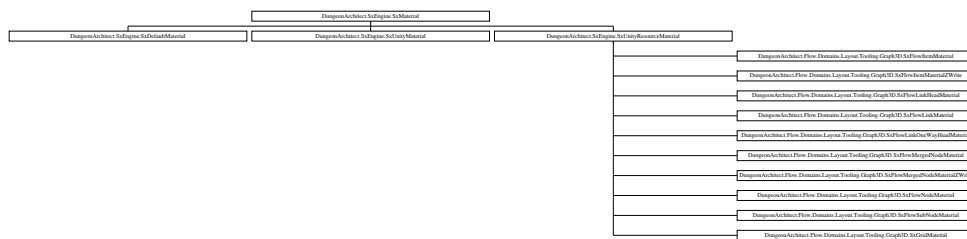
Definition at line 483 of file FlowLayoutToolGraphRendering.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ LayoutGraph/Tooling/Grid3D/FlowLayoutToolGraphRendering.cs

5.853 DungeonArchitect.SxEngine.SxMaterial Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxMaterial:



Public Member Functions

- void **Assign** ()
- virtual **SxMaterial Clone** ()
- void **SetFloat** (string name, float value)
- void **SetInt** (string name, int value)
- void **SetColor** (string name, Color value)

Public Attributes

- float **DepthBias** = 0.0f

Protected Attributes

- Material **unityMaterial**

Properties

- Material **UnityMaterial** [get]
- int **RenderQueue** [get]

5.853.1 Detailed Description

Definition at line 8 of file SxMaterial.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxMaterial.cs

5.854 DungeonArchitect.SxEngine.SxMaterialRegistry Class Reference

Static Public Member Functions

- static [SxMaterial](#) **Get**< T > ()

5.854.1 Detailed Description

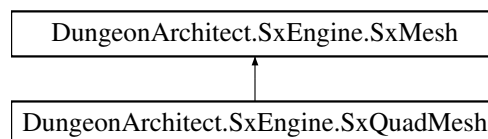
Definition at line 78 of file SxMaterial.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxMaterial.cs

5.855 DungeonArchitect.SxEngine.SxMesh Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxMesh:



Public Member Functions

- void **CreateSection** (int sectionIndex, int drawMode, [SxMeshVertex](#)[] vertices)
- void **ClearSection** (int sectionIndex)
- void **ClearAllSections** ()

Public Attributes

- Dictionary< int, [SxMeshSection](#) > **Sections** = new Dictionary<int, [SxMeshSection](#)>()

5.855.1 Detailed Description

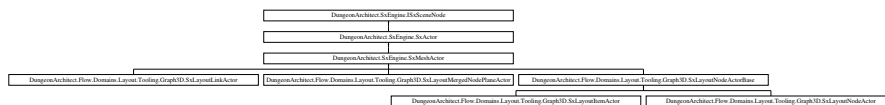
Definition at line 41 of file SxMesh.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Meshing/SxMesh.cs

5.856 DungeonArchitect.SxEngine.SxMeshActor Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxMeshActor:



Public Member Functions

- void **SetMesh** ([SxMesh](#) mesh)
- void **SetMaterial** ([SxMaterial](#) material)
- void **SetMesh**< **T** > ()
- void **SetMaterial**< **T** > ()

Public Attributes

- [SxMeshComponent](#) **MeshComponent**

Additional Inherited Members

5.856.1 Detailed Description

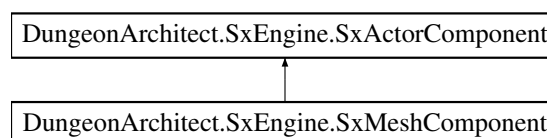
Definition at line 3 of file SxMeshActor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Actors/SxMeshActor.cs

5.857 DungeonArchitect.SxEngine.SxMeshComponent Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxMeshComponent:



Public Member Functions

- override void **Draw** ([SxRenderContext](#) context, Matrix4x4 accumWorldTransform, [SxRenderCommandList](#) renderCommandList)

Public Attributes

- [SxMesh](#) **Mesh**

Properties

- [SxMaterial](#) **Material** [get, set]

5.857.1 Detailed Description

Definition at line 5 of file `SxMeshComponent.cs`.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Components/SxMeshComponent.cs

5.858 DungeonArchitect.SxEngine.SxMeshRegistry Class Reference

Static Public Member Functions

- static [SxMesh](#) **Get**< T > ()

5.858.1 Detailed Description

Definition at line 66 of file `SxMesh.cs`.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Meshing/SxMeshRegistry.cs

5.859 DungeonArchitect.SxEngine.SxMeshSection Class Reference

Properties

- int **DrawMode** = GL.LINES [get, set]
- [SxMeshVertex](#)[] **Vertices** = new [SxMeshVertex](#)[0] [get, set]

5.859.1 Detailed Description

Definition at line 35 of file SxMesh.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Meshing/SxMesh.cs

5.860 DungeonArchitect.SxEngine.Utils.SxMeshUtils Class Reference

Static Public Member Functions

- static [SxMesh](#) **CreateGridMesh** (int numCells, float cellSize)

5.860.1 Detailed Description

Definition at line 6 of file SxMeshUtils.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Utils/SxMeshUtils.cs

5.861 DungeonArchitect.SxEngine.SxMeshVertex Class Reference

Public Member Functions

- **SxMeshVertex** (Vector3 position)
- **SxMeshVertex** (Vector3 position, Color color)
- **SxMeshVertex** (Vector3 position, Color color, Vector2 uv0)

Properties

- Vector3 **Position** = Vector3.zero [get, set]
- Color **Color** = Color.white [get, set]
- Vector2 **UV0** = Vector2.zero [get, set]

5.861.1 Detailed Description

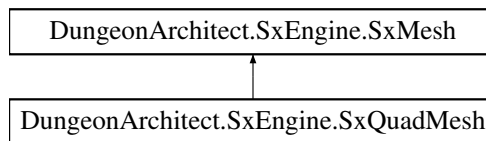
Definition at line 6 of file SxMesh.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Meshing/SxMesh.cs

5.862 DungeonArchitect.SxEngine.SxQuadMesh Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxQuadMesh:



Public Member Functions

- **SxQuadMesh** (Color color)

Additional Inherited Members

5.862.1 Detailed Description

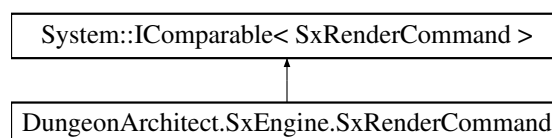
Definition at line 5 of file SxMeshPrimitives.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Meshing/SxMeshPrimitives.cs

5.863 DungeonArchitect.SxEngine.SxRenderCommand Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxRenderCommand:



Public Member Functions

- **SxRenderCommand** (Matrix4x4 accumWorldTransform, [SxMesh](#) mesh, [SxMaterial](#) material)
- int **CompareTo** ([SxRenderCommand](#) b)
- void **UpdateDistanceToCam** (Vector3 camLocation)

Public Attributes

- Matrix4x4 **AccumWorldTransform**
- [SxMesh](#) **Mesh**
- [SxMaterial](#) **Material**

5.863.1 Detailed Description

Definition at line 14 of file SxRenderer.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/Sx↔Renderer.cs

5.864 DungeonArchitect.SxEngine.SxRenderCommandList Class Reference

Public Member Functions

- void **Add** ([SxRenderCommand](#) command)
- void **Sort** (Vector3 camLocation)

Properties

- [SxRenderCommand](#)[] **Commands** [get]

5.864.1 Detailed Description

Definition at line 54 of file SxRenderer.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/Sx↔Renderer.cs

5.865 DungeonArchitect.SxEngine.SxRenderContext Struct Reference

Public Attributes

- Vector3 **CameraPosition**

5.865.1 Detailed Description

Definition at line 9 of file SxRenderer.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/Sx↔Renderer.cs

5.866 DungeonArchitect.SxEngine.SxRenderer Class Reference

Public Member Functions

- delegate void **DrawDelegate** ([SxRenderContext](#) context)
- void **SetClearState** (bool clearDepth, bool clearColor, Color color)
- [SxRenderContext](#) **CreateRenderContext** ()
- float **GetAspectRatio** ()
- void **Render** (Vector2 size, [SxWorld](#) world)
- void **Release** ()
- void **RenderDefault** ([SxRenderCommandList](#) renderCommandList, Matrix4x4 viewMatrix)
- void **RenderMerged** ([SxRenderCommandList](#) renderCommandList, Matrix4x4 viewMatrix)
- void **Render** ([SxRenderCommandList](#) renderCommandList, Matrix4x4 viewMatrix)

Properties

- RenderTexture **Texture** [get]
- [SxCamera](#) **Camera** = new [SxCamera](#)() [get]
- float **FOV** = 75 [get]

Events

- DrawDelegate **Draw**

5.866.1 Detailed Description

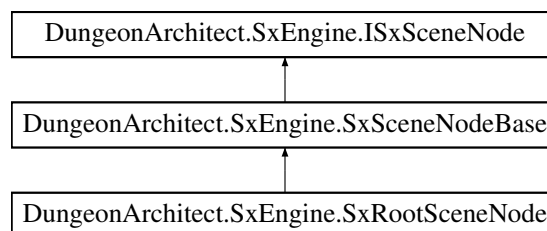
Definition at line 82 of file SxRenderer.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/Sx↔
Renderer.cs

5.867 DungeonArchitect.SxEngine.SxRootSceneNode Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxRootSceneNode:



Public Member Functions

- override void **Draw** ([SxRenderContext](#) context, Matrix4x4 accumWorldTransform, [SxRenderCommandList](#) renderCommandList)
- override void **Tick** ([SxRenderContext](#) context, float deltaTime)
- override void **Destroy** ()

Additional Inherited Members

5.867.1 Detailed Description

Definition at line 107 of file SxSceneGraph.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxSceneGraph.cs

5.868 DungeonArchitect.SxEngine.SxSceneGraph Class Reference

Public Member Functions

- void **IterateNodes** (System.Action< [ISxSceneNode](#) > visit)
- void **Remove** ([ISxSceneNode](#) nodeToRemove)

Properties

- [SxRootSceneNode](#) **RootNode** = new [SxRootSceneNode](#)() [get]

5.868.1 Detailed Description

Definition at line 8 of file SxSceneGraph.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxSceneGraph.cs

5.869 DungeonArchitect.SxEngine.SxSceneGraphUtils Class Reference

Static Public Member Functions

- static Matrix4x4 **AccumulateTransforms** ([ISxSceneNode](#) node)
- static Matrix4x4 **FindAbsoluteTransform** ([ISxSceneNode](#) node)

5.869.1 Detailed Description

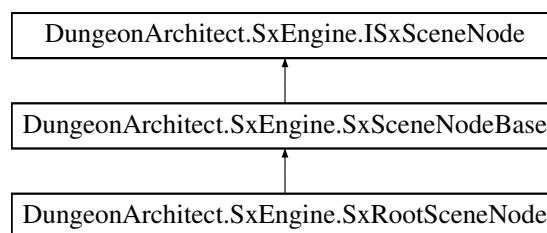
Definition at line 93 of file SxSceneGraph.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxSceneGraph.cs

5.870 DungeonArchitect.SxEngine.SxSceneNodeBase Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxSceneNodeBase:



Public Member Functions

- abstract void **Draw** ([SxRenderContext](#) context, Matrix4x4 accumWorldTransform, [SxRenderCommandList](#) renderCommandList)
- abstract void **Tick** ([SxRenderContext](#) context, float deltaTime)
- abstract void **Destroy** ()
- void **AddChild** ([ISxSceneNode](#) child)
- void **RemoveChild** ([ISxSceneNode](#) child)
- void **RemoveAllChildren** ()

Properties

- [SxTransform](#) **WorldTransform** = SxTransform.identity [get, set]
- [ISxSceneNode](#)[] **Children** [get]
- [ISxSceneNode](#) **Parent** [get, set]

5.870.1 Detailed Description

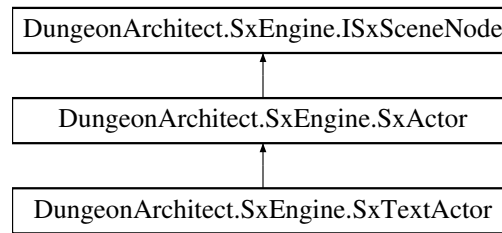
Definition at line 63 of file SxSceneGraph.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/SxSceneGraph.cs

5.871 DungeonArchitect.SxEngine.SxTextActor Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxTextActor:



Public Attributes

- [SxTextComponent](#) TextComponent

Additional Inherited Members

5.871.1 Detailed Description

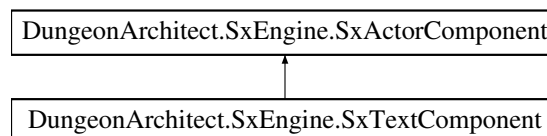
Definition at line 3 of file SxTextActor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Actors/SxTextActor.cs

5.872 DungeonArchitect.SxEngine.SxTextComponent Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxTextComponent:



Public Member Functions

- void **Initialize** ([SxTextComponentSettings](#) settings)
- override void **Destroy** ()
- override void **Draw** ([SxRenderContext](#) context, Matrix4x4 accumWorldTransform, [SxRenderCommandList](#) renderCommandList)

Properties

- string **Text** [get, set]

5.872.1 Detailed Description

Definition at line 28 of file SxTextComponent.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Components/SxTextComponent.cs

5.873 DungeonArchitect.SxEngine.SxTextComponentSettings Struct Reference

Public Attributes

- Font **Font**
- Color **Color**
- float **Scale**
- SxTextHAlign **HAlign**
- SxTextVAlign **VAlign**
- float **DepthBias**

5.873.1 Detailed Description

Definition at line 20 of file SxTextComponent.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Components/SxTextComponent.cs

5.874 DungeonArchitect.SxEngine.Utils.SxTransform Struct Reference

Public Member Functions

- **SxTransform** (Vector3 position)
- **SxTransform** (Quaternion rotation)
- **SxTransform** (Vector3 position, Quaternion rotation)
- **SxTransform** (Vector3 position, Quaternion rotation, Vector3 scale)

Static Public Attributes

- static readonly **SxTransform** **identity**

Properties

- Vector3 **Positon** [get, set]
- Quaternion **Rotation** [get, set]
- Vector3 **Scale** [get, set]
- Matrix4x4 **Matrix** [get]

5.874.1 Detailed Description

Definition at line 5 of file SxTransform.cs.

5.874.2 Member Data Documentation

5.874.2.1 identity

readonly [SxTransform](#) `DungeonArchitect.SxEngine.Utills.SxTransform.identity` [static]

Initial value:

```
= new SxTransform()
{
    _position = Vector3.zero,
    _rotation = Quaternion.identity,
    _scale = Vector3.one,
    _matrix = Matrix4x4.identity,
    dirty = false
}
```

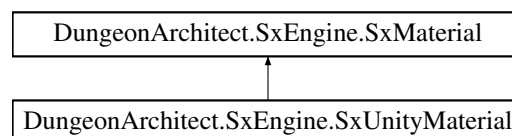
Definition at line 13 of file SxTransform.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Utills/SxTransform.cs

5.875 DungeonArchitect.SxEngine.SxUnityMaterial Class Reference

Inheritance diagram for `DungeonArchitect.SxEngine.SxUnityMaterial`:



Public Member Functions

- **SxUnityMaterial** (Material material)

Additional Inherited Members

5.875.1 Detailed Description

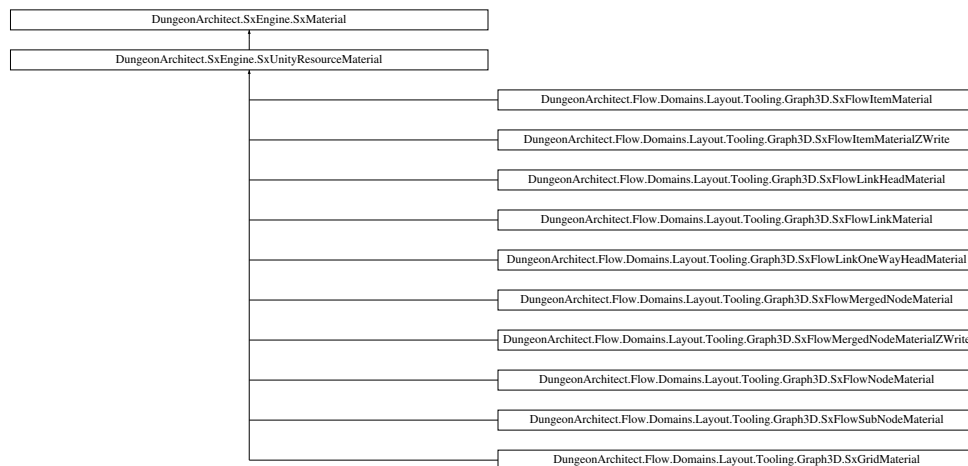
Definition at line 62 of file SxMaterial.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/Sx↔Material.cs

5.876 DungeonArchitect.SxEngine.SxUnityResourceMaterial Class Reference

Inheritance diagram for DungeonArchitect.SxEngine.SxUnityResourceMaterial:



Public Member Functions

- **SxUnityResourceMaterial** (string resourceName)

Additional Inherited Members

5.876.1 Detailed Description

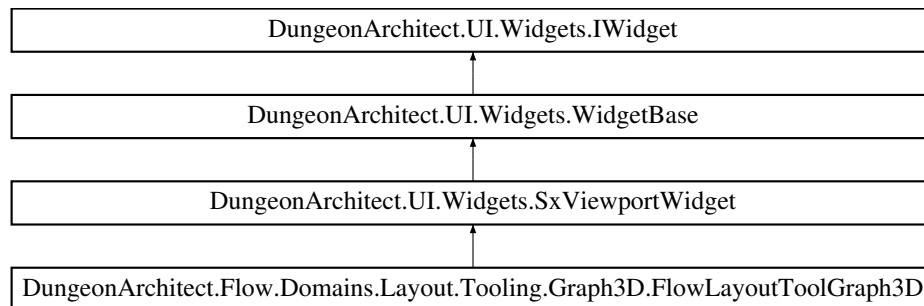
Definition at line 70 of file SxMaterial.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/Rendering/Sx↔Material.cs

5.877 DungeonArchitect.UI.Widgets.SxViewportWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.SxViewportWidget:



Classes

- class [FrameTime](#)

Public Member Functions

- void **LookAt** (Vector3 target)
- void **ResetFrameTimer** ()
- void **ResetCamera** (bool immediate)
- void **SetCameraLocation** (Vector3 location, bool immediate)
- void **SetClearState** (bool clearDepth, bool clearColor, Color color)
- override bool **CanAcquireFocus** ()
- override bool **RequiresInputEveryFrame** ()
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- void **RenderTexture** ()
- bool **IsCameraMoving** ()
- override void **OnFocus** ()
- override void **LostFocus** ()
- override void **HandleInput** (Event e, [UISystem](#) uiSystem)

Public Attributes

- float **MoveSpeed** = 4.0f
- float **PivotDistance** = 10

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) uiRenderer)

Protected Attributes

- [SxRenderer](#) **renderer**
- [FrameTime](#) **frameTime** = new [FrameTime](#)()
- float **pitch** = 0
- float **yaw** = 0
- float **OrbitAnglePerPixel** = 0.5f
- float **ZoomPerScrollUnit** = 0.5f
- Vector3 **targetCamLocation**

Properties

- [SxWorld](#) **World** [get]
- [SxCamera?](#) **Camera** [get]
- float **AnglePerPixelX** = 0.4f [get, set]
- float **AnglePerPixelY** = 0.4f [get, set]
- float? **FOV** [get]
- float? **AspectRatio** [get]

Additional Inherited Members

5.877.1 Detailed Description

Definition at line 6 of file SxViewportWidget.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Rendering/Sx↔
ViewportWidget.cs

5.878 DungeonArchitect.SxEngine.SxWorld Class Reference

Public Member Functions

- virtual void **Draw** ([SxRenderContext](#) context, [SxRenderCommandList](#) renderCommandList)
- void **Tick** ([SxRenderContext](#) context, float deltaTime)
- void **Clear** ()
- T **SpawnActor**< T > (bool addToRoot)
- T[] **GetActorsOfType**< T > ()
- void **DestroyActor** ([SxActor](#) actor)

Properties

- [SxRootSceneNode](#) **RootNode** [get]

5.878.1 Detailed Description

Definition at line 6 of file SxWorld.cs.

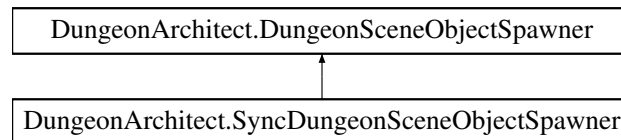
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/SxEngine/SxWorld.cs

5.879 DungeonArchitect.SyncDungeonSceneObjectSpawner Class Reference

Spawn all the objects from the list in the same frame

Inheritance diagram for DungeonArchitect.SyncDungeonSceneObjectSpawner:



Public Member Functions

- override void **Spawn** ([DungeonNodeSpawnData\[\]](#) spawnDataList, [DungeonSceneProvider](#) sceneProvider, [PMRandom](#) random, [IDungeonSceneObjectInstantiator](#) objectInstantiator, [DungeonItemSpawnListener\[\]](#) spawnListeners)

Additional Inherited Members

5.879.1 Detailed Description

Spawn all the objects from the list in the same frame

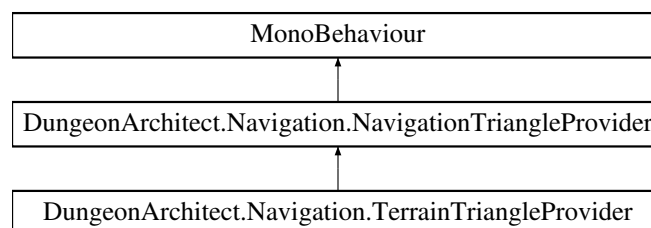
Definition at line 99 of file `DungeonSceneObjectSpawner.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/SceneProvider/DungeonSceneObjectSpawner.cs`

5.880 DungeonArchitect.Navigation.TerrainTriangleProvider Class Reference

Inheritance diagram for DungeonArchitect.Navigation.TerrainTriangleProvider:



Public Member Functions

- override void **AddNavTriangles** (List< Triangle3 > triangles)

Public Attributes

- float **terrainCellSize** = 2

5.880.1 Detailed Description

Definition at line 10 of file TerrainTriangleProvider.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Navigation2D/↔ SharpNav/TriangleProviders/TerrainTriangleProvider.cs

5.881 DungeonArchitect.Utils.TexturedMaterialInstances Class Reference

Public Member Functions

- **TexturedMaterialInstances** (Shader shader)
- Material **GetMaterial** (Texture2D texture)

5.881.1 Detailed Description

Definition at line 7 of file RenderUtils.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Common/Render↔ Utils.cs

5.882 DungeonArchitect.Editors.Visualization.ThemeEditorScene↔ Visualizer Class Reference

Public Member Functions

- void **Build** (Dungeon dungeon, string markerName)
- void **Clear** ()

5.882.1 Detailed Description

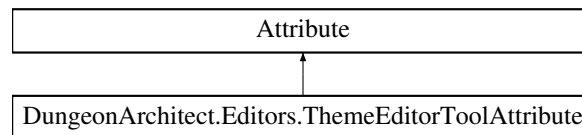
Definition at line 9 of file ThemeEditorSceneVisualizer.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/ThemeEditorSceneVisualizer.cs

5.883 DungeonArchitect.Editors.ThemeEditorToolAttribute Class Reference

Inheritance diagram for DungeonArchitect.Editors.ThemeEditorToolAttribute:



Public Member Functions

- **ThemeEditorToolAttribute** (string path, int priority)

Properties

- string **Path** [get]
- int **Priority** [get]

5.883.1 Detailed Description

Definition at line 6 of file ThemeEditorToolAttribute.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolAttribute.cs

5.884 DungeonArchitect.Editors.ThemeEditorToolFunctionInfo Class Reference

Public Attributes

- ThemeEditorToolFunctionDelegate **function**
- [ThemeEditorToolAttribute](#) **attribute**

5.884.1 Detailed Description

Definition at line 29 of file ThemeEditorToolAttribute.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolAttribute.cs↔

5.885 DungeonArchitect.Editors.ThemeEditorTools.ThemeEditorToolPrefabReplacement Class Reference

Static Public Member Functions

- static void **BuildReplacePrefab** ([DungeonThemeEditorWindow](#) editor)

5.885.1 Detailed Description

Definition at line 11 of file ThemeEditorToolPrefabReplacement.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Tools/ThemeEditorToolPrefabReplacement.cs↔

5.886 DungeonArchitect.Themeing.ThemeEditorVisMarkerGeometry Class Reference

Public Attributes

- Vector3[] **Vertices**
- Vector2[] **UV**
- int[] **Indices**

5.886.1 Detailed Description

Definition at line 6 of file DungeonMarkerVisualizerComponent.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Themeing/Visualization/DungeonMarkerVisualizerComponent.cs↔

5.887 DungeonArchitect.Themeing.ThemeEditorVisualizationState Class Reference

Public Attributes

- [ThemeEditorVisMarkerGeometry](#) **LocalGeometry**
- **Matrix4x4[]** **MarkerTransforms**
- **Material** **Material**

5.887.1 Detailed Description

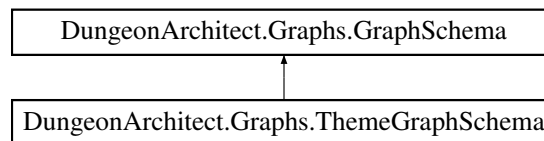
Definition at line 13 of file `DungeonMarkerVisualizerComponent.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/ThemeEngine/Visualization/DungeonMarkerVisualizerComponent.cs`

5.888 DungeonArchitect.Graphs.ThemeGraphSchema Class Reference

Inheritance diagram for `DungeonArchitect.Graphs.ThemeGraphSchema`:



Public Member Functions

- override bool [CanCreateLink](#) ([GraphPin](#) output, [GraphPin](#) input, out string errorMessage)

5.888.1 Detailed Description

Definition at line 8 of file `ThemeGraphSchema.cs`.

5.888.2 Member Function Documentation

5.888.2.1 CanCreateLink()

```
override bool DungeonArchitect.Graphs.ThemeGraphSchema.CanCreateLink (  
    GraphPin output,  
    GraphPin input,  
    out string errorMessage ) [virtual]
```

Parameters

<i>output</i>	The pin from which the link originates and goes out
<i>input</i>	The pin where the link points to
<i>errorMessage</i>	

Returns

true, if the link is allowed, false otherwise

Reimplemented from [DungeonArchitect.Graphs.GraphSchema](#).

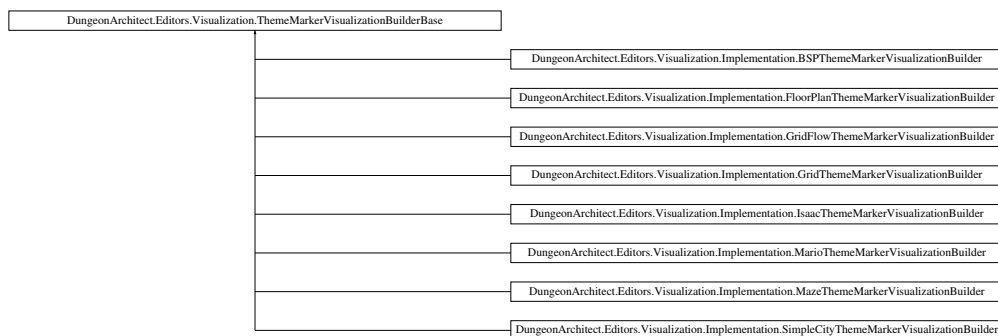
Definition at line 10 of file ThemeGraphSchema.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔ Engine/GraphNode/ThemeGraphSchema.cs

5.889 DungeonArchitect.Editors.Visualization.ThemeMarker↔ VisualizationBuilderBase Class Reference

Inheritance diagram for DungeonArchitect.Editors.Visualization.ThemeMarkerVisualizationBuilderBase:



Protected Member Functions

- void **CreateGroundGeometry** (float width, float length, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)
- void **CreateWallGeometry** (float width, float height, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)
- void **CreatePillarGeometry** (float radius, out [ThemeEditorVisMarkerGeometry](#) localGeometry, out Material material)
- void **ApplyOffset** (Vector3 offset, [ThemeEditorVisMarkerGeometry](#) localGeometry)

5.889.1 Detailed Description

Definition at line 20 of file IThemeMarkerVisualizationBuilder.cs.

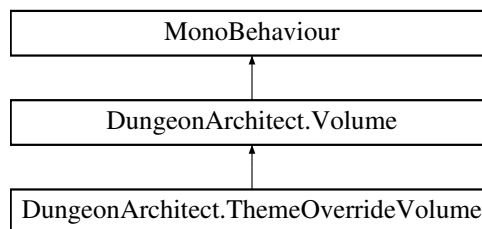
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Visualization/↔ MarkerVisualizers/IThemeMarkerVisualizationBuilder.cs

5.890 DungeonArchitect.ThemeOverrideVolume Class Reference

[Dungeon](#) layout that lies within this volumes bounds picks up the theme set in this volume

Inheritance diagram for DungeonArchitect.ThemeOverrideVolume:



Public Attributes

- [Graph](#) **overrideTheme**
- bool [useBaseThemeForMissingMarkers](#) = false
Uses the base theme's markers if the overridden theme doesn't have any game objects for a marker

Additional Inherited Members

5.890.1 Detailed Description

[Dungeon](#) layout that lies within this volumes bounds picks up the theme set in this volume

Definition at line 11 of file ThemeOverrideVolume.cs.

5.890.2 Member Data Documentation

5.890.2.1 useBaseThemeForMissingMarkers

```
bool DungeonArchitect.ThemeOverrideVolume.useBaseThemeForMissingMarkers = false
```

Uses the base theme's markers if the overridden theme doesn't have any game objects for a marker

Definition at line 18 of file ThemeOverrideVolume.cs.

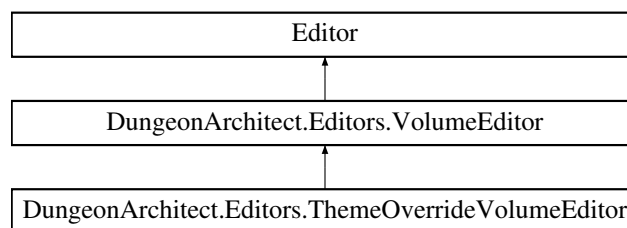
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Volumes/ThemeOverrideVolume.cs

5.891 DungeonArchitect.Editor.ThemeOverrideVolumeEditor Class Reference

Custom property editor for Theme override volumes

Inheritance diagram for DungeonArchitect.Editor.ThemeOverrideVolumeEditor:



Public Member Functions

- override void **OnUpdate** (SceneView sceneView)

Additional Inherited Members

5.891.1 Detailed Description

Custom property editor for Theme override volumes

Definition at line 11 of file ThemeOverrideVolumeEditor.cs.

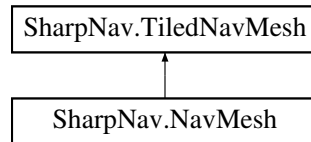
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Volumes/ThemeOverrideVolumeEditor.cs

5.892 SharpNav.TiledNavMesh Class Reference

A [TiledNavMesh](#) is a continuous region, which is used for pathfinding.

Inheritance diagram for SharpNav.TiledNavMesh:



Classes

- struct [TiledNavMeshParams](#)
The settings for the [TiledNavMesh](#)

Public Member Functions

- [TiledNavMesh](#) ([NavMeshBuilder](#) data)
Initializes a new instance of the [TiledNavMesh](#) class.
- bool [InitTileNavMesh](#) ([TiledNavMeshParams](#) parameters)
Initialize the Tiled Navigation Mesh variables and arrays.
- void [AddTile](#) ([NavMeshBuilder](#) data, int lastRef, ref int result)
Build a tile and link all the polygons together, both internally and externally. Make sure to link off-mesh connections as well.
- void [ConnectIntLinks](#) (ref [MeshTile](#) tile)
Allocate links for each of the tile's polygons' vertices
- void [BaseOffMeshLinks](#) (ref [MeshTile](#) tile)
Begin creating off-mesh links between the tile polygons.
- void [ConnectExtLinks](#) (ref [MeshTile](#) tile, ref [MeshTile](#) target, [BoundarySide](#) side)
Connect polygons from two different tiles.
- void [ConnectExtOffMeshLinks](#) (ref [MeshTile](#) tile, ref [MeshTile](#) target, [BoundarySide](#) side)
Connect Off-Mesh links between polygons from two different tiles.
- bool [GetOffMeshConnectionPolyEndPoints](#) (int prevRef, int polyRef, ref [Vector3](#) startPos, ref [Vector3](#) endPos)
Retrieve the endpoints of the offmesh connection at the specified polygon
- void [FindConnectingPolys](#) ([Vector3](#) va, [Vector3](#) vb, [MeshTile](#) tile, [BoundarySide](#) side, List< int > con, List< float > conarea)
Search for neighbor polygons in the tile.
- void [CalcSlabEndPoints](#) ([Vector3](#) va, [Vector3](#) vb, [Vector2](#) bmin, [Vector2](#) bmax, [BoundarySide](#) side)
Find the slab endpoints based off of the 'side' value.
- float [GetSlabCoord](#) ([Vector3](#) va, [BoundarySide](#) side)
Return the proper slab coordinate value depending on the 'side' value.
- bool [OverlapSlabs](#) ([Vector2](#) amin, [Vector2](#) amax, [Vector2](#) bmin, [Vector2](#) bmax, float px, float py)
Check if two slabs overlap.
- int [FindNearestPolyInTile](#) ([MeshTile](#) tile, [Vector3](#) center, [Vector3](#) extents, ref [Vector3](#) nearestPt)
Find the closest polygon possible in the tile under certain constraints.
- int [QueryPolygonsInTile](#) ([MeshTile](#) tile, [BBox3](#) qbounds, List< int > polys)
Find all the polygons within a certain bounding box.
- int [AllocLink](#) ([MeshTile](#) tile)

- Allocate a new link if possible.*
- `int GetTileRef (MeshTile tile)`
 - Get the tile reference*
- `MeshTile GetTileAt (int x, int y, int layer)`
 - Find the tile at a specific location*
- `int GetTilesAt (int x, int y, MeshTile[] tiles)`
 - Find and add a tile if it is found*
- `int GetNeighbourTilesAt (int x, int y, BoundarySide side, MeshTile[] tiles)`
 - Gets the neighboring tile at that position*
- `int ComputeTileHash (int x, int y, int mask)`
 - Computes the tile hash code, which can be used in a hash table for quick lookup.*
- `int GetReference (int polyBase, int poly)`
 - Get the actual polygon reference*
- `bool IsLinkAllocated (int index)`
 - Determines whether a link exists for that index*
- `bool IsExternalLink (int neighbor)`
 - Determines whether the two polygons are externally linked or not*
- `int GetPolyRefBase (MeshTile tile)`
 - Get the base reference for the polygons in a tile.*
- `bool TryGetTileAndPolyByRef (int reference, out MeshTile tile, out Poly poly)`
 - Retrieve the tile and poly based off of a polygon reference*
- `void TryGetTileAndPolyByRefUnsafe (int reference, out MeshTile tile, out Poly poly)`
 - Only use this function if it is known that the provided polygon reference is valid.*
- `bool IsValidPolyRef (int reference)`
 - Check if polygon reference is valid.*
- `void DecodePolyId (int reference, ref int salt, ref int indexTile, ref int indexPoly)`
 - Decode a standard polygon reference*
- `int DecodePolyIdSalt (int reference)`
 - Extract a tile's salt value from the specified polygon reference*
- `int DecodePolyIdTile (int reference)`
 - Extract a tile's index from the specified polygon reference*
- `int DecodePolyIdPoly (int reference)`
 - Extract a polygon's index (within its tile) from the specified polygon reference*
- `int EncodePolyId (int salt, int indexTile, int indexPoly)`
 - Derive a standard polygon reference, which compresses salt, tile index, and poly index together*
- `void CalcTileLoc (ref Vector3 pos, out int tx, out int ty)`
 - Calculates the tile location.*

Properties

- `int TileCount` [get]
 - Gets the maximum number of tiles that can be stored*
- `MeshTile this[int index]` [get]
 - Gets the mesh tile at a specified index.*
- `object Tag` [get, set]
 - Gets or sets user data for this navmesh.*

5.892.1 Detailed Description

A [TiledNavMesh](#) is a continuous region, which is used for pathfinding.

Definition at line 27 of file TiledNavMesh.cs.

5.892.2 Constructor & Destructor Documentation

5.892.2.1 TiledNavMesh()

```
SharpNav.TiledNavMesh.TiledNavMesh (
    NavMeshBuilder data )
```

Initializes a new instance of the [TiledNavMesh](#) class.

Parameters

<i>data</i>	The Navigation Mesh data

Definition at line 60 of file TiledNavMesh.cs.

5.892.3 Member Function Documentation

5.892.3.1 AddTile()

```
void SharpNav.TiledNavMesh.AddTile (
    NavMeshBuilder data,
    int lastRef,
    ref int result )
```

Build a tile and link all the polygons together, both internally and externally. Make sure to link off-mesh connections as well.

Parameters

<i>data</i>	Navigation Mesh data
<i>lastRef</i>	Last polygon reference
<i>result</i>	Last tile reference

Definition at line 159 of file TiledNavMesh.cs.

5.892.3.2 AllocLink()

```
int SharpNav.TiledNavMesh.AllocLink (
    MeshTile tile )
```

Allocate a new link if possible.

Parameters

<i>tile</i>	Current tile

Returns

New link number

Definition at line 931 of file TiledNavMesh.cs.

5.892.3.3 BaseOffMeshLinks()

```
void SharpNav.TiledNavMesh.BaseOffMeshLinks (
    ref MeshTile tile )
```

Begin creating off-mesh links between the tile polygons.

Parameters

<i>tile</i>	Current Tile

Definition at line 336 of file TiledNavMesh.cs.

5.892.3.4 CalcSlabEndPoints()

```
void SharpNav.TiledNavMesh.CalcSlabEndPoints (
    Vector3 va,
    Vector3 vb,
    Vector2 bmin,
    Vector2 bmax,
    BoundarySide side )
```

Find the slab endpoints based off of the 'side' value.

Parameters

<i>va</i>	Vertex A
<i>vb</i>	Vertex B
<i>bmin</i>	Minimum bounds
<i>bmax</i>	Maximum bounds
<i>side</i>	The side

Definition at line 688 of file TiledNavMesh.cs.

5.892.3.5 CalcTileLoc()

```
void SharpNav.TiledNavMesh.CalcTileLoc (
    ref Vector3 pos,
    out int tx,
    out int ty )
```

Calculates the tile location.

Parameters

<i>pos</i>	The position
<i>tx</i>	The tile's x-coordinate
<i>ty</i>	The tile's y-coordinate

Definition at line 1287 of file TiledNavMesh.cs.

5.892.3.6 ComputeTileHash()

```
int SharpNav.TiledNavMesh.ComputeTileHash (
    int x,
    int y,
    int mask )
```

Computes the tile hash code, which can be used in a hash table for quick lookup.

Parameters

<i>x</i>	The x-coordinate
<i>y</i>	The y-coordinate
<i>mask</i>	The mask

Returns

Tile hash code

Definition at line 1082 of file TiledNavMesh.cs.

5.892.3.7 ConnectExtLinks()

```
void SharpNav.TiledNavMesh.ConnectExtLinks (
    ref MeshTile tile,
```

```
ref MeshTile target,  
BoundarySide side )
```

Connect polygons from two different tiles.

Parameters

<i>tile</i>	Current Tile
<i>target</i>	Target Tile
<i>side</i>	Polygon edge

Definition at line 405 of file TiledNavMesh.cs.

5.892.3.8 ConnectExtOffMeshLinks()

```
void SharpNav.TiledNavMesh.ConnectExtOffMeshLinks (  
    ref MeshTile tile,  
    ref MeshTile target,  
    BoundarySide side )
```

Connect Off-Mesh links between polygons from two different tiles.

Parameters

<i>tile</i>	Current Tile
<i>target</i>	Target Tile
<i>side</i>	Polygon edge

Definition at line 490 of file TiledNavMesh.cs.

5.892.3.9 ConnectIntLinks()

```
void SharpNav.TiledNavMesh.ConnectIntLinks (  
    ref MeshTile tile )
```

Allocate links for each of the tile's polygons' vertices

Parameters

<i>tile</i>	A tile contains a set of polygons, which are linked to each other

Definition at line 288 of file TiledNavMesh.cs.

5.892.3.10 DecodePolyId()

```
void SharpNav.TiledNavMesh.DecodePolyId (
    int reference,
    ref int salt,
    ref int indexTile,
    ref int indexPoly )
```

Decode a standard polygon reference

Parameters

<i>reference</i>	Polygon reference
<i>salt</i>	Resulting salt value
<i>indexTile</i>	Resulting tile index
<i>indexPoly</i>	Resulting poly index

Definition at line 1226 of file TiledNavMesh.cs.

5.892.3.11 DecodePolyIdPoly()

```
int SharpNav.TiledNavMesh.DecodePolyIdPoly (
    int reference )
```

Extract a polygon's index (within its tile) from the specified polygon reference

Parameters

<i>reference</i>	Polygon reference

Returns

Poly index

Definition at line 1263 of file TiledNavMesh.cs.

5.892.3.12 DecodePolyIdSalt()

```
int SharpNav.TiledNavMesh.DecodePolyIdSalt (
    int reference )
```

Extract a tile's salt value from the specified polygon reference

Parameters

<i>reference</i>	Polygon reference

Returns

Salt value

Definition at line 1241 of file TiledNavMesh.cs.

5.892.3.13 DecodePolyIdTile()

```
int SharpNav.TiledNavMesh.DecodePolyIdTile (  
    int reference )
```

Extract a tile's index from the specified polygon reference

Parameters

<i>reference</i>	Polygon reference

Returns

Tile index

Definition at line 1252 of file TiledNavMesh.cs.

5.892.3.14 EncodePolyId()

```
int SharpNav.TiledNavMesh.EncodePolyId (  
    int salt,  
    int indexTile,  
    int indexPoly )
```

Derive a standard polygon reference, which compresses salt, tile index, and poly index together

Parameters

<i>salt</i>	Salt value
<i>indexTile</i>	Tile index
<i>indexPoly</i>	Poly index

Returns

Polygon reference

Definition at line 1276 of file TiledNavMesh.cs.

5.892.3.15 FindConnectingPolys()

```
void SharpNav.TiledNavMesh.FindConnectingPolys (
    Vector3 va,
    Vector3 vb,
    MeshTile tile,
    BoundarySide side,
    List< int > con,
    List< float > conarea )
```

Search for neighbor polygons in the tile.

Parameters

<i>va</i>	Vertex A
<i>vb</i>	Vertex B
<i>tile</i>	Current tile
<i>side</i>	Polygon edge
<i>con</i>	Resulting Connection polygon
<i>conarea</i>	Resulting Connection area

Definition at line 623 of file TiledNavMesh.cs.

5.892.3.16 FindNearestPolyInTile()

```
int SharpNav.TiledNavMesh.FindNearestPolyInTile (
    MeshTile tile,
    Vector3 center,
    Vector3 extents,
    ref Vector3 nearestPt )
```

Find the closest polygon possible in the tile under certain constraints.

Parameters

<i>tile</i>	Current tile
<i>center</i>	Center starting point
<i>extents</i>	Range of search
<i>nearestPt</i>	Resulting nearest point

Returns

Polygon Reference which contains nearest point

Definition at line 797 of file TiledNavMesh.cs.

5.892.3.17 GetNeighbourTilesAt()

```
int SharpNav.TiledNavMesh.GetNeighbourTilesAt (
    int x,
    int y,
    BoundarySide side,
    MeshTile[] tiles )
```

Gets the neighboring tile at that position

Parameters

<i>x</i>	The x-coordinate
<i>y</i>	The y-coordinate
<i>side</i>	The side value
<i>tiles</i>	An array of MeshTiles

Returns

The number of tiles satisfying the condition

Definition at line 1030 of file TiledNavMesh.cs.

5.892.3.18 GetOffMeshConnectionPolyEndPoints()

```
bool SharpNav.TiledNavMesh.GetOffMeshConnectionPolyEndPoints (
    int prevRef,
    int polyRef,
    ref Vector3 startPos,
    ref Vector3 endPos )
```

Retrieve the endpoints of the offmesh connection at the specified polygon

Parameters

<i>prevRef</i>	The previous polygon reference
<i>polyRef</i>	The current polygon reference
<i>startPos</i>	The starting position
<i>endPos</i>	The ending position

Returns

True if endpoints found, false if not

Definition at line 570 of file TiledNavMesh.cs.

5.892.3.19 GetPolyRefBase()

```
int SharpNav.TiledNavMesh.GetPolyRefBase (
    MeshTile tile )
```

Get the base reference for the polygons in a tile.

Parameters

<i>tile</i>	Current Tile

Returns

Base poly reference

Definition at line 1127 of file TiledNavMesh.cs.

5.892.3.20 GetReference()

```
int SharpNav.TiledNavMesh.GetReference (
    int polyBase,
    int poly )
```

Get the actual polygon reference

Parameters

<i>polyBase</i>	The base value
<i>poly</i>	The offset

Returns

The polygon reference

Definition at line 1097 of file TiledNavMesh.cs.

5.892.3.21 GetSlabCoord()

```
float SharpNav.TiledNavMesh.GetSlabCoord (
    Vector3 va,
    BoundarySide side )
```

Return the proper slab coordinate value depending on the 'side' value.

Parameters

<i>va</i>	Vertex A
<i>side</i>	The side

Returns

Slab coordinate value

Definition at line 736 of file TiledNavMesh.cs.

5.892.3.22 GetTileAt()

```
MeshTile SharpNav.TiledNavMesh.GetTileAt (
    int x,
    int y,
    int layer )
```

Find the tile at a specific location

Parameters

<i>x</i>	The x-coordinate
<i>y</i>	The y-coordinate
<i>layer</i>	The layer number

Returns

The MeshTile at that location

Definition at line 971 of file TiledNavMesh.cs.

5.892.3.23 GetTileRef()

```
int SharpNav.TiledNavMesh.GetTileRef (
    MeshTile tile )
```

Get the tile reference

Parameters

<i>tile</i>	Tile to look for

Returns

Tile reference

Definition at line 946 of file TiledNavMesh.cs.

5.892.3.24 GetTilesAt()

```
int SharpNav.TiledNavMesh.GetTilesAt (
    int x,
    int y,
    MeshTile[] tiles )
```

Find and add a tile if it is found

Parameters

<i>x</i>	The x-coordinate
<i>y</i>	The y-coordinate
<i>tiles</i>	Tile array

Returns

Number of tiles satisfying condition

Definition at line 997 of file TiledNavMesh.cs.

5.892.3.25 InitTileNavMesh()

```
bool SharpNav.TiledNavMesh.InitTileNavMesh (
    TiledNavMeshParams parameters )
```

Initialize the Tiled Navigation Mesh variables and arrays.

Parameters

<i>parameters</i>	Tiled Navigation Mesh attributes

Returns

True if initialization is successful

Definition at line 110 of file TiledNavMesh.cs.

5.892.3.26 IsExternalLink()

```
bool SharpNav.TiledNavMesh.IsExternalLink (
    int neighbor )
```

Determines whether the two polygons are externally linked or not

Parameters

<i>neighbor</i>	The neighboring polygon

Returns

True if externally linked, false if not

Definition at line 1117 of file TiledNavMesh.cs.

5.892.3.27 IsLinkAllocated()

```
bool SharpNav.TiledNavMesh.IsLinkAllocated (
    int index )
```

Determines whether a link exists for that index

Parameters

<i>index</i>	The index

Returns

True if allocated, false if not

Definition at line 1107 of file TiledNavMesh.cs.

5.892.3.28 IsValidPolyRef()

```
bool SharpNav.TiledNavMesh.IsValidPolyRef (
    int reference )
```

Check if polygon reference is valid.

Parameters

<i>reference</i>	Polygon reference

Returns

True if valid

Definition at line 1199 of file TiledNavMesh.cs.

5.892.3.29 OverlapSlabs()

```
bool SharpNav.TiledNavMesh.OverlapSlabs (
    Vector2 amin,
    Vector2 amax,
    Vector2 bmin,
    Vector2 bmax,
    float px,
    float py )
```

Check if two slabs overlap.

Parameters

<i>amin</i>	Minimum bounds A
<i>amax</i>	Maximum bounds A
<i>bmin</i>	Minimum bounds B
<i>bmax</i>	Maximum bounds B
<i>px</i>	Point's x
<i>py</i>	Point's y

Returns

True if slabs overlap

Definition at line 756 of file TiledNavMesh.cs.

5.892.3.30 QueryPolygonsInTile()

```
int SharpNav.TiledNavMesh.QueryPolygonsInTile (
    MeshTile tile,
    BBox3 qbounds,
    List< int > polys )
```

Find all the polygons within a certain bounding box.

Parameters

<i>tile</i>	Current tile
<i>qbounds</i>	The bounds
<i>polys</i>	List of polygons

Returns

Number of polygons found

Definition at line 836 of file TiledNavMesh.cs.

5.892.3.31 TryGetTileAndPolyByRef()

```
bool SharpNav.TiledNavMesh.TryGetTileAndPolyByRef (
    int reference,
    out MeshTile tile,
    out Poly poly )
```

Retrieve the tile and poly based off of a polygon reference

Parameters

<i>reference</i>	Polygon reference
<i>tile</i>	Resulting tile
<i>poly</i>	Resulting poly

Returns

True if tile and poly successfully retrieved

Definition at line 1152 of file TiledNavMesh.cs.

5.892.3.32 TryGetTileAndPolyByRefUnsafe()

```
void SharpNav.TiledNavMesh.TryGetTileAndPolyByRefUnsafe (
    int reference,
    out MeshTile tile,
    out Poly poly )
```

Only use this function if it is known that the provided polygon reference is valid.

Parameters

<i>reference</i>	Polygon reference
<i>tile</i>	Resulting tile
<i>poly</i>	Resulting poly

Definition at line 1186 of file TiledNavMesh.cs.

5.892.4 Property Documentation

5.892.4.1 Tag

```
object SharpNav.TiledNavMesh.Tag [get], [set]
```

Gets or sets user data for this navmesh.

Definition at line 103 of file TiledNavMesh.cs.

5.892.4.2 this[int index]

```
MeshTile SharpNav.TiledNavMesh.this[int index] [get]
```

Gets the mesh tile at a specified index.

Parameters

<i>index</i>	The index referencing a tile.

Returns

The tile at the index.

Definition at line 92 of file TiledNavMesh.cs.

5.892.4.3 TileCount

```
int SharpNav.TiledNavMesh.TileCount [get]
```

Gets the maximum number of tiles that can be stored

Definition at line 79 of file TiledNavMesh.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/TiledNavMesh.cs

5.893 SharpNav.TiledNavMesh.TiledNavMeshParams Struct Reference

The settings for the [TiledNavMesh](#)

Public Attributes

- [Vector3](#) **Origin**
- float **TileWidth**
- float **TileHeight**
- int **MaxTiles**
- int **MaxPolys**

5.893.1 Detailed Description

The settings for the [TiledNavMesh](#)

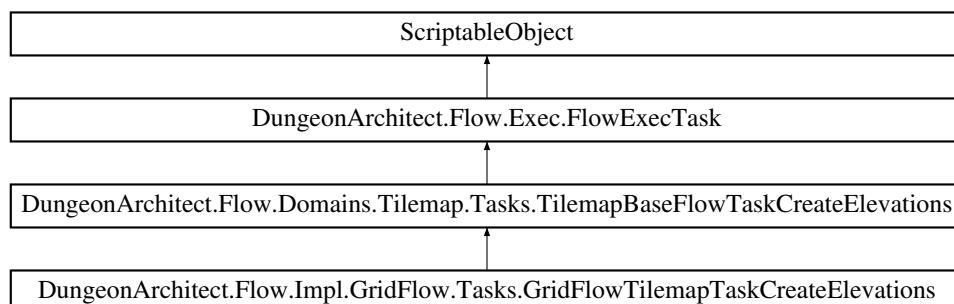
Definition at line 32 of file TiledNavMesh.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/TiledNavMesh.cs

5.894 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateElevations Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateElevations:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- string **markerName** = "Rock"
- int **noiseOctaves** = 4
- float **noiseFrequency** = 0.01f
- float **noiseValuePower** = 0
- int **numSteps** = 4
- float **minHeight** = -20
- float **maxHeight** = -5
- float **seaLevel** = -10
- Color **landColor** = new Color(0.4f, 0.2f, 0)
- Color **seaColor** = new Color(0, 0, 0.4f)
- float **minColorMultiplier** = 0.1f

5.894.1 Detailed Description

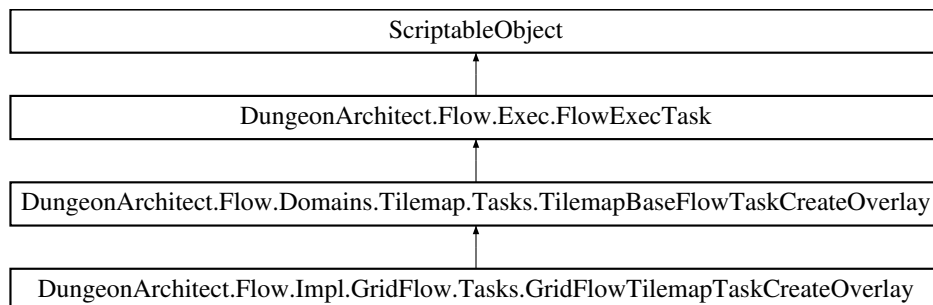
Definition at line 8 of file TilemapBaseFlowTaskCreateElevations.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Tilemap/TilemapBaseFlowTaskCreateElevations.cs

5.895 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateOverlay Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateOverlay:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- string **markerName** = "Tree"
- Color **color** = Color.green
- bool **overlayBlocksTile** = true
- TilemapFlowNodeHandler_CreateTilemapOverlayGenMethod **generationMethod** = TilemapFlowNodeHandler_CreateTilemapOverlayGenMethod.Noise
- [TilemapFlowNodeOverlayNoiseSettings](#) **noiseSettings** = new [TilemapFlowNodeOverlayNoiseSettings](#)()
- [FlowTilemapCellOverlayMergeConfig](#) **mergeConfig** = new [FlowTilemapCellOverlayMergeConfig](#)()
- string **generatorScriptClass**

5.895.1 Detailed Description

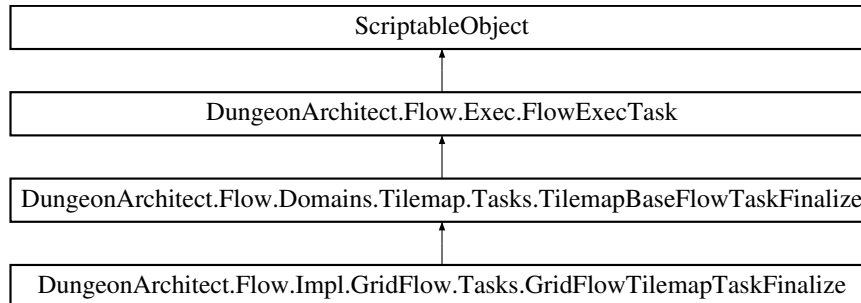
Definition at line 77 of file TilemapBaseFlowTaskCreateOverlay.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Tilemap/TilemapBaseFlowTaskCreateOverlay.cs

5.896 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskFinalize Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskFinalize:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Protected Member Functions

- virtual bool **AssignItems** ([FlowTilemap](#) tilemap, [FlowLayoutGraph](#) graph, System.Random random, ref string errorMessage)

Additional Inherited Members

5.896.1 Detailed Description

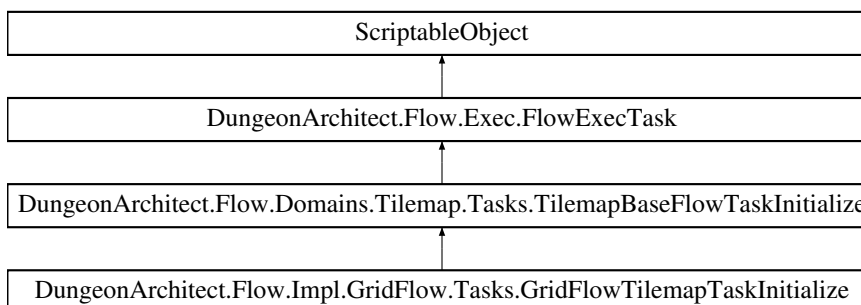
Definition at line 6 of file TilemapBaseFlowTaskFinalize.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Tilemap/Tasks/TilemapBaseFlowTaskFinalize.cs

5.897 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskInitialize Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskInitialize:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Protected Member Functions

- virtual bool **Validate** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input, [FlowTaskExecOutput](#) output)
- abstract [FlowTilemap](#) **BuildTilemap** ([FlowLayoutGraph](#) graph, System.Random random)

Additional Inherited Members

5.897.1 Detailed Description

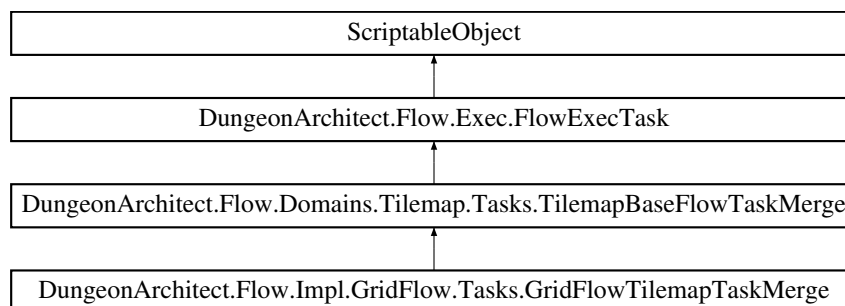
Definition at line 13 of file TilemapBaseFlowTaskInitialize.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵ Tilemap/Tasks/TilemapBaseFlowTaskInitialize.cs

5.898 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBase↵ FlowTaskMerge Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskMerge:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Additional Inherited Members

5.898.1 Detailed Description

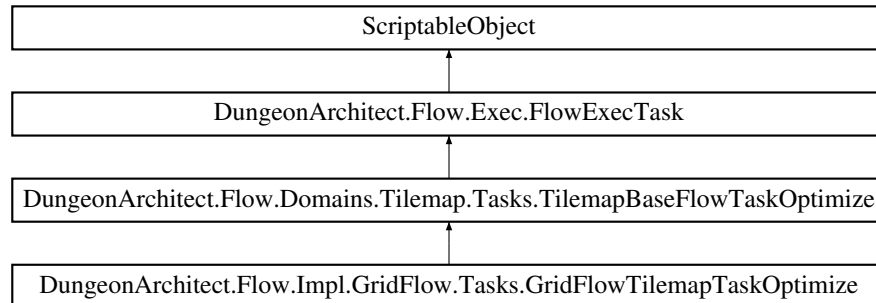
Definition at line 8 of file TilemapBaseFlowTaskMerge.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↵ Tilemap/Tasks/TilemapBaseFlowTaskMerge.cs

5.899 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskOptimize Class Reference

Inheritance diagram for DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskOptimize:



Public Member Functions

- override [FlowTaskExecOutput](#) **Execute** ([FlowTaskExecContext](#) context, [FlowTaskExecInput](#) input)

Public Attributes

- int **discardDistanceFromLayout** = 3

5.899.1 Detailed Description

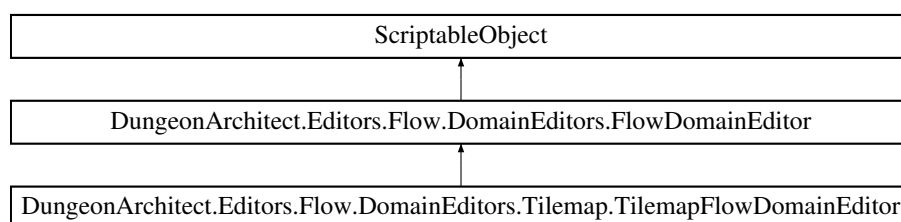
Definition at line 7 of file TilemapBaseFlowTaskOptimize.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/Tilemap/Tasks/TilemapBaseFlowTaskOptimize.cs

5.900 DungeonArchitect.Editors.Flow.DomainEditors.Tilemap.TilemapFlowDomainEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.Flow.DomainEditors.Tilemap.TilemapFlowDomainEditor:



Public Member Functions

- delegate void **TileEventDelegate** ([FlowTilemap](#) tilemap, int tileX, int tileY)
- void **SetLayoutDomainEditor** ([Layout2DGraphDomainEditor](#) layoutDomainEditor)
- override void **Init** ([IFlowDomain](#) domain, [FlowEditorConfig](#) editorConfig, [UISystem](#) uiSystem)
- override void **UpdateNodePreview** ([FlowExecTaskState](#) taskState)
- override void **Update** ()
- override void **Invalidate** ()
- override void **SetReadOnly** (bool readOnly)

Properties

- override [IWidget](#) **Content** [get, protected set]
- override bool **StateValid** [get]
- [FlowTilemap](#) **Tilemap** [get, set]

Events

- TileEventDelegate **TileClicked**
- TileEventDelegate **TileDoubleClicked**

5.900.1 Detailed Description

Definition at line 15 of file TilemapFlowDomainEditor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/FlowEditor/Domain↔
Editors/Tilemap/TilemapFlowDomainEditor.cs

5.901 DungeonArchitect.Flow.Impl.GridFlow.Tasks.TilemapFlowNode↔ Info Class Reference

Public Member Functions

- **TilemapFlowNodeInfo** (float x0, float y0, float x1, float y1)

Public Attributes

- float **x0**
- float **x1**
- float **y0**
- float **y1**
- float **midX**
- float **midY**
- [FlowLayoutGraphNode](#) **node**

5.901.1 Detailed Description

Definition at line 1225 of file GridFlowTilemapTaskInitialize.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/↔ Tasks/Tilemap/GridFlowTilemapTaskInitialize.cs

5.902 DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapFlow↔ NodeOverlayNoiseSettings Class Reference

Public Attributes

- int **noiseOctaves** = 4
- float **noiseFrequency** = 0.15f
- float **noiseValuePower** = 0
- float **noiseMinValue** = 0
- float **noiseMaxValue** = 1.0f
- float **noiseThreshold** = 0.5f
- int **minDistFromMainPath** = 2

5.902.1 Detailed Description

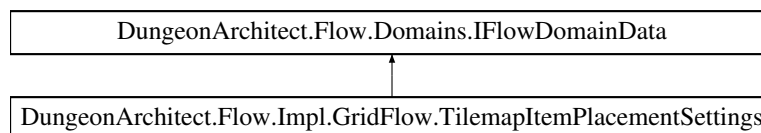
Definition at line 15 of file TilemapBaseFlowTaskCreateOverlay.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Flow/Domains/↔ Tilemap/TilemapBaseFlowTaskCreateOverlay.cs

5.903 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacement↔ Settings Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementSettings:



Public Member Functions

- [IFlowDomainData](#) **Clone** ()

Public Attributes

- TilemapItemPlacementMethod **placementMethod** = TilemapItemPlacementMethod.RandomTile
- bool **avoidPlacingNextToDoors** = true
- string **placementScriptClass** = ""
- bool **fallbackToRandomPlacement** = true

5.903.1 Detailed Description

Definition at line 29 of file TilemapItemPlacementStrategy.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/TilemapPlacement/TilemapItemPlacementStrategy.cs

5.904 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyContext Class Reference ↩

Public Attributes

- [FlowTilemap](#) **tilemap**
- [FlowTilemapDistanceField](#) **distanceField**
- System.Random **random**

5.904.1 Detailed Description

Definition at line 8 of file TilemapItemPlacementStrategy.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/TilemapPlacement/TilemapItemPlacementStrategy.cs

5.905 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyFactory Class Reference ↩

Static Public Member Functions

- static [ITilemapItemPlacementStrategy](#) **Create** (TilemapItemPlacementMethod method)

5.905.1 Detailed Description

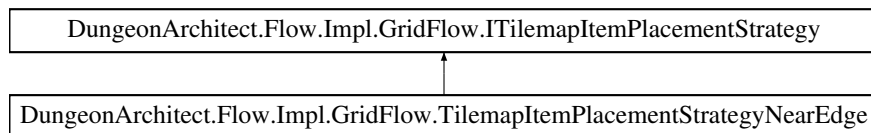
Definition at line 47 of file TilemapItemPlacementStrategy.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/TilemapPlacement/TilemapItemPlacementStrategy.cs

5.906 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyNearEdge Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyNearEdge:



Public Member Functions

- bool **PlaceItems** ([FlowItem](#) item, [FlowTilemapCell](#)[] freeCells, [TilemapItemPlacementSettings](#) settings, [TilemapItemPlacementStrategyContext](#) context, ref int outFreeTileIndex, ref string errorMessage)

5.906.1 Detailed Description

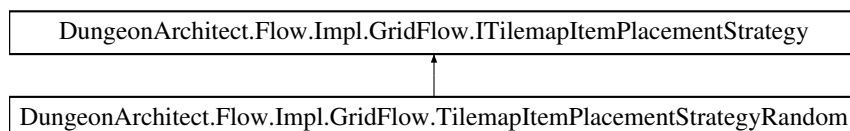
Definition at line 8 of file TilemapItemPlacementStrategy_NearEdge.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/TilemapPlacement/Impl/TilemapItemPlacementStrategy_NearEdge.cs

5.907 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyRandom Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyRandom:



Public Member Functions

- bool **PlaceItems** ([FlowItem](#) item, [FlowTilemapCell](#)[] freeCells, [TilemapItemPlacementSettings](#) settings, [TilemapItemPlacementStrategyContext](#) context, ref int outFreeTileIndex, ref string errorMessage)

5.907.1 Detailed Description

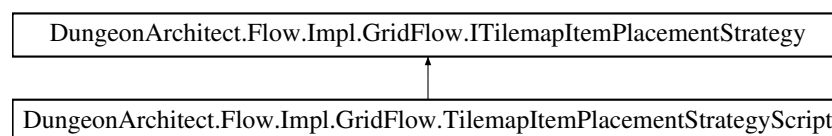
Definition at line 7 of file TilemapItemPlacementStrategy_Random.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/TilemapPlacement/Impl/TilemapItemPlacementStrategy_Random.cs

5.908 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyScript Class Reference

Inheritance diagram for DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyScript:



Public Member Functions

- bool **PlaceItems** ([FlowItem](#) item, [FlowTilemapCell](#)[] freeCells, [TilemapItemPlacementSettings](#) settings, [TilemapItemPlacementStrategyContext](#) context, ref int outFreeTileIndex, ref string errorMessage)

5.908.1 Detailed Description

Definition at line 7 of file TilemapItemPlacementStrategy_Script.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/TilemapPlacement/Impl/TilemapItemPlacementStrategy_Script.cs

5.909 DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyUtils Class Reference

Static Public Member Functions

- static bool **Validate** ([TilemapItemPlacementSettings](#) settings, ref string errorMessage)

5.909.1 Detailed Description

Definition at line 70 of file TilemapItemPlacementStrategy.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/FlowImpl/GridFlow/TilemapPlacement/TilemapItemPlacementStrategy.cs

5.910 DungeonArchitect.Editors.Timer Class Reference

Ticks every few milli-seconds

Public Member Functions

- delegate void **OnTick** (float elapsedTime)
- void **Update** (float deltaSeconds)
Update should be called once per frame

Properties

- float **Hertz** [get, set]
Ticks per second

Events

- OnTick **Tick**

5.910.1 Detailed Description

Ticks every few milli-seconds

Definition at line 8 of file Timer.cs.

5.910.2 Member Function Documentation

5.910.2.1 Update()

```
void DungeonArchitect.Editors.Timer.Update (  
    float deltaSeconds )
```

Update should be called once per frame

Parameters

<i>deltaSeconds</i>	The frame time between calls

Definition at line 45 of file Timer.cs.

5.910.3 Property Documentation

5.910.3.1 Hertz

```
float DungeonArchitect.Editors.Timer.Hertz [get], [set]
```

Ticks per second

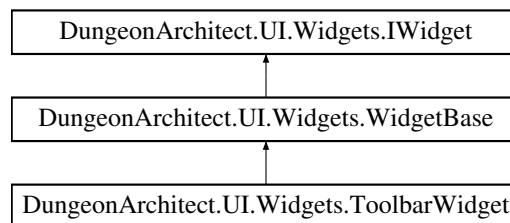
Definition at line 14 of file Timer.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Utils/Timer.cs

5.911 DungeonArchitect.UI.Widgets.ToolbarWidget Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.ToolbarWidget:



Classes

- class [ButtonInfo](#)

Public Member Functions

- delegate void **OnButtonPressed** ([UISystem](#) uiSystem, string id)
- override void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- void **AddButton** (string buttonId, string iconId)
- [ToolbarWidget](#) **SetBackground** (Color background)
- [ToolbarWidget](#) **SetButtonSize** (int buttonSize)

Public Attributes

- float **ButtonSize** = 20
- float **Padding** = 0
- Color **Background** = new Color(0, 0, 0, 0.25f)
- List< [ButtonInfo](#) > **buttons** = new List<[ButtonInfo](#)>()

Protected Member Functions

- override void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)

Events

- OnButtonPressed **ButtonPressed**

Additional Inherited Members

5.911.1 Detailed Description

Definition at line 6 of file `ToolbarWidget.cs`.

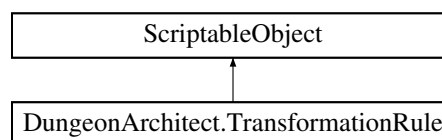
The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Window/ToolbarWidget.cs`

5.912 DungeonArchitect.TransformationRule Class Reference

Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene

Inheritance diagram for `DungeonArchitect.TransformationRule`:



Public Member Functions

- virtual void **GetTransform** ([PropSocket](#) socket, [DungeonModel](#) model, Matrix4x4 propTransform, System.↔ Random random, out Vector3 outPosition, out Quaternion outRotation, out Vector3 outScale)
Implement this method to provide a transform based on your logic.

5.912.1 Detailed Description

Selector rule allow you to attach selection behavior to decide if a visual node should be inserted into the scene

Definition at line 10 of file TransformationRule.cs.

5.912.2 Member Function Documentation

5.912.2.1 GetTransform()

```
virtual void DungeonArchitect.TransformationRule.GetTransform (
    PropSocket socket,
    DungeonModel model,
    Matrix4x4 propTransform,
    System.Random random,
    out Vector3 outPosition,
    out Quaternion outRotation,
    out Vector3 outScale ) [virtual]
```

Implement this method to provide a transform based on your logic.

Parameters

<i>socket</i>	The marker data structure
<i>model</i>	The dungeon model
<i>propTransform</i>	The combined transform of the visual node that invoked this rule
<i>random</i>	The random stream used by the builder. User this random stream for any randomness for consistency
<i>outPosition</i>	Set your position offset here
<i>outRotation</i>	Set your rotation offset here
<i>outScale</i>	Set your scale offset here

Definition at line 22 of file TransformationRule.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Rules/TransformationRule.cs

5.913 DungeonArchitect.Triangulator.Geometry.Triangle Struct Reference

[Triangle](#) made from three point indexes

Public Member Functions

- [Triangle](#) (int point1, int point2, int point3)
Initializes a new instance of a triangle

Public Attributes

- int [p1](#)
First vertex index in triangle
- int [p2](#)
Second vertex index in triangle
- int [p3](#)
Third vertex index in triangle

5.913.1 Detailed Description

[Triangle](#) made from three point indexes

Definition at line 6 of file Triangle.cs.

5.913.2 Constructor & Destructor Documentation

5.913.2.1 Triangle()

```
DungeonArchitect.Triangulator.Geometry.Triangle.Triangle (
    int point1,
    int point2,
    int point3 )
```

Initializes a new instance of a triangle

Parameters

<i>point1</i>	Vertex 1
<i>point2</i>	Vertex 2
<i>point3</i>	Vertex 3

Definition at line 26 of file Triangle.cs.

5.913.3 Member Data Documentation

5.913.3.1 p1

```
int DungeonArchitect.Triangulator.Geometry.Triangle.p1
```

First vertex index in triangle

Definition at line 11 of file Triangle.cs.

5.913.3.2 p2

```
int DungeonArchitect.Triangulator.Geometry.Triangle.p2
```

Second vertex index in triangle

Definition at line 15 of file Triangle.cs.

5.913.3.3 p3

```
int DungeonArchitect.Triangulator.Geometry.Triangle.p3
```

Third vertex index in triangle

Definition at line 19 of file Triangle.cs.

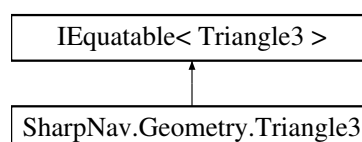
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Triangulator/↔ Geometry/Triangle.cs

5.914 SharpNav.Geometry.Triangle3 Struct Reference

A 3d triangle.

Inheritance diagram for SharpNav.Geometry.Triangle3:



Public Member Functions

- [Triangle3](#) ([Vector3](#) a, [Vector3](#) b, [Vector3](#) c)
Initializes a new instance of the [Triangle3](#) struct.
- bool [Equals](#) ([Triangle3](#) other)
Checks for equality with another [Triangle3](#).
- override bool [Equals](#) (object obj)
Checks for equality with another object.
- override int [GetHashCode](#) ()
Gets a unique hash code for the triangle.
- override string [ToString](#) ()
Converts the triangle's data into a human-readable format.

Static Public Member Functions

- static bool [operator==](#) ([Triangle3](#) left, [Triangle3](#) right)
Compares two [Triangle3](#)'s for equality.
- static bool [operator!=](#) ([Triangle3](#) left, [Triangle3](#) right)
Compares two [Triangle3](#)'s for inequality.
- static [BBox3](#) [GetBoundingBox](#) ([Triangle3](#) tri)
Calculates the bounding box of a triangle.
- static void [GetBoundingBox](#) (ref [Triangle3](#) tri, out [BBox3](#) bbox)
Calculates the bounding box of a triangle.
- static void [GetBoundingBox](#) (ref [Vector3](#) a, ref [Vector3](#) b, ref [Vector3](#) c, out [BBox3](#) bbox)
Calculates the bounding box of a triangle from its vertices.
- static void [Area2D](#) (ref [Vector3](#) a, ref [Vector3](#) b, ref [Vector3](#) c, out float area)
Gets the area of the triangle projected onto the XZ-plane.
- static float [Area2D](#) ([Vector3](#) a, [Vector3](#) b, [Vector3](#) c)
Gets the area of the triangle projected onto the XZ-plane.

Public Attributes

- [Vector3](#) [A](#)
The first point.
- [Vector3](#) [B](#)
The second point.
- [Vector3](#) [C](#)
The third point.

Properties

- [Vector3](#) [AB](#) [get]
Gets the directed line segment from [A](#) to [B](#).
- [Vector3](#) [AC](#) [get]
Gets the directed line segment from [A](#) to [C](#).
- [Vector3](#) [BA](#) [get]
Gets the directed line segment from [B](#) to [A](#).
- [Vector3](#) [BC](#) [get]
Gets the directed line segment from [B](#) to [C](#).

- [Vector3 CA](#) [get]
Gets the directed line segment from [C](#) to [A](#).
- [Vector3 CB](#) [get]
Gets the directed line segment from [C](#) to [B](#).
- float [Area](#) [get]
Gets the area of the triangle.
- float [Perimeter](#) [get]
Gets the perimeter of the triangle.
- [Vector3 Centroid](#) [get]
Gets the centroid of the triangle.
- [Vector3 Normal](#) [get]
Gets the [Triangle3](#)'s surface normal. Assumes clockwise ordering of [A](#), [B](#), and [C](#).

5.914.1 Detailed Description

A 3d triangle.

Definition at line 22 of file Triangle3.cs.

5.914.2 Constructor & Destructor Documentation

5.914.2.1 Triangle3()

```
SharpNav.Geometry.Triangle3.Triangle3 (  
    Vector3 a,  
    Vector3 b,  
    Vector3 c )
```

Initializes a new instance of the [Triangle3](#) struct.

Parameters

<i>a</i>	The second point.
<i>b</i>	The first point.
<i>c</i>	The third point.

Definition at line 51 of file Triangle3.cs.

5.914.3 Member Function Documentation

5.914.3.1 Area2D() [1/2]

```
static void SharpNav.Geometry.Triangle3.Area2D (
    ref Vector3 a,
    ref Vector3 b,
    ref Vector3 c,
    out float area ) [static]
```

Gets the area of the triangle projected onto the XZ-plane.

Parameters

<i>a</i>	The first point.
<i>b</i>	The second point.
<i>c</i>	The third point.
<i>area</i>	The calculated area.

Definition at line 273 of file Triangle3.cs.

5.914.3.2 Area2D() [2/2]

```
static float SharpNav.Geometry.Triangle3.Area2D (
    Vector3 a,
    Vector3 b,
    Vector3 c ) [static]
```

Gets the area of the triangle projected onto the XZ-plane.

Parameters

<i>a</i>	The first point.
<i>b</i>	The second point.
<i>c</i>	The third point.

Returns

The calculated area.

Definition at line 289 of file Triangle3.cs.

5.914.3.3 Equals() [1/2]

```
override bool SharpNav.Geometry.Triangle3.Equals (
    object obj )
```

Checks for equality with another object.

Parameters

<i>obj</i>	The other object.

Returns

A value indicating whether other is equivalent to the triangle.

Definition at line 314 of file Triangle3.cs.

5.914.3.4 Equals() [2/2]

```
bool SharpNav.Geometry.Triangle3.Equals (
    Triangle3 other )
```

Checks for equality with another [Triangle3](#).

Parameters

<i>other</i>	The other triangle.

Returns

A value indicating whether other is equivalent to the triangle.

Definition at line 301 of file Triangle3.cs.

5.914.3.5 GetBoundingBox() [1/3]

```
static void SharpNav.Geometry.Triangle3.GetBoundingBox (
    ref Triangle3 tri,
    out BBox3 bbox ) [static]
```

Calculates the bounding box of a triangle.

Parameters

<i>tri</i>	A triangle.
<i>bbox</i>	The triangle's bounding box.

Definition at line 232 of file Triangle3.cs.

5.914.3.6 GetBoundingBox() [2/3]

```
static void SharpNav.Geometry.Triangle3.GetBoundingBox (
    ref Vector3 a,
    ref Vector3 b,
    ref Vector3 c,
    out BBox3 bbox ) [static]
```

Calculates the bounding box of a triangle from its vertices.

Parameters

<i>a</i>	The first vertex.
<i>b</i>	The second vertex.
<i>c</i>	The third vertex.
<i>bbox</i>	The bounding box between the points.

Definition at line 244 of file Triangle3.cs.

5.914.3.7 GetBoundingBox() [3/3]

```
static BBox3 SharpNav.Geometry.Triangle3.GetBoundingBox (
    Triangle3 tri ) [static]
```

Calculates the bounding box of a triangle.

Parameters

<i>tri</i>	A triangle.

Returns

The triangle's bounding box.

Definition at line 220 of file Triangle3.cs.

5.914.3.8 GetHashCode()

```
override int SharpNav.Geometry.Triangle3.GetHashCode ( )
```

Gets a unique hash code for the triangle.

Returns

A hash code.

Definition at line 328 of file Triangle3.cs.

5.914.3.9 operator!=(())

```
static bool SharpNav.Geometry.Triangle3.operator!= (
    Triangle3 left,
    Triangle3 right ) [static]
```

Compares two [Triangle3](#)'s for inequality.

Parameters

<i>left</i>	The first triangle.
<i>right</i>	The second triangle.

Returns

A value indicating whether the two triangles are not equal.

Definition at line 206 of file Triangle3.cs.

5.914.3.10 operator==(())

```
static bool SharpNav.Geometry.Triangle3.operator== (
    Triangle3 left,
    Triangle3 right ) [static]
```

Compares two [Triangle3](#)'s for equality.

Parameters

<i>left</i>	The first triangle.
<i>right</i>	The second triangle.

Returns

A value indicating whether the two triangles are equal.

Definition at line 195 of file Triangle3.cs.

5.914.3.11 ToString()

```
override string SharpNav.Geometry.Triangle3.ToString ( )
```

Converts the triangle's data into a human-readable format.

Returns

A string containing the triangle's data.

Definition at line 342 of file Triangle3.cs.

5.914.4 Member Data Documentation

5.914.4.1 A

`Vector3` SharpNav.Geometry.Triangle3.A

The first point.

Definition at line 29 of file Triangle3.cs.

5.914.4.2 B

`Vector3` SharpNav.Geometry.Triangle3.B

The second point.

Definition at line 34 of file Triangle3.cs.

5.914.4.3 C

`Vector3` SharpNav.Geometry.Triangle3.C

The third point.

Definition at line 39 of file Triangle3.cs.

5.914.5 Property Documentation

5.914.5.1 AB

`Vector3` SharpNav.Geometry.Triangle3.AB [get]

Gets the directed line segment from [A](#) to [B](#).

Definition at line 65 of file Triangle3.cs.

5.914.5.2 AC

`Vector3 SharpNav.Geometry.Triangle3.AC` [get]

Gets the directed line segment from [A](#) to [C](#).

Definition at line 78 of file Triangle3.cs.

5.914.5.3 Area

`float SharpNav.Geometry.Triangle3.Area` [get]

Gets the area of the triangle.

Definition at line 143 of file Triangle3.cs.

5.914.5.4 BA

`Vector3 SharpNav.Geometry.Triangle3.BA` [get]

Gets the directed line segment from [B](#) to [A](#).

Definition at line 91 of file Triangle3.cs.

5.914.5.5 BC

`Vector3 SharpNav.Geometry.Triangle3.BC` [get]

Gets the directed line segment from [B](#) to [C](#).

Definition at line 104 of file Triangle3.cs.

5.914.5.6 CA

`Vector3 SharpNav.Geometry.Triangle3.CA` [get]

Gets the directed line segment from [C](#) to [A](#).

Definition at line 117 of file Triangle3.cs.

5.914.5.7 CB

`Vector3 SharpNav.Geometry.Triangle3.CB [get]`

Gets the directed line segment from [C](#) to [B](#).

Definition at line 130 of file Triangle3.cs.

5.914.5.8 Centroid

`Vector3 SharpNav.Geometry.Triangle3.Centroid [get]`

Gets the centroid of the triangle.

Definition at line 165 of file Triangle3.cs.

5.914.5.9 Normal

`Vector3 SharpNav.Geometry.Triangle3.Normal [get]`

Gets the [Triangle3](#)'s surface normal. Assumes clockwise ordering of A, B, and C.

Definition at line 177 of file Triangle3.cs.

5.914.5.10 Perimeter

`float SharpNav.Geometry.Triangle3.Perimeter [get]`

Gets the perimeter of the triangle.

Definition at line 154 of file Triangle3.cs.

The documentation for this struct was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Geometry/Triangle3.cs`

5.915 SharpNav.PolyMeshDetail.TriangleData Struct Reference

The triangle info contains three vertex hashes and a flag

Public Member Functions

- [TriangleData](#) (int hash0, int hash1, int hash2)
Initializes a new instance of the [TriangleData](#) struct.
- [TriangleData](#) (int hash0, int hash1, int hash2, int flags)
Initializes a new instance of the [TriangleData](#) struct.
- [TriangleData](#) ([TriangleData](#) data, List< [Vector3](#) > verts, [Vector3](#)[] vpoly, int npoly)
Initializes a new instance of the [TriangleData](#) struct.

Static Public Member Functions

- static int [GetTriFlags](#) (ref [TriangleData](#) t, List< [Vector3](#) > verts, [Vector3](#)[] vpoly, int npoly)
Determine which edges of the triangle are part of the polygon

Public Attributes

- int **VertexHash0**
- int **VertexHash1**
- int **VertexHash2**
- int **Flags**

Properties

- int [this\[int index\]](#) [get]
Gets a triangle's particular vertex

5.915.1 Detailed Description

The triangle info contains three vertex hashes and a flag

Definition at line 1387 of file PolyMeshDetail.cs.

5.915.2 Constructor & Destructor Documentation

5.915.2.1 TriangleData() [1/3]

```
SharpNav.PolyMeshDetail.TriangleData.TriangleData (
    int hash0,
    int hash1,
    int hash2 )
```

Initializes a new instance of the [TriangleData](#) struct.

Parameters

<i>hash0</i>	Vertex A
<i>hash1</i>	Vertex B
<i>hash2</i>	Vertex C

Definition at line 1400 of file PolyMeshDetail.cs.

5.915.2.2 TriangleData() [2/3]

```
SharpNav.PolyMeshDetail.TriangleData.TriangleData (
    int hash0,
    int hash1,
    int hash2,
    int flags )
```

Initializes a new instance of the [TriangleData](#) struct.

Parameters

<i>hash0</i>	Vertex A
<i>hash1</i>	Vertex B
<i>hash2</i>	Vertex C
<i>flags</i>	The triangle flags

Definition at line 1415 of file PolyMeshDetail.cs.

5.915.2.3 TriangleData() [3/3]

```
SharpNav.PolyMeshDetail.TriangleData.TriangleData (
    TriangleData data,
    List< Vector3 > verts,
    Vector3[] vpoly,
    int npoly )
```

Initializes a new instance of the [TriangleData](#) struct.

Parameters

<i>data</i>	The triangle itself
<i>verts</i>	The list of all the vertices
<i>vpoly</i>	The list of the polygon's vertices

Definition at line 1429 of file PolyMeshDetail.cs.

5.915.3 Member Function Documentation

5.915.3.1 GetTriFlags()

```
static int SharpNav.PolyMeshDetail.TriangleData.GetTriFlags (
    ref TriangleData t,
    List< Vector3 > verts,
    Vector3[] vpoly,
    int npoly ) [static]
```

Determine which edges of the triangle are part of the polygon

Parameters

<i>t</i>	A triangle.
<i>verts</i>	The vertex buffer that the triangle is referencing.
<i>vpoly</i>	Polygon vertex data.

Returns

The triangle's flags.

Definition at line 1466 of file PolyMeshDetail.cs.

5.915.4 Property Documentation

5.915.4.1 this[int index]

```
int SharpNav.PolyMeshDetail.TriangleData.this[int index] [get]
```

Gets a triangle's particular vertex

Parameters

<i>index</i>	Vertex index

Returns

Triangle vertex hash

Definition at line 1442 of file PolyMeshDetail.cs.

The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/PolyMeshDetail.cs↔

5.916 SharpNav.Tuple< T1, T2 > Class Template Reference

Represents a functional tuple that can be used to store two values of different types inside one object.

Public Member Functions

- [Tuple](#) (T1 item1, T2 item2)
Create a new tuple value
- override string **ToString** ()
- override int **GetHashCode** ()
- override bool **Equals** (object o)
- bool **Equals** ([Tuple](#)< T1, T2 > other)
- void **Unpack** (Action< T1, T2 > unpackerDelegate)

Static Public Member Functions

- static bool **operator==** ([Tuple](#)< T1, T2 > a, [Tuple](#)< T1, T2 > b)
- static bool **operator!=** ([Tuple](#)< T1, T2 > a, [Tuple](#)< T1, T2 > b)

Properties

- T1 [Item1](#) [get]
Returns the first element of the tuple
- T2 [Item2](#) [get]
Returns the second element of the tuple

5.916.1 Detailed Description

Represents a functional tuple that can be used to store two values of different types inside one object.

Template Parameters

<i>T1</i>	The type of the first element
<i>T2</i>	The type of the second element

Definition at line 19 of file Tuple.cs.

5.916.2 Constructor & Destructor Documentation

5.916.2.1 Tuple()

```
SharpNav.Tuple< T1, T2 >.Tuple (
    T1 item1,
    T2 item2 )
```

Create a new tuple value

Parameters

<i>item1</i>	First element of the tuple
<i>second</i>	Second element of the tuple

Definition at line 45 of file Tuple.cs.

5.916.3 Property Documentation

5.916.3.1 Item1

```
T1 SharpNav.Tuple< T1, T2 >.Item1 [get]
```

Returns the first element of the tuple

Definition at line 27 of file Tuple.cs.

5.916.3.2 Item2

```
T2 SharpNav.Tuple< T1, T2 >.Item2 [get]
```

Returns the second element of the tuple

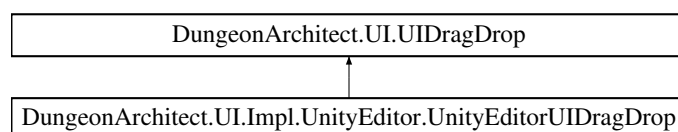
Definition at line 35 of file Tuple.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Tuple.cs

5.917 DungeonArchitect.UI.UIDragDrop Interface Reference

Inheritance diagram for DungeonArchitect.UI.UIDragDrop:



Public Member Functions

- void **PrepareStartDrag** ()
- void **StartDrag** (string title)
- void **SetVisualMode** (UIDragDropVisualMode visualMode)
- void **AcceptDrag** ()

5.917.1 Detailed Description

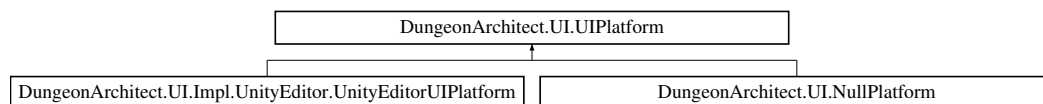
Definition at line 42 of file UIPlatform.cs.

The documentation for this interface was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UIPlatform.cs

5.918 DungeonArchitect.UI.UIPlatform Interface Reference

Inheritance diagram for DungeonArchitect.UI.UIPlatform:



Public Member Functions

- void **ShowObjectProperty** (object obj)
- void **ShowObjectProperties** (object[] obj)
- string **GetAssetPath** (object obj)
- void **MarkAssetDirty** (object obj)
- void **AddObjectToAsset** (Object objectToAdd, Object assetObject)
- [IContextMenu](#) **CreateContextMenu** ()

Properties

- [UIDragDrop](#) **DragDrop** [get]
- double **timeSinceStartup** [get]
- string **clipboardText** [get, set]
- Event **CurrentEvent** [get]

5.918.1 Detailed Description

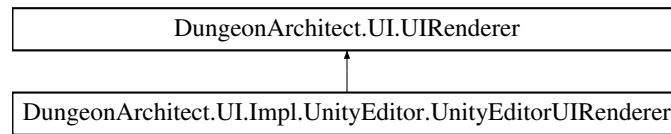
Definition at line 5 of file UIPlatform.cs.

The documentation for this interface was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UIPlatform.cs

5.919 DungeonArchitect.UI.UIRenderer Interface Reference

Inheritance diagram for DungeonArchitect.UI.UIRenderer:



Public Member Functions

- void **BeginGroup** (Rect bounds)
- void **EndGroup** ()
- bool **Button** (Rect bounds, GUIContent content, GUIStyle style)
- bool **Button** (Rect bounds, string text, GUIStyle style)
- bool **Button** (Rect bounds, string text)
- void **Box** (Rect bounds, string text)
- void **Box** (Rect bounds, GUIContent content)
- void **Box** (Rect bounds, GUIContent content, GUIStyle style)
- void **Label** (Rect bounds, string text, GUIStyle style)
- void **Label** (Rect bounds, GUIContent content, GUIStyle style)
- Vector2 **BeginScrollView** (Rect bounds, Vector2 scrollPosition, Rect viewRect)
- void **DrawTexture** (Rect bounds, Texture texture)
- void **DrawTexture** (Rect bounds, Texture texture, ScaleMode scaleMode, bool alphaBlend, Color color)
- void **EndScrollView** (bool handleScrollWheel)
- void **BeginGUI** ()
- void **EndGUI** ()
- void **DrawLine** (Vector3 v0, Vector3 v1)
- void **DrawLine** (Color color, Vector3 v0, Vector3 v1)
- void **DrawPolyLine** (params Vector3[] points)
- void **DrawPolyLine** (Color color, params Vector3[] points)
- void **DrawAAPolyLine** (float thickness, params Vector3[] points)
- void **DrawAAPolyLine** (float thickness, Color color, params Vector3[] points)
- void **DrawAAPolyLine** (Texture2D texture, float thickness, params Vector3[] points)
- void **DrawAAPolyLine** (Texture2D texture, float thickness, Color color, params Vector3[] points)
- void **DrawBezier** (Vector3 startPos, Vector3 endPos, Vector3 startTangent, Vector3 endTangent, Color lineColor, Texture2D texture, float lineThickness)
- void **DrawAAConvexPolygon** (params Vector3[] points)
- void **DrawAAConvexPolygon** (Color color, params Vector3[] points)
- void **DrawRect** (Rect bounds, Color color)
- void **AddCursorRect** (Rect bounds, UICursorType cursorType)
- object **GetResource**< T > (string path)

Properties

- Color **color** [get, set]
- Color **backgroundColor** [get, set]
- [UIStyleManager](#) **StyleManager** [get]

5.919.1 Detailed Description

Definition at line 4 of file UIRenderer.cs.

The documentation for this interface was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UIRenderer.cs

5.920 DungeonArchitect.UI.UIResourceLookup Class Reference

The resource filename constants used by dungeon architect editor

Static Public Attributes

- static readonly string **TEXTURE_GO_NODE_SELECTION** = "graph_node_go_selection"
- static readonly string **TEXTURE_GO_NODE_FRAME** = "graph_node_go_frame"
- static readonly string **TEXTURE_GO_NODE_BG** = "graph_node_go_bg"
- static readonly string **TEXTURE_PIN_GLOW** = "graph_pin_glow"
- static readonly string **TEXTURE_MULTI_GO_NODE_FRAME** = "graph_node_multi_go_frame"
- static readonly string **TEXTURE_MARKER_NODE_SELECTION** = "graph_node_marker_selection"
- static readonly string **TEXTURE_MARKER_NODE_FRAME** = "graph_node_marker_frame"
- static readonly string **TEXTURE_MARKER_EMITTER_NODE_FRAME** = "graph_node_marker_emitter_↔ frame"
- static readonly string **TEXTURE_MARKER_NODE_BG** = "graph_node_marker_bg"
- static readonly string **TEXTURE_CURSOR_RING** = "sc_cursor_circle"
- static readonly string **TEXTURE_CURSOR_RING_SOLID** = "sc_cursor_circle_solid"
- static readonly string **TEXTURE_REFRESH_16** = "refresh_16"
- static readonly string **GUI_STYLE_BANNER** = "DABannerStyle"
- static readonly string **ICON_CLOSE_16x** = "icon_close_16x"
- static readonly string **ICON_PLUS_16x** = "icon_plus_16x"
- static readonly string **ICON_MOVEUP_16x** = "icon_up_16x"
- static readonly string **ICON_MOVEDOWN_16x** = "icon_down_16x"
- static readonly string **ICON_ZOOMFIT_16x** = "icon_fit_16x"
- static readonly string **ICON_ERROR_16x** = "icon_error_16x"
- static readonly string **ICON_WARNING_16x** = "icon_warning_16x"
- static readonly string **ICON_INFO_16x** = "icon_info_16x"
- static readonly string **ICON_SUCCESS_16x** = "icon_success_16x"
- static readonly string **ICON_WHITE_16x** = "icon_white_16"
- static readonly string **ICON_PLAY_16x** = "icon_play_16x"
- static readonly string **ICON_PLAY_16xb** = "icon_play_16xb"
- static readonly string **ICON_SETTINGS_16x** = "icon_settings_16x"
- static readonly string **ICON_DISCORD_16x** = "icon_discord_16x"
- static readonly string **ICON_DOCS_16x** = "icon_docs_16x"
- static readonly string **SKIN_TOOLBAR_BUTTONS** = "ToolbarButtons"

5.920.1 Detailed Description

The resource filename constants used by dungeon architect editor

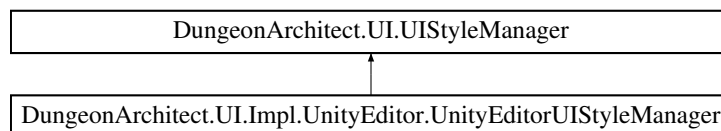
Definition at line 8 of file UIResourceLookup.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Utils/UIResourceLookup.cs

5.921 DungeonArchitect.UI.UISystemManager Interface Reference

Inheritance diagram for DungeonArchitect.UI.UISystemManager:



Public Member Functions

- GUIStyle **GetToolbarButtonStyle** ()
- GUIStyle **GetButtonStyle** ()
- GUIStyle **GetBoxStyle** ()
- GUIStyle **GetLabelStyle** ()
- GUIStyle **GetBoldLabelStyle** ()
- Font **GetFontStandard** ()
- Font **GetFontBold** ()
- Font **GetFontMini** ()

5.921.1 Detailed Description

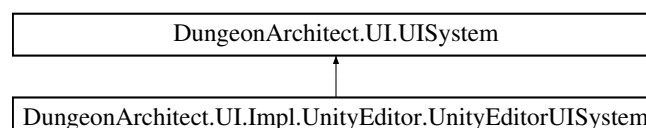
Definition at line 5 of file UISystemManager.cs.

The documentation for this interface was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UISystemManager.cs

5.922 DungeonArchitect.UI.UISystem Class Reference

Inheritance diagram for DungeonArchitect.UI.UISystem:



Public Member Functions

- void **Draw** ([UIRenderer](#) uiRenderer)
- void **Update** (Rect bounds)
- void **SetLayout** ([IWidget](#) layout)
- void **ClearLayout** ()
- void **RequestFocus** ([IWidget](#) widget)
- void **SetDragging** (bool dragging)

Protected Member Functions

- abstract [UIPlatform](#) **CreatePlatformInstance** ()
- abstract [UIStyleManager](#) **CreateStyleManagerInstance** ()
- abstract [UIUndoSystem](#) **CreateUndoSystemInstance** ()

Properties

- [IWidget](#) **FocusedWidget** [get]
- bool **IsDragDrop** [get]
- [IWidget](#) **Layout** [get]
- [UIPlatform](#) **Platform** [get]
- [UIStyleManager](#) **StyleManager** [get]
- [UIUndoSystem](#) **Undo** [get]
- abstract bool **SupportsDragDrop** [get]

Events

- OnWidgetFocus **WidgetFocused**
- OnWidgetLostFocus **WidgetLostFocus**
- OnDragEvent **DragStart**
- OnDragEvent **DragEnd**

5.922.1 Detailed Description

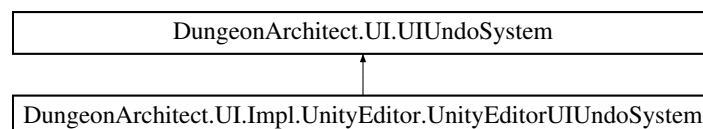
Definition at line 10 of file `UISystem.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UISystem.cs`

5.923 DungeonArchitect.UI.UIUndoSystem Interface Reference

Inheritance diagram for `DungeonArchitect.UI.UIUndoSystem`:



Public Member Functions

- void **RecordObject** (object obj, string name)
- void **RegisterCreatedObjectUndo** (object obj, string name)
- void **DestroyObjectImmediate** (object obj)
- void **RegisterCompleteObjectUndo** (object obj, string name)

Events

- UIUndoRedoDelegate **UndoRedoPerformed**

5.923.1 Detailed Description

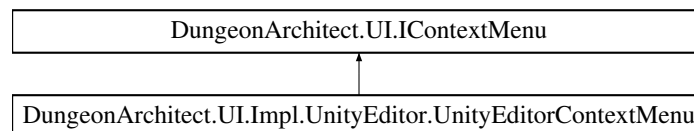
Definition at line 4 of file UIUndoSystem.cs.

The documentation for this interface was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/UIUndoSystem.cs

5.924 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorContextMenu Class Reference

Inheritance diagram for DungeonArchitect.UI.Impl.UnityEditor.UnityEditorContextMenu:



Public Member Functions

- void **AddItem** (string path, ContextMenuFunction func)
- void **AddItem** (string path, ContextMenuFunctionUserData func, object userData)
- void **AddSeparator** (string path)
- void **Show** ()

5.924.1 Detailed Description

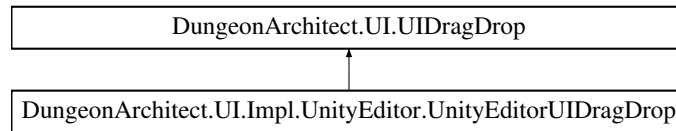
Definition at line 75 of file UnityEditorUIPlatform.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/UI/UnityEditorUIPlatform.cs

5.925 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIDragDrop Class Reference

Inheritance diagram for DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIDragDrop:



Public Member Functions

- void **PrepareStartDrag** ()
- void **StartDrag** (string title)
- void **SetVisualMode** (UIDragDropVisualMode visualMode)
- void **AcceptDrag** ()

5.925.1 Detailed Description

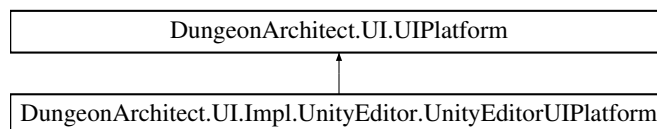
Definition at line 103 of file UnityEditorUIPlatform.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/UI/UnityEditorUIPlatform.cs

5.926 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIPlatform Class Reference

Inheritance diagram for DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIPlatform:



Public Member Functions

- void **ShowObjectProperty** (object obj)
- void **ShowObjectProperties** (object[] objs)
- string **GetAssetPath** (object obj)
- void **MarkAssetDirty** (object obj)
- [IContextMenu](#) **CreateContextMenu** ()
- void **AddObjectToAsset** (Object objectToAdd, Object assetObject)

Properties

- double **timeSinceStartup** [get]
- string **clipboardText** [get, set]
- Event **CurrentEvent** [get]
- [UIDragDrop](#) **DragDrop** [get]

5.926.1 Detailed Description

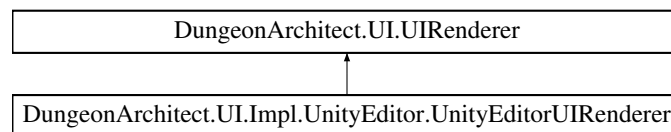
Definition at line 7 of file UnityEditorUIPlatform.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/UI/UnityEditorUIPlatform.cs

5.927 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIRenderer Class Reference

Inheritance diagram for DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIRenderer:



Public Member Functions

- void **BeginGroup** (Rect bounds)
- void **EndGroup** ()
- bool **Button** (Rect bounds, GUIContent content, GUIStyle style)
- bool **Button** (Rect bounds, string text, GUIStyle style)
- bool **Button** (Rect bounds, string text)
- void **Box** (Rect bounds, string text)
- void **Box** (Rect bounds, GUIContent content)
- void **Box** (Rect bounds, GUIContent content, GUIStyle style)
- void **Label** (Rect bounds, string text, GUIStyle style)
- void **Label** (Rect bounds, GUIContent content, GUIStyle style)
- Vector2 **BeginScrollView** (Rect bounds, Vector2 scrollPosition, Rect viewRect)
- void **DrawTexture** (Rect bounds, Texture texture)
- void **DrawTexture** (Rect bounds, Texture texture, ScaleMode scaleMode, bool alphaBlend, Color color)
- void **EndScrollView** (bool handleScrollWheel)
- void **BeginGUI** ()
- void **EndGUI** ()
- void **DrawLine** (Vector3 v0, Vector3 v1)
- void **DrawLine** (Color color, Vector3 v0, Vector3 v1)
- void **DrawPolyLine** (params Vector3[] points)
- void **DrawPolyLine** (Color color, params Vector3[] points)
- void **DrawAAPolyLine** (float thickness, params Vector3[] points)

- void **DrawAAPolyLine** (float thickness, Color color, params Vector3[] points)
- void **DrawAAPolyLine** (Texture2D texture, float thickness, params Vector3[] points)
- void **DrawAAPolyLine** (Texture2D texture, float thickness, Color color, params Vector3[] points)
- void **DrawBezier** (Vector3 startPos, Vector3 endPos, Vector3 startTangent, Vector3 endTangent, Color lineColor, Texture2D texture, float lineThickness)
- void **DrawAAConvexPolygon** (params Vector3[] points)
- void **DrawAAConvexPolygon** (Color color, params Vector3[] points)
- void **DrawRect** (Rect bounds, Color color)
- void **AddCursorRect** (Rect bounds, UICursorType cursorType)
- object **GetResource**< T > (string path)

Properties

- Color **color** [get, set]
- Color **backgroundColor** [get, set]
- [UIStyleManager](#) **StyleManager** [get]

5.927.1 Detailed Description

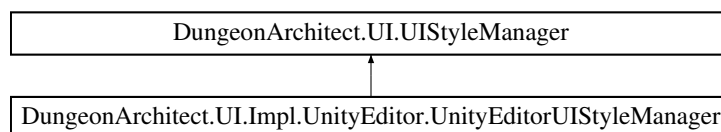
Definition at line 7 of file UnityEditorUIRenderer.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/UI/UnityEditorUIRenderer.cs

5.928 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIStyleManager Class Reference

Inheritance diagram for DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIStyleManager:



Public Member Functions

- GUIStyle **GetToolbarButtonStyle** ()
- GUIStyle **GetButtonStyle** ()
- GUIStyle **GetBoxStyle** ()
- GUIStyle **GetLabelStyle** ()
- GUIStyle **GetBoldLabelStyle** ()
- Font **GetFontStandard** ()
- Font **GetFontBold** ()
- Font **GetFontMini** ()

5.928.1 Detailed Description

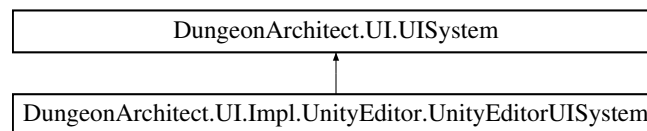
Definition at line 6 of file UnityEditorUIStyleManager.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/UI/UnityEditorUIStyleManager.↔
cs

5.929 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUISystem Class Reference

Inheritance diagram for DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUISystem:



Protected Member Functions

- override [UIPlatform](#) **CreatePlatformInstance** ()
- override [UIStyleManager](#) **CreateStyleManagerInstance** ()
- override [UIUndoSystem](#) **CreateUndoSystemInstance** ()

Properties

- override bool **SupportsDragDrop** [get]

Additional Inherited Members

5.929.1 Detailed Description

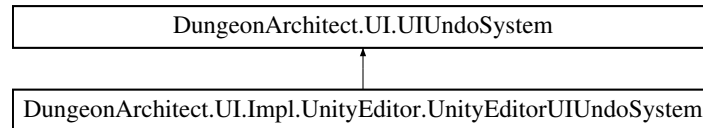
Definition at line 3 of file UnityEditorUISystem.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/UI/UnityEditorUISystem.cs

5.930 DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIUndoSystem Class Reference

Inheritance diagram for DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIUndoSystem:



Public Member Functions

- **UnityEditorUIUndoSystem** ([UISystem](#) uiSystem)
- void **CreateHook** ()
- void **RemoveHook** ()
- void **__InternalUndoRedoCallback** ()
- void **RecordObject** (object obj, string name)
- void **RegisterCreatedObjectUndo** (object obj, string name)
- void **DestroyObjectImmediate** (object obj)
- void **RegisterCompleteObjectUndo** (object obj, string name)

Properties

- UIUndoRedoDelegate **UndoRedoPerformed**

Additional Inherited Members

5.930.1 Detailed Description

Definition at line 7 of file UnityEditorUIUndoSystem.cs.

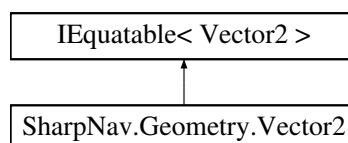
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/UI/UnityEditorUIUndoSystem.cs

5.931 SharpNav.Geometry.Vector2 Struct Reference

Represents a 2D vector using two single-precision floating-point numbers.

Inheritance diagram for SharpNav.Geometry.Vector2:



Public Member Functions

- [Vector2](#) (float value)
Constructs a new instance.
- [Vector2](#) (float x, float y)
Constructs a new [Vector2](#).
- [Vector2](#) ([Vector2](#) v)
Constructs a new [Vector2](#) from the given [Vector2](#).
- [Vector2](#) ([Vector3](#) v)
Constructs a new [Vector2](#) from the given [Vector3](#).
- [Vector2 Normalized](#) ()
Returns a copy of the [Vector2](#) scaled to unit length.
- void [Normalize](#) ()
Scales the [Vector2](#) to unit length.
- override string [ToString](#) ()
Returns a System.String that represents the current [Vector2](#).
- override int [GetHashCode](#) ()
Returns the hashcode for this instance.
- override bool [Equals](#) (object obj)
Indicates whether this instance and a specified object are equal.
- bool [Equals](#) ([Vector2](#) other)
Indicates whether the current vector is equal to another vector.

Static Public Member Functions

- static [Vector2 Add](#) ([Vector2](#) a, [Vector2](#) b)
Defines the size of the [Vector2](#) struct in bytes.
- static void [Add](#) (ref [Vector2](#) a, ref [Vector2](#) b, out [Vector2](#) result)
Adds two vectors.
- static [Vector2 Subtract](#) ([Vector2](#) a, [Vector2](#) b)
Subtract one Vector from another
- static void [Subtract](#) (ref [Vector2](#) a, ref [Vector2](#) b, out [Vector2](#) result)
Subtract one Vector from another
- static [Vector2 Multiply](#) ([Vector2](#) vector, float scale)
Multiplies a vector by a scalar.
- static void [Multiply](#) (ref [Vector2](#) vector, float scale, out [Vector2](#) result)
Multiplies a vector by a scalar.
- static [Vector2 Multiply](#) ([Vector2](#) vector, [Vector2](#) scale)
Multiplies a vector by the components a vector (scale).
- static void [Multiply](#) (ref [Vector2](#) vector, ref [Vector2](#) scale, out [Vector2](#) result)
Multiplies a vector by the components of a vector (scale).
- static [Vector2 Divide](#) ([Vector2](#) vector, float scale)
Divides a vector by a scalar.
- static void [Divide](#) (ref [Vector2](#) vector, float scale, out [Vector2](#) result)
Divides a vector by a scalar.
- static [Vector2 Divide](#) ([Vector2](#) vector, [Vector2](#) scale)
Divides a vector by the components of a vector (scale).
- static void [Divide](#) (ref [Vector2](#) vector, ref [Vector2](#) scale, out [Vector2](#) result)
Divide a vector by the components of a vector (scale).
- static [Vector2 ComponentMin](#) ([Vector2](#) a, [Vector2](#) b)

- Calculate the component-wise minimum of two vectors*
- static void [ComponentMin](#) (ref [Vector2](#) a, ref [Vector2](#) b, out [Vector2](#) result)
- Calculate the component-wise minimum of two vectors*
- static [Vector2](#) [ComponentMax](#) ([Vector2](#) a, [Vector2](#) b)
- Calculate the component-wise maximum of two vectors*
- static void [ComponentMax](#) (ref [Vector2](#) a, ref [Vector2](#) b, out [Vector2](#) result)
- Calculate the component-wise maximum of two vectors*
- static [Vector2](#) [Min](#) ([Vector2](#) left, [Vector2](#) right)
- Returns the [Vector3](#) with the minimum magnitude*
- static [Vector2](#) [Max](#) ([Vector2](#) left, [Vector2](#) right)
- Returns the [Vector3](#) with the minimum magnitude*
- static [Vector2](#) [Clamp](#) ([Vector2](#) vec, [Vector2](#) min, [Vector2](#) max)
- Clamp a vector to the given minimum and maximum vectors*
- static void [Clamp](#) (ref [Vector2](#) vec, ref [Vector2](#) min, ref [Vector2](#) max, out [Vector2](#) result)
- Clamp a vector to the given minimum and maximum vectors*
- static [Vector2](#) [Normalize](#) ([Vector2](#) vec)
- Scale a vector to unit length*
- static void [Normalize](#) (ref [Vector2](#) vec, out [Vector2](#) result)
- Scale a vector to unit length*
- static float [Dot](#) ([Vector2](#) left, [Vector2](#) right)
- Calculate the dot (scalar) product of two vectors*
- static void [Dot](#) (ref [Vector2](#) left, ref [Vector2](#) right, out float result)
- Calculate the dot (scalar) product of two vectors*
- static float [PerpDot](#) ([Vector2](#) left, [Vector2](#) right)
- Calculate the perpendicular dot (scalar) product of two vectors*
- static void [PerpDot](#) (ref [Vector2](#) left, ref [Vector2](#) right, out float result)
- Calculate the perpendicular dot (scalar) product of two vectors*
- static [Vector2](#) [Lerp](#) ([Vector2](#) a, [Vector2](#) b, float blend)
- Returns a new [Vector](#) that is the linear blend of the 2 given [Vectors](#)*
- static void [Lerp](#) (ref [Vector2](#) a, ref [Vector2](#) b, float blend, out [Vector2](#) result)
- Returns a new [Vector](#) that is the linear blend of the 2 given [Vectors](#)*
- static [Vector2](#) [BaryCentric](#) ([Vector2](#) a, [Vector2](#) b, [Vector2](#) c, float u, float v)
- Interpolate 3 [Vectors](#) using Barycentric coordinates*
- static void [BaryCentric](#) (ref [Vector2](#) a, ref [Vector2](#) b, ref [Vector2](#) c, float u, float v, out [Vector2](#) result)
- Interpolate 3 [Vectors](#) using Barycentric coordinates*
- static [Vector2](#) [operator+](#) ([Vector2](#) left, [Vector2](#) right)
- Adds the specified instances.*
- static [Vector2](#) [operator-](#) ([Vector2](#) left, [Vector2](#) right)
- Subtracts the specified instances.*
- static [Vector2](#) [operator-](#) ([Vector2](#) vec)
- Negates the specified instance.*
- static [Vector2](#) [operator*](#) ([Vector2](#) vec, float scale)
- Multiplies the specified instance by a scalar.*
- static [Vector2](#) [operator*](#) (float scale, [Vector2](#) vec)
- Multiplies the specified instance by a scalar.*
- static [Vector2](#) [operator*](#) ([Vector2](#) vec, [Vector2](#) scale)
- Component-wise multiplication between the specified instance by a scale vector.*
- static [Vector2](#) [operator/](#) ([Vector2](#) vec, float scale)
- Divides the specified instance by a scalar.*
- static bool [operator==](#) ([Vector2](#) left, [Vector2](#) right)
- Compares the specified instances for equality.*
- static bool [operator!=](#) ([Vector2](#) left, [Vector2](#) right)
- Compares the specified instances for inequality.*

Public Attributes

- float **X**
The X component of the [Vector2](#).
- float **Y**
The Y component of the [Vector2](#).

Static Public Attributes

- static readonly **Vector2 UnitX** = new **Vector2**(1, 0)
Defines a unit-length [Vector2](#) that points towards the X-axis.
- static readonly **Vector2 UnitY** = new **Vector2**(0, 1)
Defines a unit-length [Vector2](#) that points towards the Y-axis.
- static readonly **Vector2 Zero** = new **Vector2**(0, 0)
Defines a zero-length [Vector2](#).
- static readonly **Vector2 One** = new **Vector2**(1, 1)
Defines an instance with all components set to 1.

Properties

- float **Length** [get]
Gets the length (magnitude) of the vector.
- float **LengthSquared** [get]
Gets the square of the vector length (magnitude).
- **Vector2 PerpendicularRight** [get]
Gets the perpendicular vector on the right side of this vector.
- **Vector2 PerpendicularLeft** [get]
Gets the perpendicular vector on the left side of this vector.
- float **this[int index]** [get, set]
Gets or sets the value at the index of the Vector.
- **Vector2 Yx** [get, set]
Gets or sets an [OpenTK.Vector2](#) with the Y and X components of this instance.

5.931.1 Detailed Description

Represents a 2D vector using two single-precision floating-point numbers.

The [Vector2](#) structure is suitable for interoperation with unmanaged code requiring two consecutive floats.

Definition at line 38 of file [Vector2.cs](#).

5.931.2 Constructor & Destructor Documentation

5.931.2.1 **Vector2()** [1/4]

```
SharpNav.Geometry.Vector2.Vector2 (
    float value )
```

Constructs a new instance.

Parameters

<i>value</i>	The value that will initialize this instance.

Definition at line 62 of file Vector2.cs.

5.931.2.2 Vector2() [2/4]

```
SharpNav.Geometry.Vector2.Vector2 (
    float x,
    float y )
```

Constructs a new [Vector2](#).

Parameters

<i>x</i>	The x coordinate of the net Vector2 .
<i>y</i>	The y coordinate of the net Vector2 .

Definition at line 73 of file Vector2.cs.

5.931.2.3 Vector2() [3/4]

```
SharpNav.Geometry.Vector2.Vector2 (
    Vector2 v )
```

Constructs a new [Vector2](#) from the given [Vector2](#).

Parameters

<i>v</i>	The Vector2 to copy components from.

Definition at line 84 of file Vector2.cs.

5.931.2.4 Vector2() [4/4]

```
SharpNav.Geometry.Vector2.Vector2 (
    Vector3 v )
```

Constructs a new [Vector2](#) from the given [Vector3](#).

Parameters

<i>v</i>	The Vector3 to copy components from. Z is discarded.

Definition at line 95 of file Vector2.cs.

5.931.3 Member Function Documentation

5.931.3.1 Add() [1/2]

```
static void SharpNav.Geometry.Vector2.Add (  
    ref Vector2 a,  
    ref Vector2 b,  
    out Vector2 result ) [static]
```

Adds two vectors.

Parameters

<i>a</i>	Left operand.
<i>b</i>	Right operand.
<i>result</i>	Result of operation.

Definition at line 269 of file Vector2.cs.

5.931.3.2 Add() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.Add (  
    Vector2 a,  
    Vector2 b ) [static]
```

Defines the size of the [Vector2](#) struct in bytes.

Adds two vectors.

Parameters

<i>a</i>	Left operand.
<i>b</i>	Right operand.

Returns

Result of operation.

Definition at line 257 of file Vector2.cs.

5.931.3.3 BaryCentric() [1/2]

```
static void SharpNav.Geometry.Vector2.BaryCentric (
    ref Vector2 a,
    ref Vector2 b,
    ref Vector2 c,
    float u,
    float v,
    out Vector2 result ) [static]
```

Interpolate 3 Vectors using Barycentric coordinates

Parameters

<i>a</i>	First input Vector.
<i>b</i>	Second input Vector.
<i>c</i>	Third input Vector.
<i>u</i>	First Barycentric Coordinate.
<i>v</i>	Second Barycentric Coordinate.
<i>result</i>	Output Vector. a when u=v=0, b when u=1,v=0, c when u=0,v=1, and a linear combination of a,b,c otherwise

Definition at line 657 of file Vector2.cs.

5.931.3.4 BaryCentric() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.BaryCentric (
    Vector2 a,
    Vector2 b,
    Vector2 c,
    float u,
    float v ) [static]
```

Interpolate 3 Vectors using Barycentric coordinates

Parameters

<i>a</i>	First input Vector
<i>b</i>	Second input Vector
<i>c</i>	Third input Vector
<i>u</i>	First Barycentric Coordinate
<i>v</i>	Second Barycentric Coordinate

Returns

a when u=v=0, b when u=1,v=0, c when u=0,v=1, and a linear combination of a,b,c otherwise

Definition at line 645 of file Vector2.cs.

5.931.3.5 Clamp() [1/2]

```
static void SharpNav.Geometry.Vector2.Clamp (  
    ref Vector2 vec,  
    ref Vector2 min,  
    ref Vector2 max,  
    out Vector2 result ) [static]
```

Clamp a vector to the given minimum and maximum vectors

Parameters

<i>vec</i>	Input vector
<i>min</i>	Minimum vector
<i>max</i>	Maximum vector
<i>result</i>	The clamped vector

Definition at line 514 of file Vector2.cs.

5.931.3.6 Clamp() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.Clamp (  
    Vector2 vec,  
    Vector2 min,  
    Vector2 max ) [static]
```

Clamp a vector to the given minimum and maximum vectors

Parameters

<i>vec</i>	Input vector
<i>min</i>	Minimum vector
<i>max</i>	Maximum vector

Returns

The clamped vector

Definition at line 500 of file Vector2.cs.

5.931.3.7 ComponentMax() [1/2]

```
static void SharpNav.Geometry.Vector2.ComponentMax (  
    ref Vector2 a,  
    ref Vector2 b,  
    out Vector2 result ) [static]
```

Calculate the component-wise maximum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand
<i>result</i>	The component-wise maximum

Definition at line 453 of file Vector2.cs.

5.931.3.8 ComponentMax() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.ComponentMax (  
    Vector2 a,  
    Vector2 b ) [static]
```

Calculate the component-wise maximum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand

Returns

The component-wise maximum

Definition at line 440 of file Vector2.cs.

5.931.3.9 ComponentMin() [1/2]

```
static void SharpNav.Geometry.Vector2.ComponentMin (  
    ref Vector2 a,  
    ref Vector2 b,  
    out Vector2 result ) [static]
```

Calculate the component-wise minimum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand
<i>result</i>	The component-wise minimum

Definition at line 424 of file Vector2.cs.

5.931.3.10 ComponentMin() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.ComponentMin (
    Vector2 a,
    Vector2 b ) [static]
```

Calculate the component-wise minimum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand

Returns

The component-wise minimum

Definition at line 411 of file Vector2.cs.

5.931.3.11 Divide() [1/4]

```
static void SharpNav.Geometry.Vector2.Divide (
    ref Vector2 vector,
    float scale,
    out Vector2 result ) [static]
```

Divides a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 373 of file Vector2.cs.

5.931.3.12 Divide() [2/4]

```
static void SharpNav.Geometry.Vector2.Divide (
    ref Vector2 vector,
    ref Vector2 scale,
    out Vector2 result ) [static]
```

Divide a vector by the components of a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 396 of file Vector2.cs.

5.931.3.13 Divide() [3/4]

```
static Vector2 SharpNav.Geometry.Vector2.Divide (
    Vector2 vector,
    float scale ) [static]
```

Divides a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 361 of file Vector2.cs.

5.931.3.14 Divide() [4/4]

```
static Vector2 SharpNav.Geometry.Vector2.Divide (
    Vector2 vector,
    Vector2 scale ) [static]
```

Divides a vector by the components of a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 384 of file Vector2.cs.

5.931.3.15 Dot() [1/2]

```
static void SharpNav.Geometry.Vector2.Dot (
    ref Vector2 left,
    ref Vector2 right,
    out float result ) [static]
```

Calculate the dot (scalar) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand
<i>result</i>	The dot product of the two inputs

Definition at line 570 of file Vector2.cs.

5.931.3.16 Dot() [2/2]

```
static float SharpNav.Geometry.Vector2.Dot (
    Vector2 left,
    Vector2 right ) [static]
```

Calculate the dot (scalar) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand

Returns

The dot product of the two inputs

Definition at line 559 of file Vector2.cs.

5.931.3.17 Equals() [1/2]

```
override bool SharpNav.Geometry.Vector2.Equals (  
    object obj )
```

Indicates whether this instance and a specified object are equal.

Parameters

<i>obj</i>	The object to compare to.

Returns

True if the instances are equal; false otherwise.

Definition at line 848 of file Vector2.cs.

5.931.3.18 Equals() [2/2]

```
bool SharpNav.Geometry.Vector2.Equals (  
    Vector2 other )
```

Indicates whether the current vector is equal to another vector.

Parameters

<i>other</i>	A vector to compare with this vector.

Returns

true if the current vector is equal to the vector parameter; otherwise, false.

Definition at line 867 of file Vector2.cs.

5.931.3.19 GetHashCode()

```
override int SharpNav.Geometry.Vector2.GetHashCode ( )
```

Returns the hashcode for this instance.

Returns

A System.Int32 containing the unique hashcode for this instance.

Definition at line 834 of file Vector2.cs.

5.931.3.20 Lerp() [1/2]

```
static void SharpNav.Geometry.Vector2.Lerp (  
    ref Vector2 a,  
    ref Vector2 b,  
    float blend,  
    out Vector2 result ) [static]
```

Returns a new Vector that is the linear blend of the 2 given Vectors

Parameters

<i>a</i>	First input vector
<i>b</i>	Second input vector
<i>blend</i>	The blend factor. a when blend=0, b when blend=1.
<i>result</i>	a when blend=0, b when blend=1, and a linear combination otherwise

Definition at line 626 of file Vector2.cs.

5.931.3.21 Lerp() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.Lerp (  
    Vector2 a,  
    Vector2 b,  
    float blend ) [static]
```

Returns a new Vector that is the linear blend of the 2 given Vectors

Parameters

<i>a</i>	First input vector
<i>b</i>	Second input vector
<i>blend</i>	The blend factor. a when blend=0, b when blend=1.

Returns

a when blend=0, b when blend=1, and a linear combination otherwise

Definition at line 612 of file Vector2.cs.

5.931.3.22 Max()

```
static Vector2 SharpNav.Geometry.Vector2.Max (  
    Vector2 left,  
    Vector2 right ) [static]
```

Returns the [Vector3](#) with the minimum magnitude

Parameters

<i>left</i>	Left operand
<i>right</i>	Right operand

Returns

The minimum [Vector3](#)

Definition at line 484 of file Vector2.cs.

5.931.3.23 Min()

```
static Vector2 SharpNav.Geometry.Vector2.Min (  
    Vector2 left,  
    Vector2 right ) [static]
```

Returns the [Vector3](#) with the minimum magnitude

Parameters

<i>left</i>	Left operand
<i>right</i>	Right operand

Returns

The minimum [Vector3](#)

Definition at line 469 of file Vector2.cs.

5.931.3.24 Multiply() [1/4]

```
static void SharpNav.Geometry.Vector2.Multiply (  
    ref Vector2 vector,  
    float scale,  
    out Vector2 result ) [static]
```

Multiplies a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 323 of file Vector2.cs.

5.931.3.25 Multiply() [2/4]

```
static void SharpNav.Geometry.Vector2.Multiply (  
    ref Vector2 vector,  
    ref Vector2 scale,  
    out Vector2 result ) [static]
```

Multiplies a vector by the components of a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 346 of file Vector2.cs.

5.931.3.26 Multiply() [3/4]

```
static Vector2 SharpNav.Geometry.Vector2.Multiply (  
    Vector2 vector,  
    float scale ) [static]
```

Multiplies a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 311 of file Vector2.cs.

5.931.3.27 Multiply() [4/4]

```
static Vector2 SharpNav.Geometry.Vector2.Multiply (  
    Vector2 vector,  
    Vector2 scale ) [static]
```

Multiplies a vector by the components a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 334 of file Vector2.cs.

5.931.3.28 Normalize() [1/3]

```
void SharpNav.Geometry.Vector2.Normalize ( )
```

Scales the [Vector2](#) to unit length.

Definition at line 207 of file Vector2.cs.

5.931.3.29 Normalize() [2/3]

```
static void SharpNav.Geometry.Vector2.Normalize (
    ref Vector2 vec,
    out Vector2 result ) [static]
```

Scale a vector to unit length

Parameters

<i>vec</i>	The input vector
<i>result</i>	The normalized vector

Definition at line 542 of file Vector2.cs.

5.931.3.30 Normalize() [3/3]

```
static Vector2 SharpNav.Geometry.Vector2.Normalize (
    Vector2 vec ) [static]
```

Scale a vector to unit length

Parameters

<i>vec</i>	The input vector

Returns

The normalized vector

Definition at line 529 of file Vector2.cs.

5.931.3.31 Normalized()

```
Vector2 SharpNav.Geometry.Vector2.Normalized ( )
```

Returns a copy of the [Vector2](#) scaled to unit length.

Returns

Definition at line 196 of file Vector2.cs.

5.931.3.32 operator"!=()"

```
static bool SharpNav.Geometry.Vector2.operator!= (
    Vector2 left,
    Vector2 right ) [static]
```

Compares the specified instances for inequality.

Parameters

<i>left</i>	Left operand.
<i>right</i>	Right operand.

Returns

True if both instances are not equal; false otherwise.

Definition at line 806 of file Vector2.cs.

5.931.3.33 operator*() [1/3]

```
static Vector2 SharpNav.Geometry.Vector2.operator* (
    float scale,
    Vector2 vec ) [static]
```

Multiplies the specified instance by a scalar.

Parameters

<i>scale</i>	Left operand.
<i>vec</i>	Right operand.

Returns

Result of multiplication.

Definition at line 755 of file Vector2.cs.

5.931.3.34 operator*() [2/3]

```
static Vector2 SharpNav.Geometry.Vector2.operator* (
    Vector2 vec,
    float scale ) [static]
```

Multiplies the specified instance by a scalar.

Parameters

<i>vec</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of multiplication.

Definition at line 742 of file Vector2.cs.

5.931.3.35 operator*() [3/3]

```
static Vector2 SharpNav.Geometry.Vector2.operator* (
    Vector2 vec,
    Vector2 scale ) [static]
```

Component-wise multiplication between the specified instance by a scale vector.

Parameters

<i>scale</i>	Left operand.
<i>vec</i>	Right operand.

Returns

Result of multiplication.

Definition at line 768 of file Vector2.cs.

5.931.3.36 operator+()

```
static Vector2 SharpNav.Geometry.Vector2.operator+ (  
    Vector2 left,  
    Vector2 right ) [static]
```

Adds the specified instances.

Parameters

<i>left</i>	Left operand.
<i>right</i>	Right operand.

Returns

Result of addition.

Definition at line 704 of file Vector2.cs.

5.931.3.37 operator-() [1/2]

```
static Vector2 SharpNav.Geometry.Vector2.operator- (  
    Vector2 left,  
    Vector2 right ) [static]
```

Subtracts the specified instances.

Parameters

<i>left</i>	Left operand.
<i>right</i>	Right operand.

Returns

Result of subtraction.

Definition at line 717 of file Vector2.cs.

5.931.3.38 operator-() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.operator- (  
    Vector2 vec ) [static]
```

Negates the specified instance.

Parameters

<i>vec</i>	Operand.

Returns

Result of negation.

Definition at line 729 of file Vector2.cs.

5.931.3.39 operator/()

```
static Vector2 SharpNav.Geometry.Vector2.operator/ (  
    Vector2 vec,  
    float scale ) [static]
```

Divides the specified instance by a scalar.

Parameters

<i>vec</i>	Left operand
<i>scale</i>	Right operand

Returns

Result of the division.

Definition at line 781 of file Vector2.cs.

5.931.3.40 operator==()

```
static bool SharpNav.Geometry.Vector2.operator== (
    Vector2 left,
    Vector2 right ) [static]
```

Compares the specified instances for equality.

Parameters

<i>left</i>	Left operand.
<i>right</i>	Right operand.

Returns

True if both instances are equal; false otherwise.

Definition at line 795 of file Vector2.cs.

5.931.3.41 PerpDot() [1/2]

```
static void SharpNav.Geometry.Vector2.PerpDot (
    ref Vector2 left,
    ref Vector2 right,
    out float result ) [static]
```

Calculate the perpendicular dot (scalar) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand
<i>result</i>	The perpendicular dot product of the two inputs

Definition at line 596 of file Vector2.cs.

5.931.3.42 PerpDot() [2/2]

```
static float SharpNav.Geometry.Vector2.PerpDot (
    Vector2 left,
    Vector2 right ) [static]
```

Calculate the perpendicular dot (scalar) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand

Returns

The perpendicular dot product of the two inputs

Definition at line 585 of file Vector2.cs.

5.931.3.43 Subtract() [1/2]

```
static void SharpNav.Geometry.Vector2.Subtract (  
    ref Vector2 a,  
    ref Vector2 b,  
    out Vector2 result ) [static]
```

Subtract one Vector from another

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand
<i>result</i>	Result of subtraction

Definition at line 296 of file Vector2.cs.

5.931.3.44 Subtract() [2/2]

```
static Vector2 SharpNav.Geometry.Vector2.Subtract (  
    Vector2 a,  
    Vector2 b ) [static]
```

Subtract one Vector from another

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand

Returns

Result of subtraction

Definition at line 284 of file Vector2.cs.

5.931.3.45 ToString()

```
override string SharpNav.Geometry.Vector2.ToString ( )
```

Returns a System.String that represents the current [Vector2](#).

Returns

Definition at line 821 of file Vector2.cs.

5.931.4 Member Data Documentation

5.931.4.1 One

```
readonly Vector2 SharpNav.Geometry.Vector2.One = new Vector2(1, 1) [static]
```

Defines an instance with all components set to 1.

Definition at line 240 of file Vector2.cs.

5.931.4.2 UnitX

```
readonly Vector2 SharpNav.Geometry.Vector2.UnitX = new Vector2(1, 0) [static]
```

Defines a unit-length [Vector2](#) that points towards the X-axis.

Definition at line 225 of file Vector2.cs.

5.931.4.3 UnitY

```
readonly Vector2 SharpNav.Geometry.Vector2.UnitY = new Vector2(0, 1) [static]
```

Defines a unit-length [Vector2](#) that points towards the Y-axis.

Definition at line 230 of file Vector2.cs.

5.931.4.4 X

```
float SharpNav.Geometry.Vector2.X
```

The X component of the [Vector2](#).

Definition at line 47 of file Vector2.cs.

5.931.4.5 Y

```
float SharpNav.Geometry.Vector2.Y
```

The Y component of the [Vector2](#).

Definition at line 52 of file Vector2.cs.

5.931.4.6 Zero

```
readonly Vector2 SharpNav.Geometry.Vector2.Zero = new Vector2(0, 0) [static]
```

Defines a zero-length [Vector2](#).

Definition at line 235 of file Vector2.cs.

5.931.5 Property Documentation

5.931.5.1 Length

```
float SharpNav.Geometry.Vector2.Length [get]
```

Gets the length (magnitude) of the vector.

[LengthSquared](#)

Definition at line 113 of file Vector2.cs.

5.931.5.2 LengthSquared

```
float SharpNav.Geometry.Vector2.LengthSquared [get]
```

Gets the square of the vector length (magnitude).

This property avoids the costly square root operation required by the Length property. This makes it more suitable for comparisons.

[Length](#)

Definition at line 133 of file Vector2.cs.

5.931.5.3 PerpendicularLeft

```
Vector2 SharpNav.Geometry.Vector2.PerpendicularLeft [get]
```

Gets the perpendicular vector on the left side of this vector.

Definition at line 163 of file Vector2.cs.

5.931.5.4 PerpendicularRight

```
Vector2 SharpNav.Geometry.Vector2.PerpendicularRight [get]
```

Gets the perpendicular vector on the right side of this vector.

Definition at line 148 of file Vector2.cs.

5.931.5.5 this[int index]

```
float SharpNav.Geometry.Vector2.this[int index] [get], [set]
```

Gets or sets the value at the index of the Vector.

Definition at line 176 of file Vector2.cs.

5.931.5.6 Yx

`Vector2` SharpNav.Geometry.Vector2.Yx [get], [set]

Gets or sets an OpenTK.Vector2 with the Y and X components of this instance.

Definition at line 681 of file Vector2.cs.

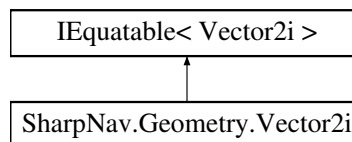
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Geometry/Vector2.cs↩

5.932 SharpNav.Geometry.Vector2i Struct Reference

A 2d vector represented by integers.

Inheritance diagram for SharpNav.Geometry.Vector2i:



Public Member Functions

- `Vector2i` (int x, int y)
Initializes a new instance of the `Vector2i` struct with a specified coordinate.
- override int `GetHashCode` ()
Gets a unique hash code for this instance.
- override string `ToString` ()
Turns the instance into a human-readable string.
- override bool `Equals` (object obj)
Checks for equality between this instance and a specified object.
- bool `Equals` (`Vector2i` other)
Checks for equality between this instance and a specified instance of `Vector2i`.

Static Public Member Functions

- static bool `operator==` (`Vector2i` left, `Vector2i` right)
Compares two instances of `Vector2i` for equality.
- static bool `operator!=` (`Vector2i` left, `Vector2i` right)
Compares two instances of `Vector2i` for inequality.

Public Attributes

- int [X](#)
The X coordinate.
- int [Y](#)
The Y coordinate.

Static Public Attributes

- static readonly [Vector2i Min](#) = new [Vector2i](#)(int.MinValue, int.MinValue)
A vector where both X and Y are int.MinValue.
- static readonly [Vector2i Max](#) = new [Vector2i](#)(int.MaxValue, int.MaxValue)
A vector where both X and Y are int.MaxValue.
- static readonly [Vector2i Zero](#) = new [Vector2i](#)(0, 0)
A vector where both X and Y are 0.

5.932.1 Detailed Description

A 2d vector represented by integers.

Definition at line 12 of file Vector2i.cs.

5.932.2 Constructor & Destructor Documentation

5.932.2.1 [Vector2i\(\)](#)

```
SharpNav.Geometry.Vector2i.Vector2i (
    int x,
    int y )
```

Initializes a new instance of the [Vector2i](#) struct with a specified coordinate.

Parameters

<i>x</i>	The X coordinate.
<i>y</i>	The Y coordinate.

Definition at line 44 of file Vector2i.cs.

5.932.3 Member Function Documentation

5.932.3.1 Equals() [1/2]

```
override bool SharpNav.Geometry.Vector2i.Equals (
    object obj )
```

Checks for equality between this instance and a specified object.

Parameters

<i>obj</i>	An object.

Returns

A value indicating whether this instance and the object are equal.

Definition at line 96 of file Vector2i.cs.

5.932.3.2 Equals() [2/2]

```
bool SharpNav.Geometry.Vector2i.Equals (
    Vector2i other )
```

Checks for equality between this instance and a specified instance of [Vector2i](#).

Parameters

<i>other</i>	An instance of Vector2i .

Returns

A value indicating whether this instance and the other instance are equal.

Definition at line 110 of file Vector2i.cs.

5.932.3.3 GetHashCode()

```
override int SharpNav.Geometry.Vector2i.GetHashCode ( )
```

Gets a unique hash code for this instance.

Returns

A hash code.

Definition at line 76 of file Vector2i.cs.

5.932.3.4 operator"!=()

```
static bool SharpNav.Geometry.Vector2i.operator!= (
    Vector2i left,
    Vector2i right ) [static]
```

Compares two instances of [Vector2i](#) for inequality.

Parameters

<i>left</i>	An instance of Vector2i .
<i>right</i>	Another instance of Vector2i .

Returns

A value indicating whether the two instances are unequal.

Definition at line 67 of file Vector2i.cs.

5.932.3.5 operator==()

```
static bool SharpNav.Geometry.Vector2i.operator==(
    Vector2i left,
    Vector2i right ) [static]
```

Compares two instances of [Vector2i](#) for equality.

Parameters

<i>left</i>	An instance of Vector2i .
<i>right</i>	Another instance of Vector2i .

Returns

A value indicating whether the two instances are equal.

Definition at line 56 of file Vector2i.cs.

5.932.3.6 ToString()

```
override string SharpNav.Geometry.Vector2i.ToString ( )
```

Turns the instance into a human-readable string.

Returns

A string representing the instance.

Definition at line 86 of file Vector2i.cs.

5.932.4 Member Data Documentation

5.932.4.1 Max

```
readonly Vector2i SharpNav.Geometry.Vector2i.Max = new Vector2i(int.MaxValue, int.MaxValue)
[static]
```

A vector where both X and Y are int.MaxValue.

Definition at line 22 of file Vector2i.cs.

5.932.4.2 Min

```
readonly Vector2i SharpNav.Geometry.Vector2i.Min = new Vector2i(int.MinValue, int.MinValue)
[static]
```

A vector where both X and Y are int.MinValue.

Definition at line 17 of file Vector2i.cs.

5.932.4.3 X

```
int SharpNav.Geometry.Vector2i.X
```

The X coordinate.

Definition at line 32 of file Vector2i.cs.

5.932.4.4 Y

```
int SharpNav.Geometry.Vector2i.Y
```

The Y coordinate.

Definition at line 37 of file Vector2i.cs.

5.932.4.5 Zero

```
readonly Vector2i SharpNav.Geometry.Vector2i.Zero = new Vector2i(0, 0) [static]
```

A vector where both X and Y are 0.

Definition at line 27 of file Vector2i.cs.

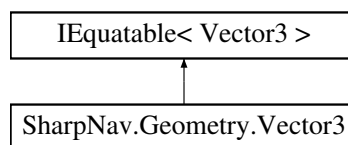
The documentation for this struct was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Geometry/Vector2i.cs ↩

5.933 SharpNav.Geometry.Vector3 Struct Reference

Represents a 3D vector using three single-precision floating-point numbers.

Inheritance diagram for SharpNav.Geometry.Vector3:



Public Member Functions

- **Vector3** (float value)
Constructs a new instance.
- **Vector3** (float x, float y, float z)
*Constructs a new **Vector3**.*
- **Vector3** (**Vector3** v)
*Constructs a new **Vector3** from the given **Vector3**.*
- void **Set** (float x, float y, float z)
*Sets the **Vector3** values.*
- void **Add** (**Vector3** right)
Add the Vector passed as parameter to this instance.
- void **Add** (ref **Vector3** right)
Add the Vector passed as parameter to this instance.
- void **Sub** (**Vector3** right)
Subtract the Vector passed as parameter from this instance.
- void **Sub** (ref **Vector3** right)
Subtract the Vector passed as parameter from this instance.
- void **Mult** (float f)
Multiply this instance by a scalar.
- void **Div** (float f)
Divide this instance by a scalar.
- float **Length** ()
Gets the length (magnitude) of the vector.

- float [LengthSquared](#) ()
Gets the square of the vector length (magnitude).
- [Vector3 Normalized](#) ()
Returns a copy of the [Vector3](#) scaled to unit length.
- void [Normalize](#) ()
Scales the [Vector3](#) to unit length.
- void [Scale](#) (float sx, float sy, float sz)
Scales the current [Vector3](#) by the given amounts.
- void [Scale](#) ([Vector3](#) scale)
Scales this instance by the given parameter.
- void [Scale](#) (ref [Vector3](#) scale)
Scales this instance by the given parameter.
- override string [ToString](#) ()
Returns a System.String that represents the current [Vector3](#).
- override int [GetHashCode](#) ()
Returns the hashcode for this instance.
- override bool [Equals](#) (object obj)
Indicates whether this instance and a specified object are equal.
- bool [Equals](#) ([Vector3](#) other)
Indicates whether the current vector is equal to another vector.

Static Public Member Functions

- static [Vector3 Sub](#) ([Vector3](#) a, [Vector3](#) b)
Defines the size of the [Vector3](#) struct in bytes.
- static void [Sub](#) (ref [Vector3](#) a, ref [Vector3](#) b, out [Vector3](#) result)
Subtract one Vector from another
- static [Vector3 Mult](#) ([Vector3](#) a, float f)
Multiply a vector and a scalar
- static void [Mult](#) (ref [Vector3](#) a, float f, out [Vector3](#) result)
Multiply a vector and a scalar
- static [Vector3 Div](#) ([Vector3](#) a, float f)
Divide a vector by a scalar
- static void [Div](#) (ref [Vector3](#) a, float f, out [Vector3](#) result)
Divide a vector by a scalar
- static [Vector3 Add](#) ([Vector3](#) a, [Vector3](#) b)
Adds two vectors.
- static void [Add](#) (ref [Vector3](#) a, ref [Vector3](#) b, out [Vector3](#) result)
Adds two vectors.
- static [Vector3 Subtract](#) ([Vector3](#) a, [Vector3](#) b)
Subtract one Vector from another
- static void [Subtract](#) (ref [Vector3](#) a, ref [Vector3](#) b, out [Vector3](#) result)
Subtract one Vector from another
- static [Vector3 Multiply](#) ([Vector3](#) vector, float scale)
Multiplies a vector by a scalar.
- static void [Multiply](#) (ref [Vector3](#) vector, float scale, out [Vector3](#) result)
Multiplies a vector by a scalar.
- static [Vector3 Multiply](#) ([Vector3](#) vector, [Vector3](#) scale)
Multiplies a vector by the components a vector (scale).
- static void [Multiply](#) (ref [Vector3](#) vector, ref [Vector3](#) scale, out [Vector3](#) result)

- Multiplies a vector by the components of a vector (scale).*

 - static [Vector3 Divide](#) ([Vector3](#) vector, float scale)

Divides a vector by a scalar.

 - static void [Divide](#) (ref [Vector3](#) vector, float scale, out [Vector3](#) result)

Divides a vector by a scalar.

 - static [Vector3 Divide](#) ([Vector3](#) vector, [Vector3](#) scale)

Divides a vector by the components of a vector (scale).

 - static void [Divide](#) (ref [Vector3](#) vector, ref [Vector3](#) scale, out [Vector3](#) result)

Divide a vector by the components of a vector (scale).

 - static [Vector3 ComponentMin](#) ([Vector3](#) a, [Vector3](#) b)

Calculate the component-wise minimum of two vectors

 - static void [ComponentMin](#) (ref [Vector3](#) a, ref [Vector3](#) b, out [Vector3](#) result)

Calculate the component-wise minimum of two vectors

 - static [Vector3 ComponentMax](#) ([Vector3](#) a, [Vector3](#) b)

Calculate the component-wise maximum of two vectors

 - static void [ComponentMax](#) (ref [Vector3](#) a, ref [Vector3](#) b, out [Vector3](#) result)

Calculate the component-wise maximum of two vectors

 - static [Vector3 Min](#) ([Vector3](#) left, [Vector3](#) right)

Returns the [Vector3](#) with the minimum magnitude

 - static [Vector3 Max](#) ([Vector3](#) left, [Vector3](#) right)

Returns the [Vector3](#) with the minimum magnitude

 - static [Vector3 Clamp](#) ([Vector3](#) vec, [Vector3](#) min, [Vector3](#) max)

Clamp a vector to the given minimum and maximum vectors

 - static void [Clamp](#) (ref [Vector3](#) vec, ref [Vector3](#) min, ref [Vector3](#) max, out [Vector3](#) result)

Clamp a vector to the given minimum and maximum vectors

 - static [Vector3 Normalize](#) ([Vector3](#) vec)

Scale a vector to unit length

 - static void [Normalize](#) (ref [Vector3](#) vec, out [Vector3](#) result)

Scale a vector to unit length

 - static float [Dot](#) ([Vector3](#) left, [Vector3](#) right)

Calculate the dot (scalar) product of two vectors

 - static void [Dot](#) (ref [Vector3](#) left, ref [Vector3](#) right, out float result)

Calculate the dot (scalar) product of two vectors

 - static [Vector3 Cross](#) ([Vector3](#) left, [Vector3](#) right)

Calculate the cross (vector) product of two vectors

 - static void [Cross](#) (ref [Vector3](#) left, ref [Vector3](#) right, out [Vector3](#) result)

Calculate the cross (vector) product of two vectors

 - static [Vector3 Lerp](#) ([Vector3](#) a, [Vector3](#) b, float blend)

Returns a new Vector that is the linear blend of the 2 given Vectors

 - static void [Lerp](#) (ref [Vector3](#) a, ref [Vector3](#) b, float blend, out [Vector3](#) result)

Returns a new Vector that is the linear blend of the 2 given Vectors

 - static [Vector3 BaryCentric](#) ([Vector3](#) a, [Vector3](#) b, [Vector3](#) c, float u, float v)

Interpolate 3 Vectors using Barycentric coordinates

 - static void [BaryCentric](#) (ref [Vector3](#) a, ref [Vector3](#) b, ref [Vector3](#) c, float u, float v, out [Vector3](#) result)

Interpolate 3 Vectors using Barycentric coordinates

 - static float [CalculateAngle](#) ([Vector3](#) first, [Vector3](#) second)

Calculates the angle (in radians) between two vectors.

 - static void [CalculateAngle](#) (ref [Vector3](#) first, ref [Vector3](#) second, out float result)

Calculates the angle (in radians) between two vectors.

 - static [Vector3 operator+](#) ([Vector3](#) left, [Vector3](#) right)

Adds two instances.

- static [Vector3 operator-](#) ([Vector3](#) left, [Vector3](#) right)
Subtracts two instances.
- static [Vector3 operator-](#) ([Vector3](#) vec)
Negates an instance.
- static [Vector3 operator*](#) ([Vector3](#) vec, float scale)
Multiplies an instance by a scalar.
- static [Vector3 operator*](#) (float scale, [Vector3](#) vec)
Multiplies an instance by a scalar.
- static [Vector3 operator*](#) ([Vector3](#) vec, [Vector3](#) scale)
Component-wise multiplication between the specified instance by a scale vector.
- static [Vector3 operator/](#) ([Vector3](#) vec, float scale)
Divides an instance by a scalar.
- static bool [operator==](#) ([Vector3](#) left, [Vector3](#) right)
Compares two instances for equality.
- static bool [operator!=](#) ([Vector3](#) left, [Vector3](#) right)
Compares two instances for inequality.

Public Attributes

- float [X](#)
The X component of the [Vector3](#).
- float [Y](#)
The Y component of the [Vector3](#).
- float [Z](#)
The Z component of the [Vector3](#).

Static Public Attributes

- static readonly [Vector3 UnitX](#) = new [Vector3](#)(1, 0, 0)
Defines a unit-length [Vector3](#) that points towards the X-axis.
- static readonly [Vector3 UnitY](#) = new [Vector3](#)(0, 1, 0)
Defines a unit-length [Vector3](#) that points towards the Y-axis.
- static readonly [Vector3 UnitZ](#) = new [Vector3](#)(0, 0, 1)
/// Defines a unit-length [Vector3](#) that points towards the Z-axis.
- static readonly [Vector3 Zero](#) = new [Vector3](#)(0, 0, 0)
Defines a zero-length [Vector3](#).
- static readonly [Vector3 One](#) = new [Vector3](#)(1, 1, 1)
Defines an instance with all components set to 1.

Properties

- float [this\[int index\]](#) [get, set]
Gets or sets the value at the index of the Vector.
- [Vector3 Xzy](#) [get, set]
Gets or sets an OpenTK.Vector3 with the X, Z, and Y components of this instance.
- [Vector3 Yxz](#) [get, set]
Gets or sets an OpenTK.Vector3 with the Y, X, and Z components of this instance.
- [Vector3 Yzx](#) [get, set]
Gets or sets an OpenTK.Vector3 with the Y, Z, and X components of this instance.
- [Vector3 Zxy](#) [get, set]
Gets or sets an OpenTK.Vector3 with the Z, X, and Y components of this instance.
- [Vector3 Zyx](#) [get, set]
Gets or sets an OpenTK.Vector3 with the Z, Y, and X components of this instance.

5.933.1 Detailed Description

Represents a 3D vector using three single-precision floating-point numbers.

The [Vector3](#) structure is suitable for interoperation with unmanaged code requiring three consecutive floats.

Definition at line 41 of file Vector3.cs.

5.933.2 Constructor & Destructor Documentation

5.933.2.1 Vector3() [1/3]

```
SharpNav.Geometry.Vector3.Vector3 (
    float value )
```

Constructs a new instance.

Parameters

<i>value</i>	The value that will initialize this instance.

Definition at line 68 of file Vector3.cs.

5.933.2.2 Vector3() [2/3]

```
SharpNav.Geometry.Vector3.Vector3 (
    float x,
    float y,
    float z )
```

Constructs a new [Vector3](#).

Parameters

<i>x</i>	The x component of the Vector3 .
<i>y</i>	The y component of the Vector3 .
<i>z</i>	The z component of the Vector3 .

Definition at line 81 of file Vector3.cs.

5.933.2.3 Vector3() [3/3]

```
SharpNav.Geometry.Vector3.Vector3 (
```

```
Vector3 v )
```

Constructs a new [Vector3](#) from the given [Vector3](#).

Parameters

<i>v</i>	The Vector3 to copy components from.

Definition at line 92 of file Vector3.cs.

5.933.3 Member Function Documentation

5.933.3.1 Add() [1/4]

```
static void SharpNav.Geometry.Vector3.Add (
    ref Vector3 a,
    ref Vector3 b,
    out Vector3 result ) [static]
```

Adds two vectors.

Parameters

<i>a</i>	Left operand.
<i>b</i>	Right operand.
<i>result</i>	Result of operation.

Definition at line 490 of file Vector3.cs.

5.933.3.2 Add() [2/4]

```
void SharpNav.Geometry.Vector3.Add (
    ref Vector3 right )
```

Add the Vector passed as parameter to this instance.

Parameters

<i>right</i>	Right operand. This parameter is only read from.

Definition at line 172 of file Vector3.cs.

5.933.3.3 Add() [3/4]

```
static Vector3 SharpNav.Geometry.Vector3.Add (
    Vector3 a,
    Vector3 b ) [static]
```

Adds two vectors.

Parameters

<i>a</i>	Left operand.
<i>b</i>	Right operand.

Returns

Result of operation.

Definition at line 478 of file Vector3.cs.

5.933.3.4 Add() [4/4]

```
void SharpNav.Geometry.Vector3.Add (
    Vector3 right )
```

Add the Vector passed as parameter to this instance.

Parameters

<i>right</i>	Right operand. This parameter is only read from.

Definition at line 162 of file Vector3.cs.

5.933.3.5 BaryCentric() [1/2]

```
static void SharpNav.Geometry.Vector3.BaryCentric (
    ref Vector3 a,
    ref Vector3 b,
    ref Vector3 c,
    float u,
    float v,
    out Vector3 result ) [static]
```

Interpolate 3 Vectors using Barycentric coordinates

Parameters

<i>a</i>	First input Vector.
<i>b</i>	Second input Vector.
<i>c</i>	Third input Vector.
<i>u</i>	First Barycentric Coordinate.
<i>v</i>	Second Barycentric Coordinate.
<i>result</i>	Output Vector. a when u=v=0, b when u=1,v=0, c when u=0,v=1, and a linear combination of a,b,c otherwise

Definition at line 893 of file Vector3.cs.

5.933.3.6 BaryCentric() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.BaryCentric (
    Vector3 a,
    Vector3 b,
    Vector3 c,
    float u,
    float v ) [static]
```

Interpolate 3 Vectors using Barycentric coordinates

Parameters

<i>a</i>	First input Vector
<i>b</i>	Second input Vector
<i>c</i>	Third input Vector
<i>u</i>	First Barycentric Coordinate
<i>v</i>	Second Barycentric Coordinate

Returns

a when u=v=0, b when u=1,v=0, c when u=0,v=1, and a linear combination of a,b,c otherwise

Definition at line 881 of file Vector3.cs.

5.933.3.7 CalculateAngle() [1/2]

```
static void SharpNav.Geometry.Vector3.CalculateAngle (
    ref Vector3 first,
    ref Vector3 second,
    out float result ) [static]
```

Calculates the angle (in radians) between two vectors.

Parameters

<i>first</i>	The first vector.
<i>second</i>	The second vector.
<i>result</i>	Angle (in radians) between the vectors.

Note that the returned angle is never bigger than the constant Pi.

Definition at line 929 of file Vector3.cs.

5.933.3.8 CalculateAngle() [2/2]

```
static float SharpNav.Geometry.Vector3.CalculateAngle (  
    Vector3 first,  
    Vector3 second ) [static]
```

Calculates the angle (in radians) between two vectors.

Parameters

<i>first</i>	The first vector.
<i>second</i>	The second vector.

Returns

Angle (in radians) between the vectors.

Note that the returned angle is never bigger than the constant Pi.

Definition at line 919 of file Vector3.cs.

5.933.3.9 Clamp() [1/2]

```
static void SharpNav.Geometry.Vector3.Clamp (  
    ref Vector3 vec,  
    ref Vector3 min,  
    ref Vector3 max,  
    out Vector3 result ) [static]
```

Clamp a vector to the given minimum and maximum vectors

Parameters

<i>vec</i>	Input vector
<i>min</i>	Minimum vector
<i>max</i>	Maximum vector
<i>result</i>	The clamped vector

Definition at line 740 of file Vector3.cs.

5.933.3.10 Clamp() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.Clamp (  
    Vector3 vec,  
    Vector3 min,  
    Vector3 max ) [static]
```

Clamp a vector to the given minimum and maximum vectors

Parameters

<i>vec</i>	Input vector
<i>min</i>	Minimum vector
<i>max</i>	Maximum vector

Returns

The clamped vector

Definition at line 725 of file Vector3.cs.

5.933.3.11 ComponentMax() [1/2]

```
static void SharpNav.Geometry.Vector3.ComponentMax (  
    ref Vector3 a,  
    ref Vector3 b,  
    out Vector3 result ) [static]
```

Calculate the component-wise maximum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand
<i>result</i>	The component-wise maximum

Definition at line 677 of file Vector3.cs.

5.933.3.12 ComponentMax() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.ComponentMax (  
    Vector3 a,  
    Vector3 b ) [static]
```

Calculate the component-wise maximum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand

Returns

The component-wise maximum

Definition at line 663 of file Vector3.cs.

5.933.3.13 ComponentMin() [1/2]

```
static void SharpNav.Geometry.Vector3.ComponentMin (  
    ref Vector3 a,  
    ref Vector3 b,  
    out Vector3 result ) [static]
```

Calculate the component-wise minimum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand
<i>result</i>	The component-wise minimum

Definition at line 646 of file Vector3.cs.

5.933.3.14 ComponentMin() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.ComponentMin (  
    Vector3 a,  
    Vector3 b ) [static]
```

Calculate the component-wise minimum of two vectors

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand

Returns

The component-wise minimum

Definition at line 632 of file Vector3.cs.

5.933.3.15 Cross() [1/2]

```
static void SharpNav.Geometry.Vector3.Cross (
    ref Vector3 left,
    ref Vector3 right,
    out Vector3 result ) [static]
```

Caclulate the cross (vector) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand

Returns

The cross product of the two inputs

Parameters

<i>result</i>	The cross product of the two inputs

Definition at line 828 of file Vector3.cs.

5.933.3.16 Cross() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.Cross (
    Vector3 left,
    Vector3 right ) [static]
```

Caclulate the cross (vector) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand

Returns

The cross product of the two inputs

Definition at line 814 of file Vector3.cs.

5.933.3.17 Div() [1/3]

```
void SharpNav.Geometry.Vector3.Div (
    float f )
```

Divide this instance by a scalar.

Parameters

<i>f</i>	Scalar operand.

Definition at line 224 of file Vector3.cs.

5.933.3.18 Div() [2/3]

```
static void SharpNav.Geometry.Vector3.Div (
    ref Vector3 a,
    float f,
    out Vector3 result ) [static]
```

Divide a vector by a scalar

Parameters

<i>a</i>	Vector operand
<i>f</i>	Scalar operand
<i>result</i>	Result of the division

Definition at line 458 of file Vector3.cs.

5.933.3.19 Div() [3/3]

```
static Vector3 SharpNav.Geometry.Vector3.Div (
    Vector3 a,
    float f ) [static]
```

Divide a vector by a scalar

Parameters

<i>a</i>	Vector operand
<i>f</i>	Scalar operand

Returns

Result of the division

Definition at line 442 of file Vector3.cs.

5.933.3.20 Divide() [1/4]

```
static void SharpNav.Geometry.Vector3.Divide (  
    ref Vector3 vector,  
    float scale,  
    out Vector3 result ) [static]
```

Divides a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 594 of file Vector3.cs.

5.933.3.21 Divide() [2/4]

```
static void SharpNav.Geometry.Vector3.Divide (  
    ref Vector3 vector,  
    ref Vector3 scale,  
    out Vector3 result ) [static]
```

Divide a vector by the components of a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 617 of file Vector3.cs.

5.933.3.22 Divide() [3/4]

```
static Vector3 SharpNav.Geometry.Vector3.Divide (
    Vector3 vector,
    float scale ) [static]
```

Divides a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 582 of file Vector3.cs.

5.933.3.23 Divide() [4/4]

```
static Vector3 SharpNav.Geometry.Vector3.Divide (
    Vector3 vector,
    Vector3 scale ) [static]
```

Divides a vector by the components of a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 605 of file Vector3.cs.

5.933.3.24 Dot() [1/2]

```
static void SharpNav.Geometry.Vector3.Dot (
    ref Vector3 left,
```

```
ref Vector3 right,  
out float result ) [static]
```

Calculate the dot (scalar) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand
<i>result</i>	The dot product of the two inputs

Definition at line 799 of file Vector3.cs.

5.933.3.25 Dot() [2/2]

```
static float SharpNav.Geometry.Vector3.Dot (
    Vector3 left,
    Vector3 right ) [static]
```

Calculate the dot (scalar) product of two vectors

Parameters

<i>left</i>	First operand
<i>right</i>	Second operand

Returns

The dot product of the two inputs

Definition at line 788 of file Vector3.cs.

5.933.3.26 Equals() [1/2]

```
override bool SharpNav.Geometry.Vector3.Equals (
    object obj )
```

Indicates whether this instance and a specified object are equal.

Parameters

<i>obj</i>	The object to compare to.

Returns

True if the instances are equal; false otherwise.

Definition at line 1133 of file Vector3.cs.

5.933.3.27 Equals() [2/2]

```
bool SharpNav.Geometry.Vector3.Equals (
    Vector3 other )
```

Indicates whether the current vector is equal to another vector.

Parameters

<i>other</i>	A vector to compare with this vector.

Returns

true if the current vector is equal to the vector parameter; otherwise, false.

Definition at line 1152 of file Vector3.cs.

5.933.3.28 GetHashCode()

```
override int SharpNav.Geometry.Vector3.GetHashCode ( )
```

Returns the hashcode for this instance.

Returns

A System.Int32 containing the unique hashcode for this instance.

Definition at line 1119 of file Vector3.cs.

5.933.3.29 Length()

```
float SharpNav.Geometry.Vector3.Length ( )
```

Gets the length (magnitude) of the vector.

[LengthSquared](#)

Definition at line 240 of file Vector3.cs.

5.933.3.30 LengthSquared()

```
float SharpNav.Geometry.Vector3.LengthSquared ( )
```

Gets the square of the vector length (magnitude).

This property avoids the costly square root operation required by the Length property. This makes it more suitable for comparisons.

[Length](#)

Definition at line 257 of file Vector3.cs.

5.933.3.31 Lerp() [1/2]

```
static void SharpNav.Geometry.Vector3.Lerp (
    ref Vector3 a,
    ref Vector3 b,
    float blend,
    out Vector3 result ) [static]
```

Returns a new Vector that is the linear blend of the 2 given Vectors

Parameters

<i>a</i>	First input vector
<i>b</i>	Second input vector
<i>blend</i>	The blend factor. a when blend=0, b when blend=1.
<i>result</i>	a when blend=0, b when blend=1, and a linear combination otherwise

Definition at line 861 of file Vector3.cs.

5.933.3.32 Lerp() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.Lerp (
    Vector3 a,
    Vector3 b,
    float blend ) [static]
```

Returns a new Vector that is the linear blend of the 2 given Vectors

Parameters

<i>a</i>	First input vector
<i>b</i>	Second input vector
<i>blend</i>	The blend factor. a when blend=0, b when blend=1.

Returns

a when blend=0, b when blend=1, and a linear combination otherwise

Definition at line 846 of file Vector3.cs.

5.933.3.33 Max()

```
static Vector3 SharpNav.Geometry.Vector3.Max (  
    Vector3 left,  
    Vector3 right ) [static]
```

Returns the [Vector3](#) with the minimum magnitude

Parameters

<i>left</i>	Left operand
<i>right</i>	Right operand

Returns

The minimum [Vector3](#)

Definition at line 709 of file Vector3.cs.

5.933.3.34 Min()

```
static Vector3 SharpNav.Geometry.Vector3.Min (  
    Vector3 left,  
    Vector3 right ) [static]
```

Returns the [Vector3](#) with the minimum magnitude

Parameters

<i>left</i>	Left operand
<i>right</i>	Right operand

Returns

The minimum [Vector3](#)

Definition at line 694 of file Vector3.cs.

5.933.3.35 Mult() [1/3]

```
void SharpNav.Geometry.Vector3.Mult (
    float f )
```

Multiply this instance by a scalar.

Parameters

<i>f</i>	Scalar operand.

Definition at line 210 of file Vector3.cs.

5.933.3.36 Mult() [2/3]

```
static void SharpNav.Geometry.Vector3.Mult (
    ref Vector3 a,
    float f,
    out Vector3 result ) [static]
```

Multiply a vector and a scalar

Parameters

<i>a</i>	Vector operand
<i>f</i>	Scalar operand
<i>result</i>	Result of the multiplication

Definition at line 424 of file Vector3.cs.

5.933.3.37 Mult() [3/3]

```
static Vector3 SharpNav.Geometry.Vector3.Mult (
    Vector3 a,
    float f ) [static]
```

Multiply a vector and a scalar

Parameters

<i>a</i>	Vector operand
<i>f</i>	Scalar operand

Returns

Result of the multiplication

Definition at line 409 of file Vector3.cs.

5.933.3.38 Multiply() [1/4]

```
static void SharpNav.Geometry.Vector3.Multiply (  
    ref Vector3 vector,  
    float scale,  
    out Vector3 result ) [static]
```

Multiplies a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 544 of file Vector3.cs.

5.933.3.39 Multiply() [2/4]

```
static void SharpNav.Geometry.Vector3.Multiply (  
    ref Vector3 vector,  
    ref Vector3 scale,  
    out Vector3 result ) [static]
```

Multiplies a vector by the components of a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.
<i>result</i>	Result of the operation.

Definition at line 567 of file Vector3.cs.

5.933.3.40 Multiply() [3/4]

```
static Vector3 SharpNav.Geometry.Vector3.Multiply (  
    Vector3 vector,  
    float scale ) [static]
```

Multiplies a vector by a scalar.

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 532 of file Vector3.cs.

5.933.3.41 Multiply() [4/4]

```
static Vector3 SharpNav.Geometry.Vector3.Multiply (  
    Vector3 vector,  
    Vector3 scale ) [static]
```

Multiplies a vector by the components a vector (scale).

Parameters

<i>vector</i>	Left operand.
<i>scale</i>	Right operand.

Returns

Result of the operation.

Definition at line 555 of file Vector3.cs.

5.933.3.42 Normalize() [1/3]

```
void SharpNav.Geometry.Vector3.Normalize ( )
```

Scales the **Vector3** to unit length.

Definition at line 279 of file Vector3.cs.

5.933.3.43 Normalize() [2/3]

```
static void SharpNav.Geometry.Vector3.Normalize (  
    ref Vector3 vec,  
    out Vector3 result ) [static]
```

Scale a vector to unit length

Parameters

<i>vec</i>	The input vector
<i>result</i>	The normalized vector

Definition at line 770 of file Vector3.cs.

5.933.3.44 Normalize() [3/3]

```
static Vector3 SharpNav.Geometry.Vector3.Normalize (  
    Vector3 vec ) [static]
```

Scale a vector to unit length

Parameters

<i>vec</i>	The input vector

Returns

The normalized vector

Definition at line 756 of file Vector3.cs.

5.933.3.45 Normalized()

```
Vector3 SharpNav.Geometry.Vector3.Normalized ( )
```

Returns a copy of the **Vector3** scaled to unit length.

Definition at line 267 of file Vector3.cs.

5.933.3.46 operator"!=()

```
static bool SharpNav.Geometry.Vector3.operator!= (  
    Vector3 left,  
    Vector3 right ) [static]
```

Compares two instances for inequality.

Parameters

<i>left</i>	The first instance.
<i>right</i>	The second instance.

Returns

True, if left does not equal right; false otherwise.

Definition at line 1090 of file Vector3.cs.

5.933.3.47 operator*() [1/3]

```
static Vector3 SharpNav.Geometry.Vector3.operator* (
    float scale,
    Vector3 vec ) [static]
```

Multiplies an instance by a scalar.

Parameters

<i>scale</i>	The scalar.
<i>vec</i>	The instance.

Returns

The result of the calculation.

Definition at line 1036 of file Vector3.cs.

5.933.3.48 operator*() [2/3]

```
static Vector3 SharpNav.Geometry.Vector3.operator* (
    Vector3 vec,
    float scale ) [static]
```

Multiplies an instance by a scalar.

Parameters

<i>vec</i>	The instance.
<i>scale</i>	The scalar.

Returns

The result of the calculation.

Definition at line 1022 of file Vector3.cs.

5.933.3.49 operator*() [3/3]

```
static Vector3 SharpNav.Geometry.Vector3.operator* (
    Vector3 vec,
    Vector3 scale ) [static]
```

Component-wise multiplication between the specified instance by a scale vector.

Parameters

<i>scale</i>	Left operand.
<i>vec</i>	Right operand.

Returns

Result of multiplication.

Definition at line 1050 of file Vector3.cs.

5.933.3.50 operator+()

```
static Vector3 SharpNav.Geometry.Vector3.operator+ (
    Vector3 left,
    Vector3 right ) [static]
```

Adds two instances.

Parameters

<i>left</i>	The first instance.
<i>right</i>	The second instance.

Returns

The result of the calculation.

Definition at line 981 of file Vector3.cs.

5.933.3.51 operator-() [1/2]

```
static Vector3 SharpNav.Geometry.Vector3.operator- (
    Vector3 left,
    Vector3 right ) [static]
```

Subtracts two instances.

Parameters

<i>left</i>	The first instance.
<i>right</i>	The second instance.

Returns

The result of the calculation.

Definition at line 995 of file Vector3.cs.

5.933.3.52 operator-() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.operator- (
    Vector3 vec ) [static]
```

Negates an instance.

Parameters

<i>vec</i>	The instance.

Returns

The result of the calculation.

Definition at line 1008 of file Vector3.cs.

5.933.3.53 operator/()

```
static Vector3 SharpNav.Geometry.Vector3.operator/ (
    Vector3 vec,
    float scale ) [static]
```

Divides an instance by a scalar.

Parameters

<i>vec</i>	The instance.
<i>scale</i>	The scalar.

Returns

The result of the calculation.

Definition at line 1064 of file Vector3.cs.

5.933.3.54 operator==()

```
static bool SharpNav.Geometry.Vector3.operator==(
    Vector3 left,
    Vector3 right ) [static]
```

Compares two instances for equality.

Parameters

<i>left</i>	The first instance.
<i>right</i>	The second instance.

Returns

True, if left equals right; false otherwise.

Definition at line 1079 of file Vector3.cs.

5.933.3.55 Scale() [1/3]

```
void SharpNav.Geometry.Vector3.Scale (
    float sx,
    float sy,
    float sz )
```

Scales the current [Vector3](#) by the given amounts.

Parameters

<i>sx</i>	The scale of the X component.
<i>sy</i>	The scale of the Y component.
<i>sz</i>	The scale of the Z component.

Definition at line 298 of file Vector3.cs.

5.933.3.56 Scale() [2/3]

```
void SharpNav.Geometry.Vector3.Scale (
    ref Vector3 scale )
```

Scales this instance by the given parameter.

Parameters

<i>scale</i>	The scaling of the individual components.

Definition at line 318 of file Vector3.cs.

5.933.3.57 Scale() [3/3]

```
void SharpNav.Geometry.Vector3.Scale (  
    Vector3 scale )
```

Scales this instance by the given parameter.

Parameters

<i>scale</i>	The scaling of the individual components.

Definition at line 308 of file Vector3.cs.

5.933.3.58 Set()

```
void SharpNav.Geometry.Vector3.Set (  
    float x,  
    float y,  
    float z )
```

Sets the [Vector3](#) values.

Parameters

<i>x</i>	The x component of the Vector3 .
<i>y</i>	The y component of the Vector3 .
<i>z</i>	The z component of the Vector3 .

Definition at line 109 of file Vector3.cs.

5.933.3.59 Sub() [1/4]

```
static void SharpNav.Geometry.Vector3.Sub (  
    ref Vector3 a,  
    ref Vector3 b,  
    out Vector3 result ) [static]
```

Subtract one Vector from another

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand
<i>result</i>	Result of subtraction

Definition at line 391 of file Vector3.cs.

5.933.3.60 Sub() [2/4]

```
void SharpNav.Geometry.Vector3.Sub (  
    ref Vector3 right )
```

Subtract the Vector passed as parameter from this instance.

Parameters

<i>right</i>	Right operand. This parameter is only read from.

Definition at line 196 of file Vector3.cs.

5.933.3.61 Sub() [3/4]

```
static Vector3 SharpNav.Geometry.Vector3.Sub (  
    Vector3 a,  
    Vector3 b ) [static]
```

Defines the size of the [Vector3](#) struct in bytes.

Subtract one Vector from another

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand

Returns

Result of subtraction

Definition at line 376 of file Vector3.cs.

5.933.3.62 Sub() [4/4]

```
void SharpNav.Geometry.Vector3.Sub (
    Vector3 right )
```

Subtract the Vector passed as parameter from this instance.

Parameters

<i>right</i>	Right operand. This parameter is only read from.

Definition at line 186 of file Vector3.cs.

5.933.3.63 Subtract() [1/2]

```
static void SharpNav.Geometry.Vector3.Subtract (
    ref Vector3 a,
    ref Vector3 b,
    out Vector3 result ) [static]
```

Subtract one Vector from another

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand
<i>result</i>	Result of subtraction

Definition at line 517 of file Vector3.cs.

5.933.3.64 Subtract() [2/2]

```
static Vector3 SharpNav.Geometry.Vector3.Subtract (
    Vector3 a,
    Vector3 b ) [static]
```

Subtract one Vector from another

Parameters

<i>a</i>	First operand
<i>b</i>	Second operand

Returns

Result of subtraction

Definition at line 505 of file Vector3.cs.

5.933.3.65 ToString()

```
override string SharpNav.Geometry.Vector3.ToString ( )
```

Returns a System.String that represents the current [Vector3](#).

Returns

Definition at line 1106 of file Vector3.cs.

5.933.4 Member Data Documentation**5.933.4.1 One**

```
readonly Vector3 SharpNav.Geometry.Vector3.One = new Vector3(1, 1, 1) [static]
```

Defines an instance with all components set to 1.

Definition at line 356 of file Vector3.cs.

5.933.4.2 UnitX

```
readonly Vector3 SharpNav.Geometry.Vector3.UnitX = new Vector3(1, 0, 0) [static]
```

Defines a unit-length [Vector3](#) that points towards the X-axis.

Definition at line 336 of file Vector3.cs.

5.933.4.3 UnitY

```
readonly Vector3 SharpNav.Geometry.Vector3.UnitY = new Vector3(0, 1, 0) [static]
```

Defines a unit-length [Vector3](#) that points towards the Y-axis.

Definition at line 341 of file Vector3.cs.

5.933.4.4 UnitZ

```
readonly Vector3 SharpNav.Geometry.Vector3.UnitZ = new Vector3(0, 0, 1) [static]
```

/// Defines a unit-length [Vector3](#) that points towards the Z-axis.

Definition at line 346 of file Vector3.cs.

5.933.4.5 X

```
float SharpNav.Geometry.Vector3.X
```

The X component of the [Vector3](#).

Definition at line 48 of file Vector3.cs.

5.933.4.6 Y

```
float SharpNav.Geometry.Vector3.Y
```

The Y component of the [Vector3](#).

Definition at line 53 of file Vector3.cs.

5.933.4.7 Z

```
float SharpNav.Geometry.Vector3.Z
```

The Z component of the [Vector3](#).

Definition at line 58 of file Vector3.cs.

5.933.4.8 Zero

```
readonly Vector3 SharpNav.Geometry.Vector3.Zero = new Vector3(0, 0, 0) [static]
```

Defines a zero-length [Vector3](#).

Definition at line 351 of file Vector3.cs.

5.933.5 Property Documentation

5.933.5.1 `this[int index]`

```
float SharpNav.Geometry.Vector3.this[int index] [get], [set]
```

Gets or sets the value at the index of the Vector.

Definition at line 119 of file Vector3.cs.

5.933.5.2 `Xzy`

```
Vector3 SharpNav.Geometry.Vector3.Xzy [get], [set]
```

Gets or sets an OpenTK.Vector3 with the X, Z, and Y components of this instance.

Definition at line 947 of file Vector3.cs.

5.933.5.3 `Yxz`

```
Vector3 SharpNav.Geometry.Vector3.Yxz [get], [set]
```

Gets or sets an OpenTK.Vector3 with the Y, X, and Z components of this instance.

Definition at line 952 of file Vector3.cs.

5.933.5.4 `Yzx`

```
Vector3 SharpNav.Geometry.Vector3.Yzx [get], [set]
```

Gets or sets an OpenTK.Vector3 with the Y, Z, and X components of this instance.

Definition at line 957 of file Vector3.cs.

5.933.5.5 `Zxy`

```
Vector3 SharpNav.Geometry.Vector3.Zxy [get], [set]
```

Gets or sets an OpenTK.Vector3 with the Z, X, and Y components of this instance.

Definition at line 962 of file Vector3.cs.

5.933.5.6 Zyx

`Vector3` `SharpNav.Geometry.Vector3.Zyx` [get], [set]

Gets or sets an `OpenTK.Vector3` with the Z, Y, and X components of this instance.

Definition at line 967 of file `Vector3.cs`.

The documentation for this struct was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/ThirdParty/SharpNav/Geometry/Vector3.cs`↔

5.934 DungeonArchitect.Visibility.VisibilityGraph Class Reference

Public Member Functions

- void **RegisterNode** (`VisibilityGraphNode` node)
- void **Clear** ()
- void **UpdateVisibility** (`Vector3[]` trackedObjects)

Properties

- int **VisibilityDepth** = 1 [get, set]

5.934.1 Detailed Description

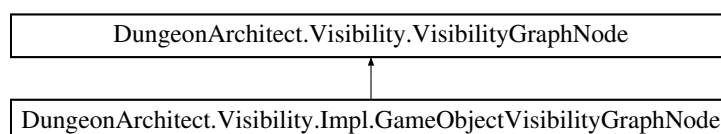
Definition at line 6 of file `VisibilityGraph.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/VisibilityGraph/VisibilityGraph.cs`↔

5.935 DungeonArchitect.Visibility.VisibilityGraphNode Class Reference

Inheritance diagram for `DungeonArchitect.Visibility.VisibilityGraphNode`:



Public Member Functions

- void **Initialize** ()
- void **AddConnection** ([VisibilityGraphNode](#) node)
- virtual bool **IsVisible** ()
- void **SetVisible** (bool visible)
- abstract void **SetVisibleImpl** (bool visible)
- abstract Bounds **CalculateBounds** ()

Properties

- [VisibilityGraphNode](#)[] **ConnectedNodes** [get]
- Bounds **Bounds** [get]

5.935.1 Detailed Description

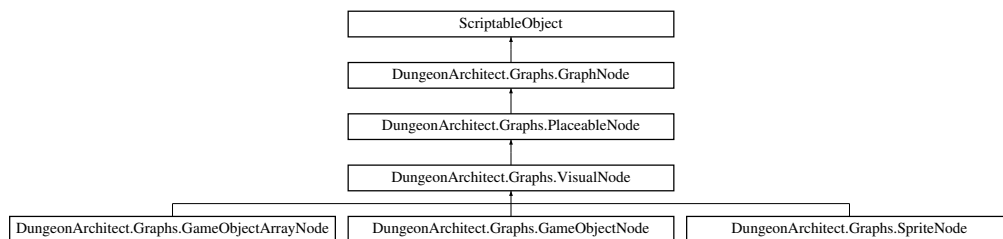
Definition at line 7 of file `VisibilityGraphNode.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/VisibilityGraph/Visibility↔
GraphNode.cs`

5.936 DungeonArchitect.Graphs.VisualNode Class Reference

Inheritance diagram for `DungeonArchitect.Graphs.VisualNode`:



Public Member Functions

- override void **Initialize** (string id, [Graph](#) graph)
- override void **CopyFrom** ([GraphNode](#) node)
Called when the node is copied.
The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Public Attributes

- bool `IsStatic` = false
Indicates if the game object created from this visual node is set to static. If you are spawning NPCs or other dynamic objects, uncheck this.
- bool `affectsNavigation` = true
Indicates if the geometry in this node contributes to the navigation mesh. You should enable this only if necessary to improve navmesh generation performance.
- bool `selectionRuleEnabled` = false
Indicates if the selection rule is enabled. The selection rule will not run if this is disabled.
- string `selectionRuleClassName`
The class name of the selection rule. Selection rules let you specify behavior logic for selecting your nodes.
- bool `transformRuleEnabled` = false
Indicates if the transform rule is enabled. The transform rule will not run if this is disabled.
- string `transformRuleClassName`
The class name of the transformation rule. Transform rules let you specify behavior logic to apply the offset on the nodes.
- bool `useSpatialConstraint` = false
Flag to indicate if spatial constraints are to be used.
- `SpatialConstraintAsset` `spatialConstraint`
Spatial constraints let you select a node based on nearby neighbor constraints.

Additional Inherited Members

5.936.1 Detailed Description

Definition at line 11 of file VisualNode.cs.

5.936.2 Member Function Documentation

5.936.2.1 CopyFrom()

```
override void DungeonArchitect.Graphs.VisualNode.CopyFrom (
    GraphNode node ) [virtual]
```

Called when the node is copied.

The implementations should implement copy here (e.g. deep / shallow copy depending on implementation)

Parameters

<code>node</code>	

Reimplemented from `DungeonArchitect.Graphs.PlaceableNode`.

Definition at line 91 of file VisualNode.cs.

5.936.3 Member Data Documentation

5.936.3.1 affectsNavigation

```
bool DungeonArchitect.Graphs.VisualNode.affectsNavigation = true
```

Indicates if the geometry in this node contributes to the navigation mesh. You should enable this only if necessary to improve navmesh generation performance.

Definition at line 22 of file VisualNode.cs.

5.936.3.2 IsStatic

```
bool DungeonArchitect.Graphs.VisualNode.IsStatic = false
```

Indicates if the game object created from this visual node is set to static. If you are spawning NPCs or other dynamic objects, uncheck this.

Definition at line 16 of file VisualNode.cs.

5.936.3.3 selectionRuleClassName

```
string DungeonArchitect.Graphs.VisualNode.selectionRuleClassName
```

The class name of the selection rule. Selection rules let you specify behavior logic for selecting your nodes.

Definition at line 33 of file VisualNode.cs.

5.936.3.4 selectionRuleEnabled

```
bool DungeonArchitect.Graphs.VisualNode.selectionRuleEnabled = false
```

Indicates if the selection rule is enabled. The selection rule will not run if this is disabled.

Definition at line 27 of file VisualNode.cs.

5.936.3.5 spatialConstraint

`SpatialConstraintAsset` `DungeonArchitect.Graphs.VisualNode.spatialConstraint`

Spatial constraints lets you select a node based on nearby neighbor constraints

Definition at line 55 of file VisualNode.cs.

5.936.3.6 transformRuleClassName

`string` `DungeonArchitect.Graphs.VisualNode.transformRuleClassName`

The class name of the transformation rule.

Transform rules let you specify behavior logic to apply the offset on the nodes

Definition at line 44 of file VisualNode.cs.

5.936.3.7 transformRuleEnabled

`bool` `DungeonArchitect.Graphs.VisualNode.transformRuleEnabled` = `false`

Indicates if the transform rule is enabled. The transform rule will not run if this is disabled

Definition at line 38 of file VisualNode.cs.

5.936.3.8 useSpatialConstraint

`bool` `DungeonArchitect.Graphs.VisualNode.useSpatialConstraint` = `false`

Flag to indicate if spatial constraints are to be used

Definition at line 49 of file VisualNode.cs.

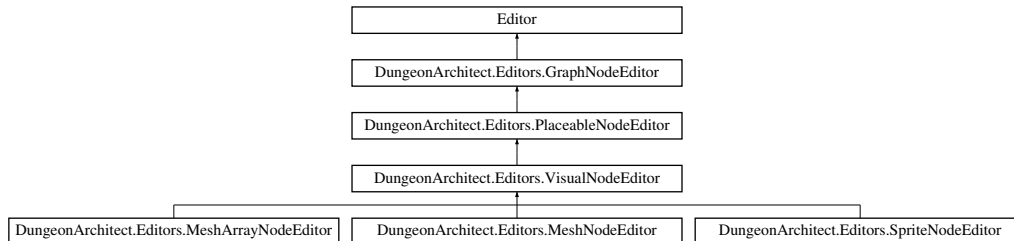
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Frameworks/Theme↔
Engine/GraphNode/VisualNode.cs

5.937 DungeonArchitect.Editors.VisualNodeEditor Class Reference

Custom property editor for visual nodes

Inheritance diagram for DungeonArchitect.Editors.VisualNodeEditor:



Public Member Functions

- override void **OnEnable** ()

Protected Member Functions

- override void **DrawMiscInspectorGUI** ()
- override void **DrawPostInspectorGUI** ()

Additional Inherited Members

5.937.1 Detailed Description

Custom property editor for visual nodes

Definition at line 18 of file VisualNodeEditor.cs.

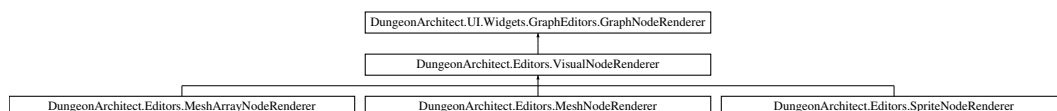
The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/VisualNodeEditor.cs

5.938 DungeonArchitect.Editors.VisualNodeRenderer Class Reference

Renders a visual node

Inheritance diagram for DungeonArchitect.Editors.VisualNodeRenderer:



Public Member Functions

- override void **Draw** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)

Protected Member Functions

- virtual void **DrawFrameTexture** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)
- virtual void **DrawBackgroundTexture** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)
- virtual void **DrawThumbnail** ([UIRenderer](#) renderer, [GraphRendererContext](#) rendererContext, [GraphNode](#) node, [GraphCamera](#) camera)
- abstract Object **GetThumbObject** ([GraphNode](#) node)

5.938.1 Detailed Description

Renders a visual node

Definition at line 154 of file VisualNodeEditor.cs.

The documentation for this class was generated from the following file:

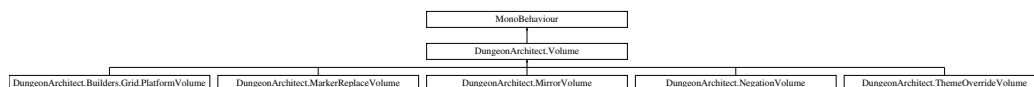
- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Editors/ThemeEditor/Node↔
Editors/VisualNodeEditor.cs

5.939 DungeonArchitect.Volume Class Reference

A volume is an abstract representation of space in the world.

A volume can be scaled and moved around like any other game object and custom functionality can be added to volumes to influence the dungeon with it's spatial volume

Inheritance diagram for DungeonArchitect.Volume:



Public Member Functions

- Bounds [GetBounds](#) ()
Gets the bounds of the volume
- void [GetVolumeGridTransform](#) (out [IntVector](#) positionGrid, out [IntVector](#) scaleGrid, Vector3 LogicalGridSize)
Gets the position and scale of the volume in grid space

Public Attributes

- [Dungeon](#) dungeon
- bool **mode2D** = false

Protected Attributes

- Color **COLOR_WIRE** = Color.yellow
- Color **COLOR_SOLID_DESELECTED** = new Color(1, 1, 0, 0.0f)
- Color **COLOR_SOLID** = new Color(1, 1, 0, 0.1f)

5.939.1 Detailed Description

A volume is an abstract representation of space in the world.

A volume can be scaled and moved around like any other game object and custom functionality can be added to volumes to influence the dungeon with it's spatial volume

Definition at line 13 of file Volume.cs.

5.939.2 Member Function Documentation

5.939.2.1 GetBounds()

```
Bounds DungeonArchitect.Volume.GetBounds ( )
```

Gets the bounds of the volume

Returns

The bounds of the dungeon

Definition at line 22 of file Volume.cs.

5.939.2.2 GetVolumeGridTransform()

```
void DungeonArchitect.Volume.GetVolumeGridTransform (
    out IntVector positionGrid,
    out IntVector scaleGrid,
    Vector3 LogicalGridSize )
```

Gets the position and scale of the volume in grid space

Parameters

<i>positionGrid</i>	The grid position (out)
<i>scaleGrid</i>	The grid scale (out)

Definition at line 43 of file Volume.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Core/Dungeon/Volumes/Volume.↔
cs

5.940 DungeonArchitect.Editors.VolumeEditor Class Reference

Custom property editor for volumes game objects

Inheritance diagram for DungeonArchitect.Editors.VolumeEditor:



Public Member Functions

- override void **OnInspectorGUI** ()
- virtual void **OnUpdate** (SceneView sceneView)

Protected Member Functions

- void **OnTransformModified** ([Volume](#) volume)

Protected Attributes

- bool **dynamicUpdate** = true
- bool **onlyReapplyTheme** = false
- bool **requestRebuild** = false

5.940.1 Detailed Description

Custom property editor for volumes game objects

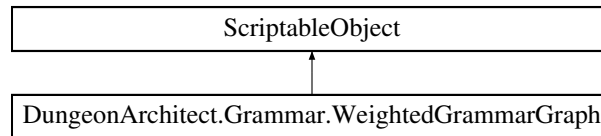
Definition at line 12 of file VolumeEditor.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/Core/Volumes/VolumeEditor.cs

5.941 DungeonArchitect.Grammar.WeightedGrammarGraph Class Reference

Inheritance diagram for DungeonArchitect.Grammar.WeightedGrammarGraph:



Public Attributes

- float **weight**
- [GrammarGraph](#) **graph**

5.941.1 Detailed Description

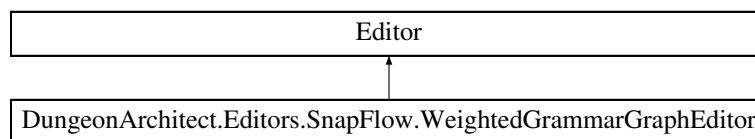
Definition at line 6 of file `WeightedGrammarGraph.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/WeightedGrammarGraph.cs`

5.942 DungeonArchitect.Editors.SnapFlow.WeightedGrammarGraphEditor Class Reference

Inheritance diagram for DungeonArchitect.Editors.SnapFlow.WeightedGrammarGraphEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.942.1 Detailed Description

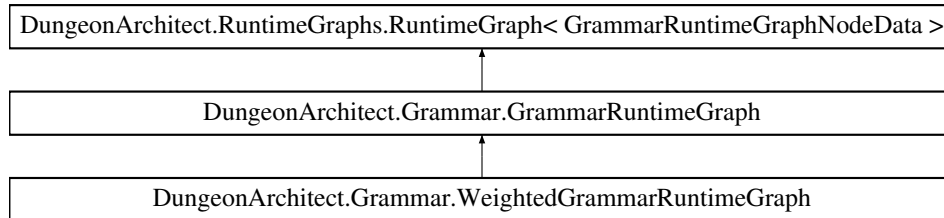
Definition at line 7 of file `WeightedGrammarGraphEditor.cs`.

The documentation for this class was generated from the following file:

- `C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Editor/PropertyEditors/Snap/WeightedGrammarGraphEditor.cs`

5.943 DungeonArchitect.Grammar.WeightedGrammarRuntimeGraph Class Reference

Inheritance diagram for DungeonArchitect.Grammar.WeightedGrammarRuntimeGraph:



Public Attributes

- float **Weight** = 1.0f

Additional Inherited Members

5.943.1 Detailed Description

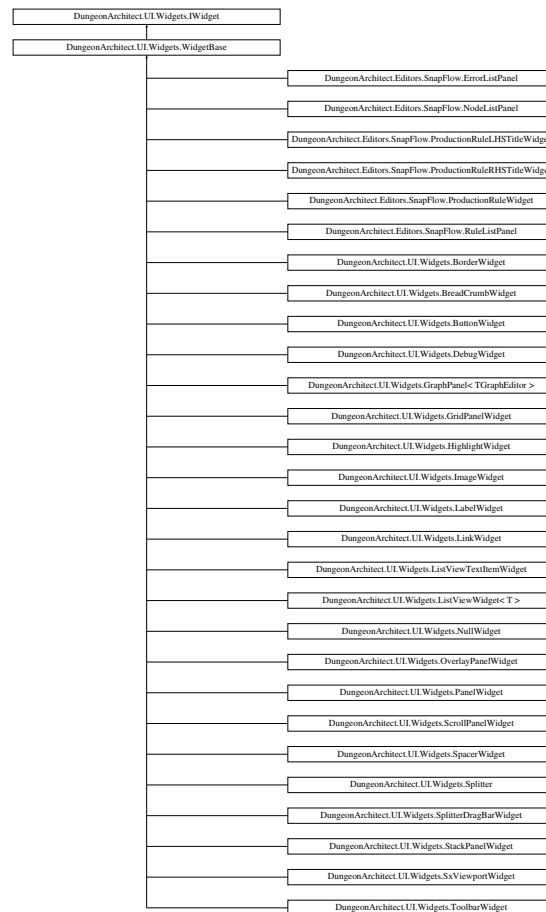
Definition at line 171 of file GrammarRuntimeGraphs.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/Grammar/Processor/GrammarRuntimeGraphs.cs

5.944 DungeonArchitect.UI.Widgets.WidgetBase Class Reference

Inheritance diagram for DungeonArchitect.UI.Widgets.WidgetBase:



Public Member Functions

- virtual bool **CanAcquireFocus** ()
- virtual bool **RequiresInputEveryFrame** ()
- virtual Vector2 **GetDesiredSize** (Vector2 size, [UISystem](#) uiSystem)
- void **Draw** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
- virtual void **UpdateWidget** ([UISystem](#) uiSystem, Rect bounds)
- virtual void **OnFocus** ()
- virtual void **LostFocus** ()
- virtual void **HandleMessage** ([UISystem](#) uiSystem, WidgetMessage message)
- virtual void **HandleInput** (Event e, [UISystem](#) uiSystem)
- virtual bool **IsCompositeWidget** ()
- virtual [IWidget](#)[] **GetChildWidgets** ()

Public Attributes

- bool **DragDropEnabled** = false

Protected Member Functions

- virtual void **DrawImpl** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
- bool **IsPaintEvent** ([UISystem](#) uiSystem)
- virtual void **DrawFocusHighlight** ([UISystem](#) uiSystem, [UIRenderer](#) renderer)
- virtual bool **IsDragDataSupported** (Event e, [UISystem](#) uiSystem)
- virtual void **HandleDragStart** (Event e, [UISystem](#) uiSystem)

Properties

- bool **ShowFocusHighlight** [get, set]
- Rect **WidgetBounds** [get, set]
- virtual Vector2 **ScrollPosition** [get, set]

Events

- WidgetDragEvent **DragStart**
- WidgetDragEvent **DragUpdate**
- WidgetDragEvent **DragPerform**

5.944.1 Detailed Description

Definition at line 33 of file Widget.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Widget.cs

5.945 DungeonArchitect.UI.Widgets.WidgetClickEvent Class Reference

Public Attributes

- Event **e**
- [UISystem](#) **uiSystem**
- object **userdata**

5.945.1 Detailed Description

Definition at line 5 of file UIEvents.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Common/UIEvents.↔
cs

5.946 DungeonArchitect.UI.Widgets.WidgetUtils Class Reference

Static Public Member Functions

- static void **GetWidgets** ([IWidget](#) widget, ref List< [IWidget](#) > result)
- static List< T > **GetWidgetsOfType**< T > ([IWidget](#) root)
- static void **HandleWidgetInput** ([UISystem](#) uiSystem, Event e, Vector2 mousePosition, [IWidget](#) widget)
- static bool **BuildWidgetEvent** (Vector2 mousePosition, [IWidget](#) root, [IWidget](#) widgetToFind, ref Vector2 widgetMousePosition)
- static bool **FindWidgetOnCursor** (Event e, [IWidget](#) widget, out Event outEvent, out [IWidget](#) outWidget)
- static void **ProcessDragOperation** (Event e, [IWidget](#) widget, [UISystem](#) uiSystem)
- static bool **ProcessInputFocus** (Vector2 mousePosition, [UISystem](#) uiSystem, [IWidget](#) widget)
- static void **DrawWidgetFocusHighlight** ([UIRenderer](#) renderer, Rect bounds, Color color)
- static void **DrawWidgetFocusHighlight** ([UIRenderer](#) renderer, Rect bounds, Color color, float thickness)
- static void **DrawWidgetFocusHighlight** ([UIRenderer](#) renderer, Rect bounds, Color color, float thickness, Texture2D texture)
- static void **DrawWidgetGroup** ([UISystem](#) uiSystem, [UIRenderer](#) renderer, [IWidget](#) widget)
- static bool **IsDragEvent** (Event e)

Static Public Attributes

- static readonly Color **FOCUS_HIGHLIGHT_COLOR** = new Color(1, 0.5f, 0, 1)

5.946.1 Detailed Description

Definition at line 6 of file WidgetUtils.cs.

The documentation for this class was generated from the following file:

- C:/gamedev/unity/DA20.1X/Assets/CodeRespawn/DungeonArchitect/Scripts/Modules/UI/Widgets/Widget↵
Utils.cs

Index

- [_X](#)
 - [DungeonArchitect.Triangulator.Geometry.Point< T >, \[767\]\(#\)](#)
- [_Y](#)
 - [DungeonArchitect.Triangulator.Geometry.Point< T >, \[767\]\(#\)](#)
- [A](#)
- [AB](#)
- [AC](#)
- [SharpNav.Geometry.Triangle3, \[1026\]\(#\)](#)
- [ActiveGraph](#)
- [DungeonArchitect.Editors.DungeonObjectTracker, \[273\]\(#\)](#)
- [ActiveModel](#)
- [DungeonArchitect.Dungeon, \[242\]\(#\)](#)
- [Add](#)
- [SharpNav.Geometry.Vector2, \[1050\]\(#\)](#)
- [SharpNav.Geometry.Vector3, \[1081\]\(#\), \[1082\]\(#\)](#)
- [AddAgent](#)
- [SharpNav.Crowds.Crowd, \[223\]\(#\)](#)
- [AddCircle](#)
- [SharpNav.Crowds.ObstacleAvoidanceQuery, \[744\]\(#\)](#)
- [AddGameObject](#)
- [DungeonArchitect.DungeonSceneProvider, \[292\]\(#\)](#)
- [DungeonArchitect.PooledDungeonSceneProvider, \[800\]\(#\)](#)
- [AddGameObjectFromArray](#)
- [DungeonArchitect.DungeonSceneProvider, \[292\]\(#\)](#)
- [DungeonArchitect.PooledDungeonSceneProvider, \[800\]\(#\)](#)
- [AddItem](#)
- [SharpNav.Collections.Generic.ProximityGrid< T >, \[811\]\(#\)](#)
- [AddNeighbour](#)
- [SharpNav.Crowds.Crowd, \[223\]\(#\)](#)
- [AddPaintCell](#)
- [DungeonArchitect.Dungeon, \[240\]\(#\)](#)
- [AddSegment](#)
- [SharpNav.Crowds.LocalBoundary, \[644\]\(#\)](#)
- [SharpNav.Crowds.ObstacleAvoidanceQuery, \[744\]\(#\)](#)
- [AddSpan](#)
- [SharpNav.Cell, \[168\]\(#\)](#)
- [AddSprite](#)
- [DungeonArchitect.DungeonSceneProvider, \[293\]\(#\)](#)
- [DungeonArchitect.PooledDungeonSceneProvider, \[801\]\(#\)](#)
- [AddTile](#)
- [SharpNav.TiledNavMesh, \[989\]\(#\)](#)
- [AddToAsset](#)
- [DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils, \[445\]\(#\)](#)
- [AddToOptQueue](#)
- [SharpNav.Crowds.Crowd, \[224\]\(#\)](#)
- [AddToPathQueue](#)
- [SharpNav.Crowds.Crowd, \[224\]\(#\)](#)
- [AddUniqueFloorRegion](#)
- [SharpNav.Region, \[816\]\(#\)](#)
- [AdjacentTiles](#)
- [DungeonArchitect.Builders.Grid.CellDoor, \[170\]\(#\)](#)
- [affectsNavigation](#)
- [DungeonArchitect.DungeonSceneProviderData, \[295\]\(#\)](#)
- [DungeonArchitect.Graphs.VisualNode, \[1113\]\(#\)](#)
- [DungeonArchitect.Themeing.DungeonThemeItem, \[305\]\(#\)](#)
- [Affinity](#)
- [DungeonArchitect.Themeing.DungeonThemeItem, \[305\]\(#\)](#)
- [AgentHeight](#)
- [SharpNav.NavMeshGenerationSettings, \[698\]\(#\)](#)
- [AgentRadius](#)
- [SharpNav.NavMeshGenerationSettings, \[699\]\(#\)](#)
- [AgentState](#)
- [SharpNav.Crowds, \[90\]\(#\)](#)
- [All](#)
- [SharpNav, \[88\]\(#\)](#)
- [AllCrossingVertices](#)
- [SharpNav.Pathfinding, \[94\]\(#\)](#)
- [AllocLink](#)
- [SharpNav.TiledNavMesh, \[989\]\(#\)](#)
- [AnticipateTurns](#)
- [SharpNav.Crowds, \[91\]\(#\)](#)
- [AppendPortals](#)
- [SharpNav.NavMeshQuery, \[706\]\(#\)](#)
- [AppendVertex](#)
- [SharpNav.NavMeshQuery, \[706\]\(#\)](#)
- [Area](#)
- [SharpNav.Area, \[101\]\(#\)](#)
- [SharpNav.Contour, \[213\]\(#\)](#)
- [SharpNav.Geometry.Triangle3, \[1027\]\(#\)](#)
- [SharpNav.Pathfinding.Poly, \[769\]\(#\)](#)
- [SharpNav.PolyMesh.Polygon, \[777\]\(#\)](#)
- [SharpNav.Span, \[919\]\(#\)](#)
- [Area2D](#)
- [SharpNav.Contour, \[213\]\(#\)](#)
- [SharpNav.ContourVertex, \[220\]\(#\)](#)

- SharpNav.Geometry.Triangle3, [1021](#), [1022](#)
 - SharpNav.PolyVertex, [790](#), [791](#)
- AreaBorder
 - SharpNav, [88](#)
- AreaCrossingVertices
 - SharpNav.Pathfinding, [94](#)
- Areas
 - SharpNav.CompactHeightfield, [187](#)
- AreaType
 - SharpNav.Region, [818](#)
- AttachToSocket
 - DungeonArchitect.Themeing.DungeonThemeltem, [306](#)
- Attribute
 - DungeonArchitect.Triangulator.Geometry.Point< T >, [768](#)
- B
 - SharpNav.Geometry.Triangle3, [1026](#)
- BA
 - SharpNav.Geometry.Triangle3, [1027](#)
- BaryCentric
 - SharpNav.Geometry.Vector2, [1051](#)
 - SharpNav.Geometry.Vector3, [1082](#), [1083](#)
- BaseOffMeshLinks
 - SharpNav.TiledNavMesh, [990](#)
- BBox2i
 - SharpNav.Geometry.BBox2i, [129](#)
- BBox3
 - SharpNav.Geometry.BBox3, [134](#)
- BC
 - SharpNav.Geometry.Triangle3, [1027](#)
- Bidirectional
 - SharpNav.Pathfinding, [93](#)
- BMax
 - SharpNav.Pathfinding.Link, [638](#)
- BMin
 - SharpNav.Pathfinding.Link, [638](#)
- Border
 - SharpNav, [88](#)
- BorderSize
 - SharpNav.CompactHeightfield, [187](#)
 - SharpNav.PolyMesh, [783](#)
- BoundarySide
 - SharpNav.Pathfinding, [93](#)
- Bounds
 - DungeonArchitect.Builders.Snap.Impl.ModuleInfo, [689](#)
 - DungeonArchitect.Graphs.GraphNode, [458](#)
 - SharpNav.Collections.BVTree.Node, [723](#)
 - SharpNav.CompactHeightfield, [187](#)
 - SharpNav.ContourSet, [216](#)
 - SharpNav.Heightfield, [559](#)
 - SharpNav.PolyMesh, [783](#)
- BoundsOffset
 - DungeonArchitect.Graphs.GraphPin, [471](#)
- BreakInputLinks
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, [465](#)
- BreakOutputLinks
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, [465](#)
- brushSize
 - DungeonArchitect.Builders.Grid.DungeonPaintModeGrid, [277](#)
- bSafetyBailOut
 - DungeonArchitect.Builders.Snap.Impl.SnapLayoutBuildState, [910](#)
- BufferedQueue
 - SharpNav.Collections.Generic.BufferedQueue< T >, [151](#), [152](#)
- BufferedStack
 - SharpNav.Collections.Generic.BufferedStack< T >, [156](#)
- Build
 - DungeonArchitect.Dungeon, [240](#)
- BuildBoundingVolumeTree
 - SharpNav.NavMeshGenerationSettings, [699](#)
- BuildCellLookup
 - DungeonArchitect.Builders.Grid.GridDungeonModel, [496](#)
- BuildCellsWithSeparation
 - DungeonArchitect.Builders.Grid.GridDungeonBuilder, [483](#)
- BuildContourSet
 - SharpNav.CompactHeightfield, [185](#), [186](#)
- BuildDistanceField
 - SharpNav.CompactHeightfield, [186](#)
- BuildDungeon
 - DungeonArchitect.Builders.BSP.BSPDungeonBuilder, [143](#)
 - DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder, [172](#)
 - DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder, [330](#)
 - DungeonArchitect.Builders.Grid.GridDungeonBuilder, [484](#)
 - DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder, [504](#)
 - DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder, [580](#)
 - DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder, [597](#)
 - DungeonArchitect.Builders.Mario.MarioDungeonBuilder, [647](#)
 - DungeonArchitect.Builders.Maze.MazeDungeonBuilder, [672](#)
 - DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder, [862](#)
 - DungeonArchitect.Builders.Snap.SnapBuilder, [868](#)
 - DungeonArchitect.DungeonBuilder, [245](#)
- BuildRegions
 - SharpNav.CompactHeightfield, [186](#)
- BuildSpatialCellLookup
 - DungeonArchitect.Builders.Grid.GridDungeonModel, [497](#)
- BVTree

- SharpNav.Collections.BVTree, [164](#)
- SharpNav.Pathfinding.MeshTile, [682](#)
- C
 - SharpNav.Geometry.Triangle3, [1026](#)
- CA
 - SharpNav.Geometry.Triangle3, [1027](#)
- CacheChunkPositions
 - DungeonArchitect.Builders.FloorPlan.FloorChunkDB, [327](#)
- CalcSlabEndPoints
 - SharpNav.TiledNavMesh, [990](#)
- CalcSmoothSteerDirection
 - SharpNav.Crowds.Crowd, [225](#)
- CalcStraightSteerDirection
 - SharpNav.Crowds.Crowd, [225](#)
- CalcTileLoc
 - SharpNav.TiledNavMesh, [991](#)
- CalculateAngle
 - SharpNav.Geometry.Vector3, [1083](#), [1084](#)
- CanCreateLink
 - DungeonArchitect.Editors.Flow.FlowExecGraphSchema, [347](#)
 - DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema, [878](#)
 - DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema, [884](#)
 - DungeonArchitect.Graphs.GraphSchema, [475](#), [476](#)
 - DungeonArchitect.Graphs.ThemeGraphSchema, [983](#)
- CanMergeWith
 - SharpNav.Region, [816](#)
- CanSelect
 - DungeonArchitect.SelectorRule, [849](#)
- Caption
 - DungeonArchitect.Graphs.GraphNode, [459](#)
- CB
 - SharpNav.Geometry.Triangle3, [1027](#)
- Cell
 - SharpNav.Cell, [167](#)
- CellHeight
 - SharpNav.CompactHeightfield, [187](#)
 - SharpNav.Heightfield, [559](#)
 - SharpNav.NavMeshGenerationSettings, [699](#)
 - SharpNav.PolyMesh, [783](#)
- CellLookup
 - DungeonArchitect.Builders.Grid.GridDungeonModel, [499](#)
- Cells
 - SharpNav.CompactHeightfield, [188](#)
- CellSize
 - SharpNav.CompactHeightfield, [188](#)
 - SharpNav.Heightfield, [560](#)
 - SharpNav.NavMeshGenerationSettings, [699](#)
 - SharpNav.PolyMesh, [784](#)
- CellSizeXZ
 - SharpNav.Heightfield, [560](#)
- CellType
 - DungeonArchitect.Builders.Grid, [52](#)
- Center
 - SharpNav.Crowds.LocalBoundary, [646](#)
 - SharpNav.Geometry.BBox3, [138](#)
- Centroid
 - SharpNav.Geometry.Triangle3, [1028](#)
- CheckPathValidity
 - SharpNav.Crowds.Crowd, [225](#)
- ChildSockets
 - DungeonArchitect.Themeing.DungeonThemeltem, [306](#)
- CircularCityLandscapeTextureType
 - DungeonArchitect.Builders.CircularCity, [50](#)
- Clamp
 - SharpNav.Geometry.Vector2, [1052](#)
 - SharpNav.Geometry.Vector3, [1084](#), [1085](#)
- Clear
 - SharpNav.Collections.Generic.BufferedQueue< T >, [152](#)
 - SharpNav.Collections.Generic.BufferedStack< T >, [157](#)
 - SharpNav.Collections.Generic.PriorityQueue< T >, [803](#)
 - SharpNav.Collections.Generic.ProximityGrid< T >, [811](#)
 - SharpNav.HeightPatch, [564](#)
 - SharpNav.NodePool, [730](#)
- ClearToolOverlayData
 - DungeonArchitect.Dungeon, [240](#)
- ClickState
 - DungeonArchitect.Graphs.GraphPin, [472](#)
- Closed
 - SharpNav, [88](#)
- ClosestHeight
 - SharpNav.Pathfinding.MeshTile, [680](#)
- ClosestPointOnPoly
 - SharpNav.NavMeshQuery, [707](#)
 - SharpNav.Pathfinding.MeshTile, [681](#)
- ClosestPointOnPolyBoundary
 - SharpNav.NavMeshQuery, [708](#)
 - SharpNav.Pathfinding.MeshTile, [682](#)
- ClosestPointOnPolyOffMeshConnection
 - SharpNav.Pathfinding.MeshTile, [682](#)
- CollisionTestContraction
 - DungeonArchitect.Builders.Snap.SnapConfig, [870](#)
- CompactCell
 - SharpNav.CompactCell, [182](#)
- CompactHeightfield
 - SharpNav.CompactHeightfield, [184](#), [185](#)
- CompactSpan
 - SharpNav.CompactSpan, [192](#)
- CompactSpanReference
 - SharpNav.CompactSpanReference, [199](#)
- Compare
 - SharpNav.Collections.BVTree.Node.CompareX, [203](#)
 - SharpNav.Collections.BVTree.Node.CompareY, [204](#)

- SharpNav.Collections.BVTree.Node.CompareZ, 205
- ComponentMax
 - SharpNav.Geometry.Vector2, 1052, 1053
 - SharpNav.Geometry.Vector3, 1085
 - SharpNav.PolyVertex, 791, 792
- ComponentMin
 - SharpNav.Geometry.Vector2, 1053, 1054
 - SharpNav.Geometry.Vector3, 1086
 - SharpNav.PolyVertex, 792
- ComputeTileHash
 - SharpNav.TiledNavMesh, 991
- config
 - DungeonArchitect.DungeonSceneProvider, 293
- ConnectExtLinks
 - SharpNav.TiledNavMesh, 991
- ConnectExtOffMeshLinks
 - SharpNav.TiledNavMesh, 992
- ConnectIntLinks
 - SharpNav.TiledNavMesh, 992
- ConnectionCount
 - SharpNav.CompactSpan, 198
- ConnectionEast
 - SharpNav.CompactSpan, 196
- ConnectionNorth
 - SharpNav.CompactSpan, 196
- Connections
 - SharpNav.Region, 818
- ConnectionSouth
 - SharpNav.CompactSpan, 196
- ConnectionTransforms
 - DungeonArchitect.Builders.Snap.Impl.ModuleInfo, 689
- ConnectionWest
 - SharpNav.CompactSpan, 197
- ConsumeOnAttach
 - DungeonArchitect.Themeing.DungeonThemeItem, 306
- Contains
 - SharpNav.Collections.Generic.BufferedQueue< T >, 152
 - SharpNav.Collections.Generic.BufferedStack< T >, 157
 - SharpNav.Collections.Generic.PriorityQueue< T >, 803
 - SharpNav.ContourSet, 215
- ContainsDoorBetweenCells
 - DungeonArchitect.Builders.Grid.DoorManager, 237
- ContainsPoint
 - DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DNodePin, 378
 - DungeonArchitect.Flow.Exec.FlowExecGraphNodePin, 346
 - DungeonArchitect.Grammar.GrammarNodePin, 416
 - DungeonArchitect.Graphs.GraphPin, 470
- ContainsStair
 - DungeonArchitect.Builders.Grid.GridDungeonModel, 497
- ContainsVertex
 - SharpNav.PolyMesh.Polygon, 776
- Contour
 - SharpNav.Contour, 211
- ContourBuildFlags
 - SharpNav, 87
- ContourFlags
 - SharpNav.NavMeshGenerationSettings, 699
- ContourSet
 - SharpNav.ContourSet, 215
- ContourVertex
 - SharpNav.ContourVertex, 218, 219
- Copy
 - DungeonArchitect.Utills.MathUtils, 665
- CopyFrom
 - DungeonArchitect.Grammar.GrammarTaskNode, 423
 - DungeonArchitect.Graphs.CommentNode, 179
 - DungeonArchitect.Graphs.GameObjectArrayNode, 405
 - DungeonArchitect.Graphs.GameObjectNode, 406
 - DungeonArchitect.Graphs.GraphNode, 457
 - DungeonArchitect.Graphs.PlaceableNode, 759
 - DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode, 846
 - DungeonArchitect.Graphs.SpriteNode, 941
 - DungeonArchitect.Graphs.VisualNode, 1112
- CopyTo
 - SharpNav.Collections.Generic.BufferedQueue< T >, 153
 - SharpNav.Collections.Generic.BufferedStack< T >, 157
 - SharpNav.Collections.Generic.PriorityQueue< T >, 804
 - SharpNav.ContourSet, 216
- CorridorWidth
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, 487
- Cost
 - SharpNav.Collections.Generic.IValueWithCost, 607
- Count
 - SharpNav.Collections.BVTree, 164
 - SharpNav.Collections.Generic.BufferedQueue< T >, 154
 - SharpNav.Collections.Generic.BufferedStack< T >, 159
 - SharpNav.Collections.Generic.PriorityQueue< T >, 805
 - SharpNav.CompactCell, 182
 - SharpNav.ContourSet, 216
- CreateDoor
 - DungeonArchitect.Builders.Grid.DoorManager, 237
- CreateEditorTag
 - DungeonArchitect.Editors.DungeonEditorHelper,

- 250
- CreateLink< T >
 - DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor, 875
 - DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor, 881
 - DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor, 888
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, 438
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 465
- CreateNode
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 465
- CreateNode< T >
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, 439
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 466
- CreatePin
 - DungeonArchitect.Graphs.GraphNode, 457
- CreateThemeAssetInBrowser
 - DungeonArchitect.Editors.DungeonEditorHelper, 250
- Cross
 - SharpNav.Geometry.Vector3, 1087
- Crowd
 - SharpNav.Crowds.Crowd, 222
- cursorLogicalHeight
 - DungeonArchitect.Builders.Grid.DungeonPaintModeEditor, 277
- Data
 - SharpNav.Pathfinding.MeshTile, 683
- debugDraw
 - DungeonArchitect.Dungeon, 242
- DecayFloodFill
 - DungeonArchitect.Splatmap.SplatRasterizer, 935
- DecodePolyId
 - SharpNav.TiledNavMesh, 992
- DecodePolyIdPoly
 - SharpNav.TiledNavMesh, 993
- DecodePolyIdSalt
 - SharpNav.TiledNavMesh, 993
- DecodePolyIdTile
 - SharpNav.TiledNavMesh, 994
- Default
 - SharpNav.Area, 104
 - SharpNav.NavMeshGenerationSettings, 700
- Dequeue
 - SharpNav.Collections.Generic.BufferedQueue< T >, 153
- DestroyDungeon
 - DungeonArchitect.Dungeon, 240
- DestroyLink
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 466
- DestroyNode
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 467
- DungeonArchitect
 - Editors.SnapFlow.SnapEdExecutionGraphEditor, 875
 - Editors.SnapFlow.SnapEdGrammarGraphEditor, 881
 - Editors.SnapFlow.SnapEdResultGraphEditor, 888
 - UI.Widgets.GraphEditors.GraphEditor, 438
 - UI.Widgets.GraphEditors.GraphOperations, 465
- DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 467
- Diagonal
 - SharpNav.PolyMesh, 780
- Diagonalize
 - SharpNav.PolyMesh, 781
- Direction
 - SharpNav, 87
- Dist
 - SharpNav.Crowds.LocalBoundary.Segment, 848
- Distances
 - SharpNav.CompactHeightfield, 188
- Directions
 - SharpNav.Geometry.Vector3, 1088
- Divide
 - DungeonArchitect.Utils.MathUtils, 665
 - SharpNav.Geometry.Vector2, 1054, 1055
 - SharpNav.Geometry.Vector3, 1089, 1090
- DoorAIndex
 - DungeonArchitect.Builders.Snap.SnapModuleConnection, 912
- DoorBIndex
 - DungeonArchitect.Builders.Snap.SnapModuleConnection, 912
- DoorProximitySteps
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, 487
- Doors
 - DungeonArchitect.Builders.Grid.DoorManager, 238
 - DungeonArchitect.Builders.Grid.GridDungeonModel, 499
- Dot
 - SharpNav.Geometry.Vector2, 1056
 - SharpNav.Geometry.Vector3, 1090, 1092
- DragNode
 - DungeonArchitect.Graphs.GraphNode, 458
- Draw
 - DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor, 381
 - DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor, 386
 - DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor, 875
 - DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor, 881
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, 439
- DrawCell
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, 616
- DrawHUD

- DungeonArchitect.Editors.SnapFlow.SnapEdExecution, 876
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammar, 882
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, 440
- DrawLine
 - DungeonArchitect.Splatmap.SplatRasterizer, 936
- DrawMatrixProperty
 - DungeonArchitect.Editors.InspectorUtils, 587
- DrawVectorProperty
 - DungeonArchitect.Editors.InspectorUtils, 587
- dungeon
 - DungeonArchitect.DungeonSceneProvider, 294
 - DungeonArchitect.DungeonSceneProviderData, 295
- DungeonArchitect, 47
- DungeonArchitect.AsyncDungeonSceneObjectSpawner, 120
- DungeonArchitect.AsyncDungeonSceneObjectSpawner.Spawn, 933
- DungeonArchitect.BlurFilter, 139
- DungeonArchitect.Builders, 49
- DungeonArchitect.Builders.BSP, 49
- DungeonArchitect.Builders.BSP.BSPDungeonBuilder, 142
 - BuildDungeon, 143
 - EmitMarkers, 143
- DungeonArchitect.Builders.BSP.BSPDungeonConfig, 144
 - dungeonLength, 145
 - dungeonWidth, 145
 - smallerRoomProbability, 145
- DungeonArchitect.Builders.BSP.BSPDungeonGraphQuery, 145
- DungeonArchitect.Builders.BSP.BSPDungeonModel, 146
- DungeonArchitect.Builders.BSP.BSPNode, 147
- DungeonArchitect.Builders.BSP.BSPNodeConnection, 147
- DungeonArchitect.Builders.BSP.BSPNodeObject, 148
 - MustSplit, 148
 - Split, 149
- DungeonArchitect.Builders.BSP.BSPRoomCategory, 149
- DungeonArchitect.Builders.BSP.NodeConnection, 725
- DungeonArchitect.Builders.CircularCity, 49
 - CircularCityLandscapeTextureType, 50
- DungeonArchitect.Builders.CircularCity.CircularCityCell, 171
- DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder, 172
 - BuildDungeon, 172
 - EmitMarkers, 173
- DungeonArchitect.Builders.CircularCity.CircularCityDungeonConfig, 173
- DungeonArchitect.Builders.CircularCity.CircularCityDungeonModel, 174
- DungeonArchitect.Builders.CircularCity.CircularCityFoliageEntry, 175
- DungeonArchitect.Builders.CircularCity.CircularCityFoliageTheme, 175
- DungeonArchitect.Builders.CircularCity.CircularCityLandscapeTexture, 176
- DungeonArchitect.Builders.CircularCity.LandscapeTransformerCity, 624
- DungeonArchitect.Builders.FloorPlan, 50
- DungeonArchitect.Builders.FloorPlan.FloorChunk, 326
 - GetLength, 326
 - SetLength, 326
- DungeonArchitect.Builders.FloorPlan.FloorChunkDB, 327
 - CacheChunkPositions, 327
- DungeonArchitect.Builders.FloorPlan.FloorDoorManager, 328
- DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder, 329
- BuildDungeon, 330
 - EmitMarkers, 330
- DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder.FloorIslandNode, 329
- DungeonArchitect.Builders.FloorPlan.FloorPlanConfig, 331
- DungeonArchitect.Builders.FloorPlan.FloorPlanModel, 333
- DungeonArchitect.Builders.FloorPlan.FloorPlanSpatialConstraintProcessor, 333
- DungeonArchitect.Builders.FloorPlan.Tooling, 50
- DungeonArchitect.Builders.FloorPlan.Tooling.FloorPlanCorridorTool, 332
- DungeonArchitect.Builders.Grid, 51
 - CellType, 52
- DungeonArchitect.Builders.Grid.Cell, 166
- DungeonArchitect.Builders.Grid.CellDoor, 169
 - AdjacentTiles, 170
- DungeonArchitect.Builders.Grid.CellHeightFrameInfo, 170
- DungeonArchitect.Builders.Grid.CellHeightNode, 171
- DungeonArchitect.Builders.Grid.DoorManager, 236
 - ContainsDoorBetweenCells, 237
 - CreateDoor, 237
 - Doors, 238
- DungeonArchitect.Builders.Grid.DungeonPaintModeGrid, 276
 - brushSize, 277
 - cursorLogicalHeight, 277
 - mode2D, 277
 - overlayOpacity, 278
- DungeonArchitect.Builders.Grid.GridBuilderDoorMetadata, 480
- DungeonArchitect.Builders.Grid.GridBuilderUtils, 480
 - GetCellCluster, 481
- DungeonArchitect.Builders.Grid.GridCellInfo, 481
- DungeonArchitect.Builders.Grid.GridDebugDrawUtils, 482
- DungeonArchitect.Builders.Grid.GridDungeonBuilder, 482

- 482
- BuildCellsWithSeparation, 483
- BuildDungeon, 484
- EmitMarkers, 484
- OnVolumePositionModified, 484
- Seperate, 485
- TriangulateRooms, 485
- DungeonArchitect.Builders.Grid.GridDungeonConfig, 485
 - CorridorWidth, 487
 - DoorProximitySteps, 487
 - FloorHeight, 488
 - GridCellSize, 488
 - HeightVariationProbability, 488
 - InitialRoomRadius, 488
 - MaxAllowedStairHeight, 489
 - MaxCellSize, 489
 - MinCellSize, 489
 - NormalMean, 489
 - NormalStd, 489
 - NumCells, 490
 - RoomAreaThreshold, 490
 - RoomAspectDelta, 490
 - SpanningTreeLoopProbability, 490
 - StairConnectionTolerance, 490
- DungeonArchitect.Builders.Grid.GridDungeonItemGroup, 492
 - OnPostDungeonBuild, 492
- DungeonArchitect.Builders.Grid.GridDungeonModel, 495
 - BuildCellLookup, 496
 - BuildSpatialCellLookup, 497
 - CellLookup, 499
 - ContainsStair, 497
 - Doors, 499
 - FindCellByPosition, 497
 - GetCell, 498
 - GetGridCellLookup, 498
 - ResetModel, 499
- DungeonArchitect.Builders.Grid.GridDungeonModelUtils, 500
- DungeonArchitect.Builders.Grid.GridDungeonQuery, 500
 - OnPostDungeonBuild, 501
 - OnPreDungeonDestroy, 501
- DungeonArchitect.Builders.Grid.GridItemDoorMetadata, 533
- DungeonArchitect.Builders.Grid.GridItemMetadataHandler, 534
- DungeonArchitect.Builders.Grid.IntVector2Key, 592
- DungeonArchitect.Builders.Grid.LandscapeTransformerGrid, 626
- DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeauDun, 652
 - EmitMarkers, 652
- DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace, 653
 - EmitMarkers, 654
- DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint, 654
 - EmitMarkers, 655
- DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator, 655
 - EmitMarkers, 656
- DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D, 656
 - EmitMarkers, 657
- DungeonArchitect.Builders.Grid.Mirroring, 52
- DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirror, 493
- DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisX, 494
- DungeonArchitect.Builders.Grid.Mirroring.GridDungeonMirrorAxisZ, 494
- DungeonArchitect.Builders.Grid.PlatformVolume, 761
- DungeonArchitect.Builders.Grid.SpatialConstraints, 53
- DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleHeightD, 208
- DungeonArchitect.Builders.Grid.SpatialConstraints.ConstraintRuleMarkerB, 209
- DungeonArchitect.Builders.Grid.SpatialConstraints.MarioDungeonSpatialC, 650
- DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProce, 924
- DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProce, 925
- DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProce, 925
- DungeonArchitect.Builders.Grid.SpatialConstraints.SpatialConstraintProce, 926
- DungeonArchitect.Builders.Grid.StairAdjacencyQueueNode, 945
- DungeonArchitect.Builders.Grid.StairEdgeInfo, 945
- DungeonArchitect.Builders.Grid.StairInfo, 946
- DungeonArchitect.Builders.Grid.Flow, 53
- DungeonArchitect.Builders.Grid.Flow.GridFlowDungeonBuilder, 503
 - BuildDungeon, 504
 - EmitMarkers, 504
- DungeonArchitect.Builders.Grid.Flow.GridFlowDungeonConfig, 505
- DungeonArchitect.Builders.Grid.Flow.GridFlowDungeonModel, 505
 - layoutGraph, 506
 - tilemap, 506
 - wallsAsEdges, 506
- DungeonArchitect.Builders.Grid.Flow.GridFlowMinimap, 524
- DungeonArchitect.Builders.Grid.Flow.GridFlowMinimapIcons, 525
- DungeonArchitect.Builders.Grid.Flow.GridFlowMinimapTrackedObject, 525
- DungeonArchitect.Builders.Infinity, 53
- DungeonArchitect.Builders.Infinity.Caves, 53
- DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder, 580

- BuildDungeon, 580
- EmitMarkers, 581
- DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkConBuilder, 581
- DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkConModel, 582
- DungeonArchitect.Builders.Isaac, 54
- DungeonArchitect.Builders.Isaac.IsaacBuilderUtils, 596
- DungeonArchitect.Builders.Isaac.IsaacDoor, 596
- DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder, 597
 - BuildDungeon, 597
 - EmitMarkers, 598
- DungeonArchitect.Builders.Isaac.IsaacDungeonConfig, 598
- DungeonArchitect.Builders.Isaac.IsaacDungeonModel, 599
- DungeonArchitect.Builders.Isaac.IsaacRoom, 599
- DungeonArchitect.Builders.Isaac.IsaacRoomFactory, 600
- DungeonArchitect.Builders.Isaac.IsaacRoomLayout, 600
- DungeonArchitect.Builders.Isaac.IsaacRoomLayoutBuilder, 601
- DungeonArchitect.Builders.Isaac.IsaacRoomTile, 601
- DungeonArchitect.Builders.Isaac.StylizedIsaacRoomLayoutBuilder, 601
 - BuildDungeon, 601
 - EmitMarkers, 601
- DungeonArchitect.Builders.Isaac.StylizedIsaacRoomLayoutBuilder, 950
- DungeonArchitect.Builders.Mario, 54
- DungeonArchitect.Builders.Mario.MarioDungeonBuilder, 647
 - BuildDungeon, 647
 - EmitMarkers, 648
- DungeonArchitect.Builders.Mario.MarioDungeonConfig, 648
- DungeonArchitect.Builders.Mario.MarioDungeonLevelChunkBuilder, 649
- DungeonArchitect.Builders.Mario.MarioDungeonModel, 650
- DungeonArchitect.Builders.Mario.MarioTile, 651
- DungeonArchitect.Builders.Maze, 54
- DungeonArchitect.Builders.Maze.MazeDungeonBuilder, 671
 - BuildDungeon, 672
 - EmitMarkers, 672
- DungeonArchitect.Builders.Maze.MazeDungeonConfig, 673
- DungeonArchitect.Builders.Maze.MazeDungeonModel, 674
- DungeonArchitect.Builders.SimpleCity, 55
 - SimpleCityLandscapeTextureType, 55
- DungeonArchitect.Builders.SimpleCity.CityBlockDimension, 176
- DungeonArchitect.Builders.SimpleCity.LandscapeTransformBuilder, 625
- DungeonArchitect.Builders.SimpleCity.RoadBeautifier, 830
- DungeonArchitect.Builders.SimpleCity.SimpleCityCell, 861
 - BuildDungeon, 861
 - EmitMarkers, 861
- DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder, 861
- DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonConfig, 863
- DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonModel, 864
- DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageEntry, 864
- DungeonArchitect.Builders.SimpleCity.SimpleCityFoliageTheme, 865
- DungeonArchitect.Builders.SimpleCity.SimpleCityLandscapeTexture, 865
- DungeonArchitect.Builders.SimpleCity.SpatialConstraints, 56
 - DungeonArchitect.Builders.SimpleCity.SpatialConstraints.SpatialConstraint, 927
- DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter, 948
 - EmitMarkers, 949
 - padding, 949
- DungeonArchitect.Builders.Snap, 56
 - DungeonArchitect.Builders.Snap.Impl, 56
 - DungeonArchitect.Builders.Snap.Impl.ModuleBuildNode, spawnedModule, 688
 - DungeonArchitect.Builders.Snap.Impl.ModuleGrowthNode, 689
 - DungeonArchitect.Builders.Snap.Impl.ModuleInfo, 689
 - Bounds, 689
 - ConnectionTransforms, 689
 - ModuleGuid, 690
 - ModuleTemplate, 690
 - DungeonArchitect.Builders.Snap.Impl.SnapAttachmentConfiguration, 867
 - DungeonArchitect.Builders.Snap.Impl.SnapLayoutBuildState, 910
 - bSafetyBailOut, 910
 - DungeonArchitect.Builders.Snap.SideScroller, 56
 - DungeonArchitect.Builders.Snap.SideScroller.SnapSideScrollerBuilder, 916
 - DungeonArchitect.Builders.Snap.SnapBuilder, 867
 - BuildDungeon, 868
 - EmitMarkers, 869
 - DungeonArchitect.Builders.Snap.SnapConfig, 869
 - CollisionTestContraction, 870
 - MaxProcessingPower, 870
 - Modules, 870
 - RotateModulesToFit, 870
 - runGraphGenerationScripts, 871
 - DungeonArchitect.Builders.Snap.SnapModel, 911
 - DungeonArchitect.Builders.Snap.SnapModuleConnection, 912
 - DoorAIndex, 912
 - DoorBIndex, 912
 - ModuleAInstanceID, 912
 - ModuleBInstanceID, 912

- DungeonArchitect.Builders.Snap.SnapModuleEntry, 913
- DungeonArchitect.Builders.Snap.SnapModuleInstance, 913
 - InstanceID, 913
- DungeonArchitect.Builders.Snap.SnapQuery, 914
 - OnPostDungeonBuild, 914
- DungeonArchitect.Builders.Snap.SnapQueryConnectionInfo, 915
- DungeonArchitect.Builders.Snap.SnapQueryModuleInfo, 915
- DungeonArchitect.Builders.SnapGridFlow, 56
- DungeonArchitect.Builders.SnapGridFlow.DebugVisuals, 57
- DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugComponent, 896
- DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlowDebugVisualizer, 896
 - OnDungeonDestroyed, 897
 - OnPostDungeonBuild, 897
- DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowBuilder, 894
- DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowConfig, 895
- DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowModule, 905
- DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibility, 909
 - OnDungeonDestroyed, 909
 - OnPostDungeonBuild, 910
- DungeonArchitect.DebugText3D, 231
- DungeonArchitect.DebugTextItem, 232
- DungeonArchitect.Dungeon, 238
 - ActiveModel, 242
 - AddPaintCell, 240
 - Build, 240
 - ClearToolOverlayData, 240
 - debugDraw, 242
 - DestroyDungeon, 240
 - dungeonThemes, 242
 - IsLayoutBuilt, 243
 - ReapplyTheme, 241
 - RemovePaintCell, 241
 - RequestRebuild, 242
- DungeonArchitect.DungeonBuilder, 244
 - BuildDungeon, 245
 - EmitCustomMarkers, 246
 - EmitMarkers, 246
 - OnVolumePositionModified, 246
- DungeonArchitect.DungeonConfig, 248
- DungeonArchitect.DungeonEventListener, 253
 - OnDungeonDestroyed, 254
 - OnDungeonMarkersEmitted, 254
 - OnPostDungeonBuild, 255
 - OnPostDungeonLayoutBuild, 255
 - OnPreDungeonBuild, 256
 - OnPreDungeonDestroy, 256
- DungeonArchitect.DungeonItemSpawnListener, 262
- DungeonArchitect.DungeonMarkerEmitter, 264
 - EmitMarkers, 264
- DungeonArchitect.DungeonModel, 266
- DungeonArchitect.DungeonNavMeshSourceCollector, 272
- DungeonArchitect.DungeonNodeSpawnData, 272
- DungeonArchitect.DungeonPaintMode, 274
 - GetDungeon, 274
 - GetDungeonConfig, 275
 - GetDungeonModel, 275
- DungeonArchitect.DungeonRuntimeNavigation, 288
 - enableRuntimeNavigation, 289
- DungeonArchitect.DungeonSceneObjectSpawner, 289
 - DungeonArchitect.DungeonSceneObjectSpawner.SpawnInfo, 289
- DungeonArchitect.DungeonSceneProvider, 290
 - AddGameObjects, 292
 - AddGameObjectFromArray, 292
 - AddSprite, 293
 - config, 293
 - dungeon, 294
 - itemParent, 294
 - OnDungeonBuildStart, 293
 - OnDungeonBuildStop, 293
- DungeonArchitect.DungeonSceneProviderData, 294
 - affectsNavigation, 295
 - gameObject, 295
 - externallyManaged, 295
 - NodeId, 296
 - userData, 296
- DungeonArchitect.DungeonToolData, 309
- DungeonArchitect.DungeonUtils, 310
- DungeonArchitect.Editors, 57
 - ThemeEditorMenuAction, 59
- DungeonArchitect.Editors.AssetBuilder, 118
- DungeonArchitect.Editors.AssetThumbnailCache, 118
 - GetThumb, 119
 - Instance, 119
 - Reset, 119
- DungeonArchitect.Editors.DebugText3DEditor, 231
- DungeonArchitect.Editors.DungeonArchitectMenu, 243
- DungeonArchitect.Editors.DungeonBuilderEditor, 247
- DungeonArchitect.Editors.DungeonEditorHelper, 249
 - CreateEditorTag, 250
 - CreateThemeAssetInBrowser, 250
 - MakeFilenameUnique, 250
 - MarkAsDirty, 251
 - OnOpenAsset, 251
 - ShowDungeonFlowEditor, 251
 - ShowDungeonGridFlowEditor, 252
 - ShowSnapGridFlowEditor, 252
 - ShowThemeEditor, 252
- DungeonArchitect.Editors.DungeonEditorStyles, 253
- DungeonArchitect.Editors.DungeonInfinityEditor, 259
- DungeonArchitect.Editors.DungeonInfinityEditorUpdater, 260
- DungeonArchitect.Editors.DungeonNavMeshEditor, 271
- DungeonArchitect.Editors.DungeonObjectTracker, 272

- ActiveGraph, [273](#)
- RequestRebuild, [273](#)
- DungeonArchitect.Editors.DungeonPaintModeEditor, [276](#)
- DungeonArchitect.Editors.DungeonPaintModeGridEditor, [278](#)
- DungeonArchitect.Editors.DungeonPropertyEditor, [279](#)
- DungeonArchitect.Editors.DungeonPropertyEditorHook, [280](#)
- DungeonArchitect.Editors.DungeonThemeEditorContextMenu, [299](#)
- Show, [300](#)
- DungeonArchitect.Editors.DungeonThemeEditorWindow, [300](#)
- DungeonArchitect.Editors.DungeonThemeGraphEditor, [302](#)
- FocusCameraOnMarker, [303](#)
- Init, [304](#)
- DungeonArchitect.Editors.EditorDeltaTime, [316](#)
- DungeonArchitect.Editors.EditorDungeonSceneObjectInspector, [316](#)
- DungeonArchitect.Editors.ExternalLinks, [323](#)
- DungeonArchitect.Editors.FloorPlanCorridorToolEditor, [332](#)
- DungeonArchitect.Editors.Flow, [59](#)
- DungeonArchitect.Editors.Flow.Common, [60](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [120](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [121](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [122](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [122](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [123](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [124](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [124](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [125](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [125](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [126](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [127](#)
- DungeonArchitect.Editors.Flow.Common.BaseFlowExecNodeHandler, [127](#)
- DungeonArchitect.Editors.Flow.Common.FlowPreviewTilemapNodeInspector, [387](#)
- DungeonArchitect.Editors.Flow.DomainEditors, [60](#)
- DungeonArchitect.Editors.Flow.DomainEditors.FlowDomainEditor, [335](#)
- DungeonArchitect.Editors.Flow.DomainEditors.Layout2D, [60](#)
- DungeonArchitect.Editors.Flow.DomainEditors.Layout2D.Layout2DGraphDomainEditor, [627](#)
- DungeonArchitect.Editors.Flow.DomainEditors.Layout3D, [60](#)
- DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.ILayout3DGraphDomainEditor, [577](#)
- DungeonArchitect.Editors.Flow.DomainEditors.Layout3D.Layout3DGraphDomainEditor, [628](#)
- DungeonArchitect.Editors.Flow.DomainEditors.Tilemap, [61](#)
- DungeonArchitect.Editors.Flow.DomainEditors.Tilemap.TilemapFlowDomainEditor, [1008](#)
- DungeonArchitect.Editors.Flow.FlowEditorConfig, [338](#)
- DungeonArchitect.Editors.Flow.FlowEditorUtils, [338](#)
- DungeonArchitect.Editors.Flow.FlowEditorWindow, [339](#)
- DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu, [341](#)
- Show, [341](#)
- DungeonArchitect.Editors.Flow.FlowExecGraphContextMenuUserData, [342](#)
- DungeonArchitect.Editors.Flow.FlowExecGraphEditor, [342](#)
- Init, [343](#)
- DungeonArchitect.Editors.Flow.FlowExecGraphEditorConfigInspector, [344](#)
- DungeonArchitect.Editors.Flow.FlowExecGraphSchema, [347](#)
- DungeonArchitect.Editors.Flow.FlowExecNodeHandlerInspector, [347](#)
- DungeonArchitect.Editors.Flow.FlowExecNodeHandlerInspectorBase, [348](#)
- CreateMainPathInspector, [350](#)
- CreatePathInspector, [350](#)
- CreateTilemapElevationsInspector, [352](#)
- DungeonArchitect.Editors.Flow.FlowExecResultNodeRenderer, [352](#)
- FinalizeGraphInspector, [353](#)
- DungeonArchitect.Editors.Flow.FlowExecRuleNodeRenderer, [353](#)
- FinalizeTilemapInspector, [353](#)
- DungeonArchitect.Editors.Flow.FlowInspectorMonoScriptProperty<T>, [353](#)
- TilemapsInspector, [353](#)
- DungeonArchitect.Editors.Flow.GridFlow, [61](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateInspector, [509](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateInspector, [510](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateInspector, [510](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateInspector, [510](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateInspector, [511](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_CreateInspector, [512](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeInspector, [512](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_FinalizeInspector, [513](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_MergeInspector, [514](#)
- DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandler_ResourceInspector, [514](#)

DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandleAspectsEditor, 515	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandleAspectsEditor, 903
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandleAspectsEditor.CreateFlowSnapGridFlow, 516	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowExecNodeHandleAspectsEditor.CreateFlowSnapGridFlow, 904
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandleAspectsEditor.InitialFlowSnapGridFlow, 516	DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowModuleDatabase, 907
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodeHandleAspectsEditor.OptimizeFlowMap, 517	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor, 62
DungeonArchitect.Editors.Flow.GridFlow.GridFlowExecNodePlacementSettingInspector, 517	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.GridFlowDoorKeyComponentEditor, 502	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.GridFlowDoorLockComponentEditor, 503	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.IFlowEditorWindow, 573	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl, 61	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl.GridFlowEditorConfig, 507	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl.GridFlowEditorWindow, 507	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl.GridFlowExecGraphEditorConfigInspector, 508	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorConfig, 898	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowEditorWindow, 899	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDatabase, 908	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Impl.SnapGridFlowModuleDatabase, 206	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.KeyLockLinkVisualizerBase, 609	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout, 61	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.DungeonGridFlowAspectsEditor, 258	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.DungeonGridFlowAspectsEditor, Show, 258	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor, 380	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor, Draw, 381	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor, HandleInput, 382	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor, Init, 382	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutLinkRenderer, 383	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutLinkRenderer, 383	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRenderer, 384	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutNodeRenderer, 385	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.SnapGridFlow, 62	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowEditor, 900	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowEditor, 901	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowEditor, 902	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386
DungeonArchitect.Editors.Flow.SnapGridFlow.SnapGridFlowEditor, 902	DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapNodeRenderer, 386

- DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorEntry, 806
- 257
- DungeonArchitect.Editors.SnapFlow.DungeonFlowErrorList, 807
- 257
- DungeonArchitect.Editors.SnapFlow.EditorCommand_ExecuteSnapFlowGraph, 809
- 313
- DungeonArchitect.Editors.SnapFlow.EmptyNodeListSnapEdValidatorAction, 831
- 317
- DungeonArchitect.Editors.SnapFlow.EmptyRuleListSnapEdValidatorAction, 835
- 318
- DungeonArchitect.Editors.SnapFlow.ErrorListPanel, 319
- DungeonArchitect.Editors.SnapFlow.ErrorListViewItem, 835
- 320
- DungeonArchitect.Editors.SnapFlow.ErrorListViewSource, 836
- 320
- DungeonArchitect.Editors.SnapFlow.GrammarExecEntryNodeRenderer, 873
- 409
- DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeRenderer, 874
- 412
- DungeonArchitect.Editors.SnapFlow.GrammarExecRuleNodeRenderer.CreateLink< T >, 875
- 413
- DungeonArchitect.Editors.SnapFlow.GrammarGraphInspector, DrawHUD, 876
- 415
- DungeonArchitect.Editors.SnapFlow.GrammarNodeRendererBase, 876
- 417
- DungeonArchitect.Editors.SnapFlow.GrammarNodeTypeEditor, 877
- 418
- DungeonArchitect.Editors.SnapFlow.GrammarProductionRuleEditor, 878
- 419
- DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeEditor, 879
- 424
- DungeonArchitect.Editors.SnapFlow.GrammarTaskNodeRenderer, 879
- 424
- DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphNodeAction, 880
- 592
- DungeonArchitect.Editors.SnapFlow.InvalidExecutionGraphSnapEdValidatorAction, 881
- 593
- DungeonArchitect.Editors.SnapFlow.InvalidNodeTypeAction, DrawHUD, 882
- 593
- DungeonArchitect.Editors.SnapFlow.InvalidNodeTypeAction, HandleInput, 882
- 594
- DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction, Init, 882
- 594
- DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction, 883
- 595
- DungeonArchitect.Editors.SnapFlow.InvalidProductionGraphAction, 884
- 595
- DungeonArchitect.Editors.SnapFlow.InvalidProductionRuleAction, CanCreateLink, 884
- 595
- DungeonArchitect.Editors.SnapFlow.ISnapEdValidatorAction, 885
- 604
- DungeonArchitect.Editors.SnapFlow.MissingProductionRuleRHSAction, 885
- 687
- DungeonArchitect.Editors.SnapFlow.NodeListPanel, 886
- 726
- DungeonArchitect.Editors.SnapFlow.NodeListViewConstants, Show, 886
- 727
- DungeonArchitect.Editors.SnapFlow.NodeListViewItem, 887
- 727
- DungeonArchitect.Editors.SnapFlow.NodeListViewItem, CreateLink< T >, 888
- 727
- DungeonArchitect.Editors.SnapFlow.NodeListViewItem, Init, 888
- 728
- DungeonArchitect.Editors.SnapFlow.NodeListViewSource, 840
- 728
- DungeonArchitect.Editors.SnapFlow.ProductionRuleLHSTitleWidget, 841
- DungeonArchitect.Editors.SnapFlow.ProductionRuleRHSTitleWidget, 841
- DungeonArchitect.Editors.SnapFlow.ProductionRuleWidget, 841
- DungeonArchitect.Editors.SnapFlow.ProductionRuleWidgetRHSSState, 841
- DungeonArchitect.Editors.SnapFlow.RuleListPanel, 834
- DungeonArchitect.Editors.SnapFlow.RuleListViewConstants, 835
- DungeonArchitect.Editors.SnapFlow.RuleListViewItem, 835
- DungeonArchitect.Editors.SnapFlow.RuleListViewSource, 836
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu, 873
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor, 874
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.CreateLink< T >, 875
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.Draw, 875
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.DrawHUD, 876
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor.HandleInput, 876
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditorMenu, 876
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema, 877
- DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphSchema.CanCreateLink, 878
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu, 879
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor, 880
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.CreateLink< T >, 881
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.DrawHUD, 882
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor.HandleInput, 882
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditorContext, 883
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema, 884
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphSchema.CanCreateLink, 884
- DungeonArchitect.Editors.SnapFlow.SnapEditorUtils, 885
- DungeonArchitect.Editors.SnapFlow.SnapEditorWindow, 885
- DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu, 886
- DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor, 887
- DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.CreateLink< T >, 888
- DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.Init, 888
- DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor.RuntimeG, 889
- DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditorConfig, 890

- 889
- DungeonArchitect.Editors.SnapFlow.SnapEdValidator, 890
- DungeonArchitect.Editors.SnapFlow.SnapEdValidatorAction, 890
- DungeonArchitect.Editors.SnapFlow.SnapFlowResultGraphEditor, 893
- DungeonArchitect.Editors.SnapFlow.WeightedGrammarGraphEditor, 1119
- DungeonArchitect.Editors.SpatialConstraints, 64
- DungeonArchitect.Editors.SpatialConstraints.ConstraintRuleEditor, 208
- DungeonArchitect.Editors.SpatialConstraints.SCDomainNodeRenderer, 842
- DungeonArchitect.Editors.SpatialConstraints.SCReferenceNodeEditor, 844
- DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor, 846
- DungeonArchitect.Editors.SpatialConstraints.SCRuleNodeEditor.RuleNodeEditorUIState.ConstraintUIState, 210
- DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContextMenu, 928
- Show, 929
- DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorWindow, 929
- DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditor, 930
- Init, 931
- DungeonArchitect.Editors.SplatmapPropertyEditor, 934
- DungeonArchitect.Editors.SpriteNodeEditor, 941
- DungeonArchitect.Editors.SpriteNodeRenderer, 942
- DungeonArchitect.Editors.ThemeEditorToolAttribute, 981
- DungeonArchitect.Editors.ThemeEditorToolFunctionInfo, 981
- DungeonArchitect.Editors.ThemeEditorTools, 64
- DungeonArchitect.Editors.ThemeEditorTools.BuilderThemeEditorTools, 160
- DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplacementWindow, 161
- DungeonArchitect.Editors.ThemeEditorTools.BulkPrefabReplaceRuleFactory, 161
- DungeonArchitect.Editors.ThemeEditorTools.BulkReplacementWindow, 161
- DungeonArchitect.Editors.ThemeEditorTools.CommonThemeEditorTools, 181
- DungeonArchitect.Editors.ThemeEditorTools.DirectoryBulkPrefabReplacementWindow, 236
- DungeonArchitect.Editors.ThemeEditorTools.IBulkPrefabReplacementWindow, 569
- DungeonArchitect.Editors.ThemeEditorTools.ThemeEditorToolPrefabReplacementFlow, 982
- DungeonArchitect.Editors.ThemeOverrideVolumeEditor, 986
- DungeonArchitect.Editors.Timer, 1014
- Hertz, 1015
- Update, 1014
- DungeonArchitect.Editors.Utils, 65
- DungeonArchitect.Editors.Visualization, 65
- DungeonArchitect.Editors.Visualization.Implementation, 65
- DungeonArchitect.Editors.Visualization.Implementation.BSPThemeMarker, 150
- DungeonArchitect.Editors.Visualization.Implementation.FloorPlanThemeMarker, 334
- DungeonArchitect.Editors.Visualization.Implementation.GridFlowThemeMarker, 526
- DungeonArchitect.Editors.Visualization.Implementation.GridThemeMarker, 526
- DungeonArchitect.Editors.Visualization.Implementation.IsaacThemeMarker, 526
- DungeonArchitect.Editors.Visualization.Implementation.MarioThemeMarker, 526
- DungeonArchitect.Editors.Visualization.Implementation.MazeThemeMarker, 526
- DungeonArchitect.Editors.Visualization.Implementation.SimpleCityThemeMarker, 526
- DungeonArchitect.Editors.Visualization.IThemeMarkerVisualizationBuilder, 526
- DungeonArchitect.Editors.Visualization.ThemeEditorSceneVisualizer, 980
- DungeonArchitect.Editors.Visualization.ThemeMarkerVisualizationBuilder, 984
- DungeonArchitect.Editors.VisualNodeEditor, 1115
- DungeonArchitect.Editors.VisualNodeRenderer, 1115
- DungeonArchitect.Editors.VolumeEditor, 1118
- DungeonArchitect.Extensions, 65
- DungeonArchitect.Filter, 325
- DungeonArchitect.Flow, 65
- DungeonArchitect.Flow.Domains, 66
- DungeonArchitect.Flow.Domains.FlowDomainDataRegistry, 335
- DungeonArchitect.Flow.Domains.FlowDomainExtensions, 336
- DungeonArchitect.Flow.Domains.IFlowDomain, 572
- DungeonArchitect.Flow.Domains.IFlowDomainData, 572
- DungeonArchitect.Flow.Domains.IFlowDomainExtension, 572
- DungeonArchitect.Flow.Domains.Layout, 66
- DungeonArchitect.Flow.Domains.Layout.FFAGConstraintsLink, 323
- DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraph, 364
- DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLink, 365
- DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphLinkState, 365
- DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNode, 366
- DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphNodeGroup, 367
- DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphQuery, 367
- DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal, 368

DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphTraversal, 376
 402
 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils, 376
 369
 DungeonArchitect.Flow.Domains.Layout.FlowLayoutGraphUtils.NodeWeightAssignInfo, 376
 733
 DungeonArchitect.Flow.Domains.Layout.IFlowLayoutGraphConstraints, 378
 574
 ContainsPoint, 378
 DungeonArchitect.Flow.Domains.Layout.NullFlowLayoutGraphConstraints, 379
 738
 DungeonArchitect.Flow.Domains.Layout.Pathing, 66
 DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowAgPathingSystem, 376
 324
 DungeonArchitect.Flow.Domains.Layout.Pathing.FFlowLayoutPathingSystemResult, 376
 324
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGraphPathingUtils, 376
 367
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthSystem, 376
 370
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutGrowthSystemPathItem, 376
 370
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutNodeGroupGenerator, 376
 372
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathNodeGroup, 376
 373
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackFrame, 376
 374
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutPathStackGrowthTask, 376
 374
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowLayoutStaticGrowthState, 376
 375
 DungeonArchitect.Flow.Domains.Layout.Pathing.FlowPathGrowthSystem, 376
 380
 DungeonArchitect.Flow.Domains.Layout.Pathing.IFlowLayoutNodeCreationConstraint, 376
 574
 DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeCreationConstraint, 376
 739
 DungeonArchitect.Flow.Domains.Layout.Pathing.NullFlowLayoutNodeGroupGenerator, 376
 739
 DungeonArchitect.Flow.Domains.Layout.Tasks, 67
 955
 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBasedFlowTaskCreatedFlowBlock, 955
 629
 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBasedFlowTaskCreatedMainFlowBlock, 955
 630
 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBasedFlowTaskCreatedMainFlowBlock, 956
 631
 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBasedFlowTaskCreatedPathFlowBlock, 956
 632
 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBasedFlowTaskFinalizeGraph, 957
 632
 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBasedFlowTaskPathBuildFlowBlock, 957
 632
 DungeonArchitect.Flow.Domains.Layout.Tasks.LayoutBasedFlowTaskSpawnFlow, 958
 633
 DungeonArchitect.Flow.Domains.Layout.Tooling, 67
 958
 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D, 160
 67
 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2D, 958
 375
 DungeonArchitect.Flow.Domains.Layout.Tooling.Graph2D.FlowLayoutToolGraph2DBuilder, 958

DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutLinkActor, 1003	DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskInit, 639
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergeNodeActor, 960	DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskMerge, 1003
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergeNodeActor.RenderSettings, 830	DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskOpen, 1003
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutMergeNodePlaneActor, 961	DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapFlowNodeOverlay, 1003
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActor, 961	DungeonArchitect.Flow.Domains.Tilemap.Tooling, 69
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase, 962	DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolBuildCell, 400
DungeonArchitect.Flow.Domains.Layout.Tooling.Graph3D.SxLayoutNodeActorBase.NodeRenderSettings, 731	DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraph, 400
DungeonArchitect.Flow.Domains.Tilemap, 68	DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphEdge, 401
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemap, 390	DungeonArchitect.Flow.Domains.Tilemap.Tooling.FlowTilemapToolGraphNode, 401
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCell, 391	DungeonArchitect.Flow.Exec, 69
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabase, 392	DungeonArchitect.Flow.Exec.FlowExecGraph, 340
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDatabase Enumerator, 392	DungeonArchitect.Flow.Exec.FlowExecGraphNodeBase, 345
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo, 393	DungeonArchitect.Flow.Exec.FlowExecGraphNodePin, 345
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo.ContainsPoint, 394	DungeonArchitect.Flow.Exec.FlowExecGraphUtils, 348
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo.tileBlockingOverlay, 394	DungeonArchitect.Flow.Exec.FlowExecNodeInfoAttribute, 349
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo.WallInfo, 395	DungeonArchitect.Flow.Exec.FlowExecNodeOutputRegistry, 350
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellDoorInfo.WallInfo.WallInfo, 395	DungeonArchitect.Flow.Exec.FlowExecResultGraphNode, 351
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCustomCellInfo, 396	DungeonArchitect.Flow.Exec.FlowExecRuleGraphNode, 353
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceField, 396	DungeonArchitect.Flow.Exec.FlowExecTask, 354
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapDistanceFieldCell, 397	DungeonArchitect.Flow.Exec.FlowExecTaskResult, 355
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdge, 397	DungeonArchitect.Flow.Exec.FlowExecTaskState, 355
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabase, 398	DungeonArchitect.Flow.Exec.FlowExecTaskUtils, 356
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapEdgeDatabase Enumerator, 398	DungeonArchitect.Flow.Exec.FlowExecutionContext, 356
DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapRenderResource, 399	DungeonArchitect.Flow.Exec.FlowExecutor, 357
DungeonArchitect.Flow.Domains.Tilemap.Tasks, 69	DungeonArchitect.Flow.Exec.FlowTaskExecContext, 359
DungeonArchitect.Flow.Domains.Tilemap.Tasks.ITilemapFlowGraphGeneralFlow, 606	DungeonArchitect.Flow.Exec.FlowTaskExecInput, 389
DungeonArchitect.Flow.Domains.Tilemap.Tasks.NoiseTilemapFlowOverlayGenerator, 735	DungeonArchitect.Flow.Exec.FlowTaskExecOutput, 390
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateElevations, 1004	DungeonArchitect.Flow.Exec.GridFlowGraphNodeExecutionStatus, 516
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskCreateOverlay, 1005	DungeonArchitect.Flow.FlowAssetBase, 334
DungeonArchitect.Flow.Domains.Tilemap.Tasks.TilemapBaseFlowTaskFinalize, 525	DungeonArchitect.Flow.Impl, 70
	DungeonArchitect.Flow.Impl.GridFlow, 70
	DungeonArchitect.Flow.Impl.GridFlow.GridFlowAsset, 509
	DungeonArchitect.Flow.Impl.GridFlow.GridFlowLayoutGraphDomain, 513
	DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomain, 527
	DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapDomainData, 528

- DungeonArchitect.Flow.Impl.GridFlow.GridFlowTilemapState, 528
- DungeonArchitect.Flow.Impl.GridFlow.ITilemapItemPlacementStrategy, 606
- DungeonArchitect.Flow.Impl.GridFlow.Tasks, 70
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.CaveCellBuildTile, 165
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateGrid, 519
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateKeyLock, 520
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreateMainPath, 521
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskCreatePath, 522
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskFinishGraph, 522
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowLayoutTaskSpawnArchitects, 523
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapCreateElevation, 529
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapCreateOverFlow, 530
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapFinalize, 530
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapInitialize, 531
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapMerge, 532
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.GridFlowTilemapOptimize, 533
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.NodeTilemapBundles, 733
- DungeonArchitect.Flow.Impl.GridFlow.Tasks.TilemapFlowNodes, 1009
- DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategy, 1010
- DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyContext, 1011
- DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyFactory, 1011
- DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyNodeFlow, 1012
- DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyPainter, 1012
- DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyScript, 1013
- DungeonArchitect.Flow.Impl.GridFlow.TilemapItemPlacementStrategyUtils, 1013
- DungeonArchitect.Flow.Impl.SnapGridFlow, 71
- DungeonArchitect.Flow.Impl.SnapGridFlow.Components, 71
- DungeonArchitect.Flow.Impl.SnapGridFlow.Components.SnapGridFlowModule, 906
- DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints, 71
- DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFlowModuleConstraints, 850
- DungeonArchitect.Flow.Impl.SnapGridFlow.Constraints.SGFlowLayoutNodeConstraints, 851
- DungeonArchitect.Flow.Impl.SnapGridFlow.FlowLayoutNodeSnapDomain, 373
- DungeonArchitect.Flow.Impl.SnapGridFlow.FsgfModuleAssemblyBuilder, 403
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolver, 849
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfLayoutModuleResolverSettings, 850
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssembly, 851
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySide, 852
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySideCell, 853
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseConnection, 854
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabaseItem, 855
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDatabasePlaceable, 856
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleDoor, 857
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleItemFitnessCalculator, 858
- DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleNode, 859
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutGraphConstraints, 860
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeCreation, 861
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapFlowLayoutNodeGroup, 862
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowAsset, 863
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowDomainExtension, 864
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowEditorUtils, 865
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowLayoutGraph3D, 866
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleBounds, 867
- DungeonArchitect.Flow.Impl.SnapGridFlow.SnapGridFlowModuleDatabase, 868
- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks, 72
- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.ISGFlowLayoutTaskPathBuilder, 603
- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFlowLayoutTaskCreateGrid, 851
- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFlowLayoutTaskCreateKey, 852
- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFlowLayoutTaskCreateMain, 853
- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFlowLayoutTaskCreatePath, 854

- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayerTasks, 855
- DungeonArchitect.Flow.Impl.SnapGridFlow.Tasks.SGFLayerTasks.SnapGridFlowTasks, 855
- DungeonArchitect.Flow.Items, 72
- DungeonArchitect.Flow.Items.FlowDoorKeyComponent, 337
- DungeonArchitect.Flow.Items.FlowDoorLockComponent, 337
- DungeonArchitect.Flow.Items.FlowGraphItemCustomInfo, 357
- DungeonArchitect.Flow.Items.FlowItem, 358
 - referencedItemIds, 359
 - type, 359
- DungeonArchitect.Flow.Items.FlowItemMetadata, 359
- DungeonArchitect.Flow.Items.FlowItemMetadataComponent, 360
- DungeonArchitect.Flow.Items.FlowItemMetadataHandler, 360
- DungeonArchitect.Flow.Items.FlowItemMetadataResolver, 361
 - OnPostDungeonBuild, 361
- DungeonArchitect.Flow.Items.FlowItemUtils, 362
- DungeonArchitect.Frameworks, 72
- DungeonArchitect.Frameworks.Snap, 72
- DungeonArchitect.Frameworks.Snap.SnapConnection, 871
- DungeonArchitect.Frameworks.Snap.SnapConnectionLock, 872
- DungeonArchitect.Frameworks.Snap.SnapUtils, 916
- DungeonArchitect.Grammar, 73
- DungeonArchitect.Grammar.ExecutionRuntimeGraph, 321
- DungeonArchitect.Grammar.ExecutionRuntimeGraphHandler, 322
- DungeonArchitect.Grammar.ExecutionRuntimeGraphNodeData, 323
- DungeonArchitect.Grammar.GrammarExecEntryNode, 409
- DungeonArchitect.Grammar.GrammarExecGraph, 410
- DungeonArchitect.Grammar.GrammarExecNodeBase, 411
- DungeonArchitect.Grammar.GrammarExecRuleNode, 411
- DungeonArchitect.Grammar.GrammarGraph, 413
- DungeonArchitect.Grammar.GrammarGraphBuilder, 414
- DungeonArchitect.Grammar.GrammarNodeBase, 415
- DungeonArchitect.Grammar.GrammarNodePin, 416
 - ContainsPoint, 416
- DungeonArchitect.Grammar.GrammarNodeType, 418
- DungeonArchitect.Grammar.GrammarProductionRule, 419
- DungeonArchitect.Grammar.GrammarRuleNode, 420
- DungeonArchitect.Grammar.GrammarRuntimeGraph, 420
- DungeonArchitect.Grammar.GrammarRuntimeGraphHandlers, 421
- DungeonArchitect.Grammar.GrammarRuntimeGraphNodeData, 422
- DungeonArchitect.Grammar.GrammarRuntimeGraphUtils, 422
- DungeonArchitect.Grammar.GrammarTaskNode, 423
 - CopyFrom, 423
- DungeonArchitect.Grammar.GraphGrammarProcessor, 447
- DungeonArchitect.Grammar.GraphGrammarProcessorSettings, 447
- DungeonArchitect.Grammar.GraphPatternMatch, 469
- DungeonArchitect.Grammar.GraphPatternMatcher, 469
- DungeonArchitect.Grammar.IGrammarGraphBuilder, 575
- DungeonArchitect.Grammar.IGrammarGraphBuildScript, 575
- DungeonArchitect.Grammar.RuntimeGrammar, 838
- DungeonArchitect.Grammar.RuntimeGrammarProduction, 838
- DungeonArchitect.Grammar.SnapFlowAsset, 891
- DungeonArchitect.Grammar.WeightedGrammarGraph, 1119
- DungeonArchitect.Grammar.WeightedGrammarRuntimeGraph, 1120
- DungeonArchitect.Graphs, 73
 - GraphPinMouseState, 74
 - GraphPinType, 74
- DungeonArchitect.Graphs.CommentNode, 179
 - CopyFrom, 179
- DungeonArchitect.Graphs.GameObjectArrayNode, 404
 - CopyFrom, 405
- DungeonArchitect.Graphs.GameObjectNode, 406
 - CopyFrom, 406
- DungeonArchitect.Graphs.Graph, 425
 - GetNode, 426
 - GetNodes< T >, 426
 - Links, 427
 - Nodes, 427
 - TopZIndex, 427
- DungeonArchitect.Graphs.GraphBuilder, 427
- DungeonArchitect.Graphs.GraphCamera, 428
 - FocusOnBestFit, 429
 - FocusOnNode, 429
 - HandleInput, 430
 - Pan, 430
 - Position, 432
 - ScreenToWorld, 431
 - WorldToScreen, 431, 432
 - ZoomLevel, 432
- DungeonArchitect.Graphs.GraphLink, 453
 - GetTangentStrength, 454
 - Graph, 454
 - Id, 454
 - Input, 454
 - Output, 454
- DungeonArchitect.Graphs.GraphNode, 455
 - Bounds, 458
 - Caption, 459

- CopyFrom, [457](#)
- CreatePin, [457](#)
- DragNode, [458](#)
- GetChildNodes, [458](#)
- GetParentNodes, [458](#)
- Graph, [459](#)
- Id, [459](#)
- InputPin, [459](#)
- InputPins, [459](#)
- OutputPin, [460](#)
- OutputPins, [460](#)
- Position, [460](#)
- Selected, [460](#)
- Size, [460](#)
- ZIndex, [461](#)
- DungeonArchitect.Graphs.GraphPin, [469](#)
 - BoundsOffset, [471](#)
 - ClickState, [472](#)
 - ContainsPoint, [470](#)
 - GetBounds, [471](#)
 - GetConnectedLinks, [471](#)
 - Node, [472](#)
 - PinLinksDestroyed, [473](#)
 - PinType, [472](#)
 - Position, [472](#)
 - Tangent, [472](#)
 - TangentStrength, [473](#)
 - WorldPosition, [473](#)
- DungeonArchitect.Graphs.GraphSchema, [475](#)
 - CanCreateLink, [475](#), [476](#)
- DungeonArchitect.Graphs.GraphUtils, [479](#)
 - Intersects, [479](#)
- DungeonArchitect.Graphs.IndexCounter, [579](#)
- DungeonArchitect.Graphs.Layouts, [75](#)
- DungeonArchitect.Graphs.Layouts.DefaultGraphLayoutNodeAction, [233](#)
- DungeonArchitect.Graphs.Layouts.GraphLayoutBase< T >, [450](#)
- DungeonArchitect.Graphs.Layouts.GraphLayoutNode< T >, [451](#)
- DungeonArchitect.Graphs.Layouts.IGraphLayout< T >, [576](#)
- DungeonArchitect.Graphs.Layouts.IGraphLayoutNodeAction< T >, [576](#)
- DungeonArchitect.Graphs.Layouts.Layered, [75](#)
- DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayered, [450](#)
- DungeonArchitect.Graphs.Layouts.Layered.GraphLayoutLayered.CanCell, [451](#)
- DungeonArchitect.Graphs.Layouts.Layered.LayoutTree< T >, [635](#)
- DungeonArchitect.Graphs.Layouts.Layered.LayoutTreeNode< T >, [635](#)
- DungeonArchitect.Graphs.Layouts.Spring, [75](#)
- DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpring< T >, [452](#)
- DungeonArchitect.Graphs.Layouts.Spring.GraphLayoutSpringConfig, [452](#)
- DungeonArchitect.Graphs.Layouts.Spring.SpatialGrid< T >, [932](#)
- DungeonArchitect.Graphs.MarkerEmitterNode, [658](#)
- DungeonArchitect.Graphs.MarkerNode, [660](#)
- DungeonArchitect.Graphs.NonEditorGraphBuilder, [736](#)
- DungeonArchitect.Graphs.PlaceableNode, [759](#)
 - CopyFrom, [759](#)
- DungeonArchitect.Graphs.SpatialConstraints, [75](#)
- DungeonArchitect.Graphs.SpatialConstraints.SCBaseDomainNode, [841](#)
- DungeonArchitect.Graphs.SpatialConstraints.SCReferenceNode, [843](#)
- DungeonArchitect.Graphs.SpatialConstraints.SCRuleNode, [845](#)
 - CopyFrom, [846](#)
- DungeonArchitect.Graphs.SpriteNode, [940](#)
 - CopyFrom, [941](#)
- DungeonArchitect.Graphs.ThemeGraphSchema, [983](#)
 - CanCreateLink, [983](#)
- DungeonArchitect.Graphs.VisualNode, [1111](#)
 - affectsNavigation, [1113](#)
 - CopyFrom, [1112](#)
 - IsStatic, [1113](#)
 - selectionRuleClassName, [1113](#)
 - selectionRuleEnabled, [1113](#)
 - spatialConstraint, [1113](#)
 - transformRuleClassName, [1114](#)
 - transformRuleEnabled, [1114](#)
 - useSpatialConstraint, [1114](#)
- DungeonArchitect.IDungeonSceneObjectInstantiator, [571](#)
- DungeonArchitect.InfinityDungeon, [582](#)
- DungeonArchitect.InfinityDungeonConfig, [583](#)
- DungeonArchitect.InfinityDungeonEditorUpdate, [584](#)
- DungeonArchitect.IntVector, [589](#)
- DungeonArchitect.IntVector2, [591](#)
- DungeonArchitect.ISGFLayoutNodeCategoryConstraint, [602](#)
- DungeonArchitect.ISGFLayoutNodePositionConstraint, [603](#)
- DungeonArchitect.Landscape, [76](#)
 - LandscapeTextureType, [76](#)
- DungeonArchitect.Landscape.DLCacheBounds, [236](#)
- DungeonArchitect.Landscape.DungeonLandscapeRestorationCache, [263](#)
- DungeonArchitect.Landscape.LandscapeDataRasterizer, [615](#)
 - CanCell, [616](#)
 - GetHeight, [617](#)
 - LandscapeDataRasterizer, [616](#)
 - LoadData, [617](#)
 - SaveData, [618](#)
 - SmoothCell, [618](#)
 - WorldToTerrainCoord, [618](#), [619](#)
 - WorldToTerrainDetailCoord, [619](#)
 - WorldToTerrainTextureCoord, [620](#)
- DungeonArchitect.Landscape.LandscapeTexture, [620](#)

- DungeonArchitect.Landscape.LandscapeTransformerBaseDungeonArchitect.RoadNetworks, [77](#)
- [621](#)
- OnDungeonDestroyed, [622](#)
- OnPostDungeonLayoutBuild, [622](#)
- DungeonArchitect.LevelMarkerList, [636](#)
- DungeonArchitect.LevelStreaming, [76](#)
- DungeonArchitect.LevelStreaming.DungeonItemGroup, [260](#)
- OnPostDungeonBuild, [261](#)
- DungeonArchitect.LevelStreaming.DungeonItemGroupInfo, [261](#)
- DungeonArchitect.MarkerReplacementEntry, [662](#)
- DungeonArchitect.MarkerReplaceVolume, [662](#)
- DungeonArchitect.MeshMerger, [677](#)
- OnPostDungeonBuild, [677](#)
- DungeonArchitect.MetaAttribute, [685](#)
- DungeonArchitect.MiniMaps, [76](#)
- DungeonArchitect.MiniMaps.DungeonMiniMap, [265](#)
- DungeonArchitect.MirrorVolume, [686](#)
- DungeonArchitect.Navigation, [77](#)
- DungeonArchitect.Navigation.CityLayoutTriangleProvider, [177](#)
- DungeonArchitect.Navigation.Collision2DTriangleProvider, [177](#)
- DungeonArchitect.Navigation.CollisionTriangleProvider, [178](#)
- DungeonArchitect.Navigation.DungeonNavAgent, [267](#)
- DungeonArchitect.Navigation.DungeonNavAgent2D, [268](#)
- DungeonArchitect.Navigation.DungeonNavAgent3D, [269](#)
- DungeonArchitect.Navigation.DungeonNavMesh, [270](#)
- DungeonArchitect.Navigation.LayoutFloorTriangleProvider, [634](#)
- DungeonArchitect.Navigation.NavigationBuildInvoker, [690](#)
- OnPostDungeonBuild, [691](#)
- DungeonArchitect.Navigation.NavigationEvent, [691](#)
- DungeonArchitect.Navigation.NavigationTriangleProvider, [692](#)
- DungeonArchitect.Navigation.StaticMeshTriangleProvider, [947](#)
- DungeonArchitect.Navigation.TerrainTriangleProvider, [979](#)
- DungeonArchitect.NegationVolume, [722](#)
- DungeonArchitect.NonPooledDungeonSceneProvider, [737](#)
- OnDungeonBuildStart, [737](#)
- OnDungeonBuildStop, [737](#)
- DungeonArchitect.PlaceableMarker, [757](#)
- DungeonArchitect.PooledDungeonSceneProvider, [799](#)
- AddGameObject, [800](#)
- AddGameObjectFromArray, [800](#)
- AddSprite, [801](#)
- OnDungeonBuildStart, [801](#)
- OnDungeonBuildStop, [801](#)
- DungeonArchitect.PropSocket, [809](#)
- DungeonArchitect.Rectangle, [813](#)
- DungeonArchitect.RoadNetworks.RoadGraph, [830](#)
- DungeonArchitect.RoadNetworks.RoadGraphBuilder, [831](#)
- DungeonArchitect.RoadNetworks.RoadGraphBuilderSettings, [831](#)
- DungeonArchitect.RoadNetworks.RoadGraphBuilderUtils, [832](#)
- DungeonArchitect.RoadNetworks.RoadGraphBuildNode, [832](#)
- DungeonArchitect.RoadNetworks.RoadGraphEdge, [833](#)
- DungeonArchitect.RoadNetworks.RoadGraphNode, [833](#)
- DungeonArchitect.RoadNetworks.RoadLayoutBuilder, [833](#)
- DungeonArchitect.RoomDesigner, [77](#)
- DungeonArchitect.RoomDesigner.CarvingCommand, [165](#)
- DungeonArchitect.RoomDesigner.DungeonRoomDesigner, [280](#)
- DungeonArchitect.RoomDesigner.DungeonRoomDesignerConstants, [281](#)
- DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook, [282](#)
- OnDungeonMarkersEmitted, [282](#)
- OnPostDungeonLayoutBuild, [283](#)
- DungeonArchitect.RoomDesigner.DungeonRoomDoorDesigner, [287](#)
- DungeonArchitect.RoomDesigner.DungeonRoomMarkerEmitter, [287](#)
- DungeonArchitect.RoomDesigner.DungeonRoomVoxel, [287](#)
- DungeonArchitect.RoomDesigner.DungeonRoomVoxelCell, [288](#)
- DungeonArchitect.RoomDesigner.Editors, [78](#)
- DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerEditor, [281](#)
- DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_Do, [283](#)
- DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_Do, [284](#)
- DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_Ro, [284](#)
- DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTool_Ro, [285](#)
- DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerToolbar, [285](#)
- DungeonArchitect.RoomDesigner.Editors.DungeonRoomDesignerTools, [286](#)
- DungeonArchitect.RoomDesigner.FloorIsland, [328](#)
- MergelIslands, [328](#)
- DungeonArchitect.RuntimeDungeonSceneObjectInstantiator, [837](#)
- DungeonArchitect.RuntimeGraphs, [78](#)
- DungeonArchitect.RuntimeGraphs.RuntimeGraph< T, [838](#)
- DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilder, [839](#)

- DungeonArchitect.RuntimeGraphs.RuntimeGraphBuilderHandlers < 969
 - T >, 839
- DungeonArchitect.RuntimeGraphs.RuntimeGraphNode <
 - T >, 840
- DungeonArchitect.SelectorRule, 848
 - CanSelect, 849
- DungeonArchitect.SpatialConstraints, 78
- DungeonArchitect.SpatialConstraints.ConstraintRule, 206
- DungeonArchitect.SpatialConstraints.ConstraintRuleContext, 207
- DungeonArchitect.SpatialConstraints.Isaac, 78
- DungeonArchitect.SpatialConstraints.Isaac.SpatialConstraintProcessor, 926
- DungeonArchitect.SpatialConstraints.RuleMetaAttribute, 837
- DungeonArchitect.SpatialConstraints.SpatialConstraintAssessment, 921
- DungeonArchitect.SpatialConstraints.SpatialConstraintGraph, 922
- DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor, 923
- DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor, 924
- DungeonArchitect.SpatialConstraints.SpatialConstraintProcessor, 927
- DungeonArchitect.SpatialConstraints.SpatialConstraintRuleDomain, 928
- DungeonArchitect.SpatialPartitionedLevelMarkerList, 932
- DungeonArchitect.Splatmap, 79
- DungeonArchitect.Splatmap.DungeonSplatAsset, 296
- DungeonArchitect.Splatmap.DungeonSplatmap, 297
- DungeonArchitect.Splatmap.DungeonSplatmapTextureInfo, 297
- DungeonArchitect.Splatmap.DungeonSplatmapVisualizer, 298
 - OnPostDungeonBuild, 298
- DungeonArchitect.Splatmap.SplatData, 934
- DungeonArchitect.Splatmap.SplatRasterizer, 935
 - DecayFloodFill, 935
 - DrawLine, 936
- DungeonArchitect.SxEngine, 79
- DungeonArchitect.SxEngine.ISxSceneNode, 604
- DungeonArchitect.SxEngine.SxActor, 950
- DungeonArchitect.SxEngine.SxActorComponent, 951
- DungeonArchitect.SxEngine.SxCamera, 952
- DungeonArchitect.SxEngine.SxDefaultMaterial, 952
- DungeonArchitect.SxEngine.SxMaterial, 963
- DungeonArchitect.SxEngine.SxMaterialRegistry, 964
- DungeonArchitect.SxEngine.SxMesh, 964
- DungeonArchitect.SxEngine.SxMeshActor, 965
- DungeonArchitect.SxEngine.SxMeshComponent, 965
- DungeonArchitect.SxEngine.SxMeshRegistry, 966
- DungeonArchitect.SxEngine.SxMeshSection, 966
- DungeonArchitect.SxEngine.SxMeshVertex, 967
- DungeonArchitect.SxEngine.SxQuadMesh, 968
- DungeonArchitect.SxEngine.SxRenderCommand, 968
- DungeonArchitect.SxEngine.SxRenderCommandList,
 - DungeonArchitect.SxEngine.SxRenderContext, 969
 - DungeonArchitect.SxEngine.SxRenderer, 970
 - DungeonArchitect.SxEngine.SxRootSceneNode, 970
 - DungeonArchitect.SxEngine.SxSceneGraph, 971
 - DungeonArchitect.SxEngine.SxSceneGraphUtils, 971
 - DungeonArchitect.SxEngine.SxSceneNodeBase, 972
 - DungeonArchitect.SxEngine.SxTextActor, 973
 - DungeonArchitect.SxEngine.SxTextComponent, 973
 - DungeonArchitect.SxEngine.SxTextComponentSettings, 974
 - DungeonArchitect.SxEngine.SxUnityMaterial, 975
 - DungeonArchitect.SxEngine.SxUnityResourceMaterial, 976
 - DungeonArchitect.SxEngine.SxWorld, 978
 - DungeonArchitect.SxEngine.Utils, 80
 - DungeonArchitect.SxEngine.Utils.SxMeshUtils, 967
 - DungeonArchitect.SxEngine.Utils.SxTransform, 974
- DungeonArchitect.SyncDungeonSceneObjectSpawner, identity, 975
- DungeonArchitect.Themeing, 80
 - DungeonArchitect.Themeing.DungeonMarkerVisualizerComponent, 265
 - DungeonArchitect.Themeing.DungeonThemeData, 299
 - DungeonArchitect.Themeing.DungeonThemeEngine, 301
 - DungeonArchitect.Themeing.DungeonThemeExecutionContext, 302
 - DungeonArchitect.Themeing.DungeonThemeItem, 304
 - affectsNavigation, 305
 - Affinity, 305
 - AttachToSocket, 306
 - ChildSockets, 306
 - ConsumeOnAttach, 306
 - externallyManaged, 306
 - NodeId, 306
 - Offset, 307
 - SelectorRuleClassName, 307
 - spatialConstraint, 307
 - StaticState, 307
 - TransformRuleClassName, 307
 - UseSelectionRule, 308
 - useSpatialConstraint, 308
 - UseTransformRule, 308
- DungeonArchitect.Themeing.GameObjectArrayDungeonThemeItem, 403
- DungeonArchitect.Themeing.GameObjectDungeonThemeItem, 405
- DungeonArchitect.Themeing.LeftToRightNodeComparer, 635
- DungeonArchitect.Themeing.PropChildSocketData, 809
- DungeonArchitect.Themeing.SpriteDungeonThemeItem, 939
- DungeonArchitect.Themeing.ThemeEditorVisMarkerGeometry, 982
- DungeonArchitect.Themeing.ThemeEditorVisualizationState, 983

- DungeonArchitect.ThemeOverrideVolume, 985
 - useBaseThemeForMissingMarkers, 985
- DungeonArchitect.TransformationRule, 1016
 - GetTransform, 1017
- DungeonArchitect.Triangulator, 80
- DungeonArchitect.Triangulator.Delauney, 234
 - Triangulate, 234
- DungeonArchitect.Triangulator.DelauneyTriangle, 235
- DungeonArchitect.Triangulator.DelauneyV2, 235
- DungeonArchitect.Triangulator.Geometry, 81
- DungeonArchitect.Triangulator.Geometry.Edge, 311
 - Edge, 311, 312
 - Equals, 312
 - p1, 312
 - p2, 312
- DungeonArchitect.Triangulator.Geometry.Point< T >, 765
 - _X, 767
 - _Y, 767
 - Attribute, 768
 - Equals2D, 767
 - Point, 766
 - X, 768
 - Y, 768
- DungeonArchitect.Triangulator.Geometry.Triangle, 1017
 - p1, 1018
 - p2, 1019
 - p3, 1019
 - Triangle, 1018
- DungeonArchitect.Triangulator.IEDGE, 571
- DungeonArchitect.UI, 81
- DungeonArchitect.UI.DeferredUICommandBase, 233
- DungeonArchitect.UI.EditorCommand_FocusOnGraphNode, 313
- DungeonArchitect.UI.EditorCommand_InitializeGraphCameras, 314
- DungeonArchitect.UI.EditorCommand_SetBorderContent, 315
- DungeonArchitect.UI.EditorCommand_UpdateWidget, 315
- DungeonArchitect.UI.GUIState, 536
- DungeonArchitect.UI.IContextMenu, 570
- DungeonArchitect.UI.IDeferredUICommand, 570
- DungeonArchitect.UI.Impl, 82
- DungeonArchitect.UI.Impl.UnityEditor, 82
- DungeonArchitect.UI.Impl.UnityEditor.UnityEditorContextMenu, 1040
- DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIDragDrop, 1041
- DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIPlatform, 1041
- DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIRender, 1042
- DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIStyleManager, 1043
- DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUISystem, 1044
- DungeonArchitect.UI.Impl.UnityEditor.UnityEditorUIUndoSystem, 1045
- DungeonArchitect.UI.NullPlatform, 741
- DungeonArchitect.UI.UIDragDrop, 1034
- DungeonArchitect.UI.UIPlatform, 1035
- DungeonArchitect.UI.UIRenderer, 1036
- DungeonArchitect.UI.UIResourceLookup, 1037
- DungeonArchitect.UI.UISystem, 1038
- DungeonArchitect.UI.UISystem, 1038
- DungeonArchitect.UI.UISystem, 1039
- DungeonArchitect.UI.Widgets, 82
- DungeonArchitect.UI.Widgets.BorderWidget, 140
- DungeonArchitect.UI.Widgets.BreadCrumbWidget, 141
- DungeonArchitect.UI.Widgets.BreadCrumbWidgetNode, 142
- DungeonArchitect.UI.Widgets.ButtonWidget, 162
- DungeonArchitect.UI.Widgets.DebugWidget, 232
- DungeonArchitect.UI.Widgets.GraphEditors, 83
- DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeEditor, 180
- DungeonArchitect.UI.Widgets.GraphEditors.CommentNodeRenderer, 181
- DungeonArchitect.UI.Widgets.GraphEditors.CursorDragLink, 229
- DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu, 433
 - HandleInput, 434
 - Show, 434
- DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenuEvent, 435
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, 436
 - CreateLink< T >, 438
 - CreateNode< T >, 439
 - Draw, 439
 - DrawHUD, 440
 - FocusCameraOnBestFit, 440
 - FocusCameraOnNode, 440
 - GetPinUnderPosition, 441
 - Graph, 442
 - HandleInput, 441
 - Init, 441
 - SelectNode, 442
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorConstants, 443
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorEvents, 443
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorStyle, 444
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEditorUtils, 444
 - AddToAsset, 445
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEvent< T >, 445
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEventArgs, 446
- DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler, 448
 - HandleNodeInput, 448

- HandlePinInput, 448
- DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeEventArgs, 642
 - 462
- DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderData, 463
- DungeonArchitect.UI.Widgets.GraphEditors.GraphNodeRenderDataFactory, 464
- DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 464
 - BreakInputLinks, 465
 - BreakOutputLinks, 465
 - CreateLink< T >, 465
 - CreateNode, 465
 - CreateNode< T >, 466
 - DestroyLink, 466
 - DestroyNode, 467
 - DuplicateNode< T >, 467
- DungeonArchitect.UI.Widgets.GraphEditors.GraphPinRenderData, 474
- DungeonArchitect.UI.Widgets.GraphEditors.GraphRendererContext, 475
- DungeonArchitect.UI.Widgets.GraphEditors.GraphSelectionData, 476
 - HandleInput, 477
- DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltip, 478
 - message, 478
- DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltipRenderData, 478
- DungeonArchitect.UI.Widgets.GraphEditors.IGraphLinkRenderData, 577
- DungeonArchitect.UI.Widgets.GraphEditors.KeyboardState, 609
- DungeonArchitect.UI.Widgets.GraphEditors.NodeReversedZIndex, 732
- DungeonArchitect.UI.Widgets.GraphEditors.NodeZIndexColor, 734
- DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContentMenu, 740
 - Show, 740
- DungeonArchitect.UI.Widgets.GraphEditors.SplineGraphLinkRenderData, 936
- DungeonArchitect.UI.Widgets.GraphEditors.StraightLineGraphLinkRenderData, 947
- DungeonArchitect.UI.Widgets.GraphPanel< TGraphEditor >, 468
- DungeonArchitect.UI.Widgets.GridPanelNode, 534
- DungeonArchitect.UI.Widgets.GridPanelWidget, 535
- DungeonArchitect.UI.Widgets.HighlightWidget, 568
- DungeonArchitect.UI.Widgets.IListViewItemWidget, 578
- DungeonArchitect.UI.Widgets.ImageWidget, 578
- DungeonArchitect.UI.Widgets.IWidget, 608
- DungeonArchitect.UI.Widgets.LabelWidget, 614
- DungeonArchitect.UI.Widgets.LinkWidget, 640
- DungeonArchitect.UI.Widgets.ListViewSource< T >, 641
- DungeonArchitect.UI.Widgets.ListViewTextItemWidget, 641
- DungeonArchitect.UI.Widgets.ListViewWidget< T >,
 - DungeonArchitect.UI.Widgets.ListViewWidget< T >,
 - DungeonArchitect.UI.Widgets.NullWidget, 741
 - DungeonArchitect.UI.Widgets.OverlayPanelNode, 748
 - DungeonArchitect.UI.Widgets.OverlayPanelWidget, 748
 - DungeonArchitect.UI.Widgets.PanelWidget, 749
 - DungeonArchitect.UI.Widgets.ScrollPanelWidget, 844
 - DungeonArchitect.UI.Widgets.SpacerWidget, 917
 - DungeonArchitect.UI.Widgets.Splitter, 937
 - DungeonArchitect.UI.Widgets.SplitterDragBarWidget, 938
 - DungeonArchitect.UI.Widgets.SplitterNode, 939
 - DungeonArchitect.UI.Widgets.StackPanelNode, 943
 - DungeonArchitect.UI.Widgets.StackPanelWidget, 943
 - DungeonArchitect.UI.Widgets.SxViewportWidget, 977
 - DungeonArchitect.UI.Widgets.SxViewportWidget.FrameTime, 402
- DungeonArchitect.UI.Widgets.ToolbarWidget, 1015
 - DungeonArchitect.UI.Widgets.ToolbarWidget.ButtonInfo,
 - DungeonArchitect.UI.Widgets.WidgetBase, 1120
 - DungeonArchitect.UI.Widgets.WidgetClickEvent, 1122
 - DungeonArchitect.UI.Widgets.WidgetUtils, 1122
- DungeonArchitect.Utls, 84
 - DungeonArchitect.Utls.Blackboard, 138
 - DungeonArchitect.Utls.BlackboardDatabase< T >, 139
 - DungeonArchitect.Utls.ColorUtils, 178
 - DungeonArchitect.Utls.DebugDrawUtils, 230
 - DungeonArchitect.Utls.DungeonUID, 309
 - Empty, 310
 - DungeonArchitect.Utls.InstanceCache, 589
 - GetInstance, 589
 - DungeonArchitect.Utls.KeyValueData, 610
 - DungeonArchitect.Utls.KeyValueDataEntryBase, 610
 - DungeonArchitect.Utls.KeyValueDataEntryFloat, 611
 - DungeonArchitect.Utls.KeyValueDataEntryInt, 611
 - DungeonArchitect.Utls.KeyValueDataEntryString, 612
 - DungeonArchitect.Utls.KeyValueDataEntryTyped< T >, 612
 - DungeonArchitect.Utls.KeyValueDataEntryVector2, 613
 - DungeonArchitect.Utls.KeyValueDataEntryVector3, 614
 - DungeonArchitect.Utls.MathUtils, 664
 - Copy, 665
 - Divide, 665
 - FlipYZ, 666
 - GridToWorld, 667
 - Intersects, 667
 - INVALID_LOCATION, 670
 - RoundToIntVector, 668
 - SnapToGrid, 668, 669
 - ToIntVector, 669
 - ToVector3, 670
 - WorldToGrid, 670
- DungeonArchitect.Utls.Matrix, 671
- DungeonArchitect.Utls.Noise, 85
 - DungeonArchitect.Utls.Noise.GradientNoisePolicy, 408
 - DungeonArchitect.Utls.Noise.GradientNoiseTable, 408
 - DungeonArchitect.Utls.Noise.INoisePolicy< T >, 585

- DungeonArchitect.Utills.Noise.INoiseTable< T >, 585
- DungeonArchitect.Utills.Noise.NoiseTable< T >, 734
- DungeonArchitect.Utills.Noise.NoiseTableCell< T >, 735
- DungeonArchitect.Utills.ObjectUtils, 742
- DungeonArchitect.Utills.PMRandom, 762
 - GetNextUniformFloat, 763
 - Initialize, 764
 - NextGaussianFloat, 764
 - PMRandom, 763
- DungeonArchitect.Utills.SmoothValue, 866
- DungeonArchitect.Utills.StackSystem< TState, TStaticState, TResult >, 944
- DungeonArchitect.Utills.TexturedMaterialInstances, 980
- DungeonArchitect.Visibility, 85
- DungeonArchitect.Visibility.Impl, 85
- DungeonArchitect.Visibility.Impl.GameObjectVisibilityGraphNode, 407
- DungeonArchitect.Visibility.VisibilityGraph, 1110
- DungeonArchitect.Visibility.VisibilityGraphNode, 1110
- DungeonArchitect.Volume, 1116
 - GetBounds, 1117
 - GetVolumeGridTransform, 1117
- dungeonLength
 - DungeonArchitect.Builders.BSP.BSPDungeonConfig, 145
- dungeonThemes
 - DungeonArchitect.Dungeon, 242
- dungeonWidth
 - DungeonArchitect.Builders.BSP.BSPDungeonConfig, enableRuntimeNavigation, 145
- DuplicateNode< T >
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphOperations, 467
- East
 - SharpNav, 87, 88
- Edge
 - DungeonArchitect.Triangulator.Geometry.Edge, 311, 312
 - SharpNav.Pathfinding.Link, 638
- EdgeFlags
 - SharpNav, 88
- EmitCustomMarkers
 - DungeonArchitect.DungeonBuilder, 246
- EmitMarkers
 - DungeonArchitect.Builders.BSP.BSPDungeonBuilder, 143
 - DungeonArchitect.Builders.CircularCity.CircularCityDungeonBuilder, 173
 - DungeonArchitect.Builders.FloorPlan.FloorPlanBuilder, 330
 - DungeonArchitect.Builders.Grid.GridDungeonBuilder, 484
 - DungeonArchitect.Builders.Grid.MarkerEmitterCornerBeautifier, 652
 - DungeonArchitect.Builders.Grid.MarkerEmitterEmptySpace, 654
 - DungeonArchitect.Builders.Grid.MarkerEmitterFindLowestPoint, 655
 - DungeonArchitect.Builders.Grid.MarkerEmitterFreeSpaceDecorator, 656
 - DungeonArchitect.Builders.Grid.MarkerEmitterGridWall2D, 657
 - DungeonArchitect.Builders.GridFlow.GridFlowDungeonBuilder, 504
 - DungeonArchitect.Builders.Infinity.Caves.InfinityCaveChunkBuilder, 581
 - DungeonArchitect.Builders.Isaac.IsaacDungeonBuilder, 598
 - DungeonArchitect.Builders.Mario.MarioDungeonBuilder, 648
 - DungeonArchitect.Builders.Maze.MazeDungeonBuilder, 672
 - DungeonArchitect.Builders.SimpleCity.SimpleCityDungeonBuilder, 862
 - DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter, 949
 - DungeonArchitect.Builders.Snap.SnapBuilder, 869
 - DungeonArchitect.DungeonBuilder, 246
 - DungeonArchitect.DungeonMarkerEmitter, 264
- Empty
 - DungeonArchitect.Flow.Impl.SnapGridFlow.SgfModuleAssemblySide, 857
- DungeonArchitect.Utills.DungeonUID, 310
- SharpNav.Collections.Generic.PriorityQueue< T >, 804
- DungeonArchitect.DungeonRuntimeNavigation, 289
- EntityId
 - SharpNav.TiledNavMesh, 994
- Enqueue
 - SharpNav.Collections.Generic.BufferedQueue< T >, 153
- Equal2D
 - SharpNav.PolyVertex, 793
- Equals
 - DungeonArchitect.Triangulator.Geometry.Edge, 312
 - SharpNav.Area, 101, 102
 - SharpNav.CompactSpanReference, 200
 - SharpNav.Geometry.BBox2i, 130
 - SharpNav.Geometry.BBox3, 134, 135
 - SharpNav.Geometry.Triangle3, 1022, 1023
 - SharpNav.Geometry.Vector2, 1057
 - SharpNav.Geometry.Vector2i, 1072, 1073
 - SharpNav.Geometry.Vector3, 1092
 - SharpNav.PolyBounds, 772
 - SharpNav.PolyVertex, 793
 - SharpNav.RegionId, 822, 823
- Equals2D
 - DungeonArchitect.Triangulator.Geometry.Point< T >, 767
- SharpNav.CompactHeightfield, 187

- External
 - SharpNav.Pathfinding.Link, [638](#)
- externallyManaged
 - DungeonArchitect.DungeonSceneProviderData, [295](#)
 - DungeonArchitect.Themeing.DungeonThemeItem, [306](#)
- Failed
 - SharpNav.Crowds, [91](#)
- Failure
 - SharpNav.Crowds, [90](#)
- FilterLedgeSpans
 - SharpNav.Heightfield, [540](#)
- FilterLowHangingWalkableObstacles
 - SharpNav.Heightfield, [542](#)
- FilterWalkableLowHeightSpans
 - SharpNav.Heightfield, [542](#)
- FinalizedSlicedPathPartial
 - SharpNav.NavMeshQuery, [708](#)
- FinalizeSlicedFindPath
 - SharpNav.NavMeshQuery, [709](#)
- FindCellByPosition
 - DungeonArchitect.Builders.Grid.GridDungeonModel, [497](#)
- FindConnectingPolys
 - SharpNav.TiledNavMesh, [994](#)
- FindLocalNeighbourhood
 - SharpNav.NavMeshQuery, [709](#)
- FindNearestPoly
 - SharpNav.NavMeshQuery, [710](#)
- FindNearestPolyInTile
 - SharpNav.TiledNavMesh, [995](#)
- FindNode
 - SharpNav.NodePool, [730](#)
- FindPath
 - SharpNav.NavMeshQuery, [711](#)
- FindRandomPoint
 - SharpNav.NavMeshQuery, [711](#)
- FindRandomPointAroundCircle
 - SharpNav.NavMeshQuery, [712](#)
- FindRandomPointOnPoly
 - SharpNav.NavMeshQuery, [712](#), [713](#)
- FindStraightPath
 - SharpNav.NavMeshQuery, [713](#)
- FirstLink
 - SharpNav.Pathfinding.Poly, [769](#)
- FixPathStart
 - SharpNav.Crowds.PathCorridor, [751](#)
- Flags
 - SharpNav.Pathfinding.OffMeshConnection, [746](#)
 - SharpNav.Pathfinding.Poly, [769](#)
 - SharpNav.PolyMesh.Polygon, [777](#)
 - SharpNav.RegionId, [829](#)
- FlipYZ
 - DungeonArchitect.Utils.MathUtils, [666](#)
- FloorHeight
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [488](#)
- FloorRegions
 - SharpNav.Region, [818](#)
- FocusCameraOnBestFit
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, [440](#)
- FocusCameraOnMarker
 - DungeonArchitect.Editors.DungeonThemeGraphEditor, [303](#)
- FocusCameraOnNode
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, [440](#)
- FocusOnBestFit
 - DungeonArchitect.Graphs.GraphCamera, [429](#)
- FocusOnNode
 - DungeonArchitect.Graphs.GraphCamera, [429](#)
- From
 - SharpNav.AreaGenerator, [107–110](#), [112](#), [113](#)
- FromMinMax
 - SharpNav.CompactSpan, [193](#)
- FromRawBits
 - SharpNav.RegionId, [823](#)
- Generate
 - SharpNav.NavMesh, [693](#)
- GetActiveAgents
 - SharpNav.Crowds.Crowd, [226](#)
- GetAgentIndex
 - SharpNav.Crowds.Crowd, [226](#)
- GetBoundingBox
 - SharpNav.Geometry.Triangle3, [1023](#), [1024](#)
- GetBounds
 - DungeonArchitect.Graphs.GraphPin, [471](#)
 - DungeonArchitect.Volume, [1117](#)
- GetCell
 - DungeonArchitect.Builders.Grid.GridDungeonModel, [498](#)
- GetCellCluster
 - DungeonArchitect.Builders.Grid.GridBuilderUtils, [481](#)
- GetChildNodes
 - DungeonArchitect.Graphs.GraphNode, [458](#)
- GetConnection
 - SharpNav.CompactSpan, [193](#), [194](#)
- GetConnectedLinks
 - DungeonArchitect.Graphs.GraphPin, [471](#)
- GetCost
 - SharpNav.NavMeshQuery, [714](#)
- GetDistanceToGoal
 - SharpNav.Crowds.Crowd, [227](#)
- GetDungeon
 - DungeonArchitect.DungeonPaintMode, [274](#)
- GetDungeonConfig
 - DungeonArchitect.DungeonPaintMode, [275](#)
- GetDungeonModel
 - DungeonArchitect.DungeonPaintMode, [275](#)
- GetEdgeMidPoint
 - SharpNav.NavMeshQuery, [715](#)
- GetEnumerator
 -

- SharpNav.Collections.Generic.BufferedQueue< T
>, [154](#)
- SharpNav.Collections.Generic.BufferedStack< T
>, [158](#)
- SharpNav.Collections.Generic.PriorityQueue< T
>, [804](#)
- SharpNav.ContourSet, [216](#)
- GetGridCellLookup
 - DungeonArchitect.Builders.Grid.GridDungeonModel, [498](#)
- GetHashCode
 - SharpNav.Area, [102](#)
 - SharpNav.CompactSpanReference, [200](#)
 - SharpNav.Geometry.BBox2i, [130](#)
 - SharpNav.Geometry.BBox3, [135](#)
 - SharpNav.Geometry.Triangle3, [1024](#)
 - SharpNav.Geometry.Vector2, [1057](#)
 - SharpNav.Geometry.Vector2i, [1073](#)
 - SharpNav.Geometry.Vector3, [1093](#)
 - SharpNav.PolyBounds, [773](#)
 - SharpNav.PolyVertex, [794](#)
 - SharpNav.RegionId, [824](#)
- GetHeight
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [617](#)
- GetInstance
 - DungeonArchitect.Utils.InstanceCache, [589](#)
- GetItemCountAtLocation
 - SharpNav.Collections.Generic.ProximityGrid< T
>, [812](#)
- GetLength
 - DungeonArchitect.Builders.FloorPlan.FloorChunk, [326](#)
- GetNeighbours
 - SharpNav.Crowds.Crowd, [227](#)
- GetNeighbourTilesAt
 - SharpNav.TiledNavMesh, [995](#)
- GetNextUniformFloat
 - DungeonArchitect.Utils.PMRandom, [763](#)
- GetNode
 - DungeonArchitect.Graphs.Graph, [426](#)
 - SharpNav.NodePool, [730](#)
- GetNodeAtIdx
 - SharpNav.NodePool, [731](#)
- GetNodeIdx
 - SharpNav.NodePool, [731](#)
- GetNodes< T >
 - DungeonArchitect.Graphs.Graph, [426](#)
- GetOffMeshConnectionPolyEndPoints
 - SharpNav.TiledNavMesh, [996](#)
- GetParentNodes
 - DungeonArchitect.Graphs.GraphNode, [458](#)
- GetPinUnderPosition
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, [441](#)
- GetPolyHeight
 - SharpNav.NavMeshQuery, [715](#)
- GetPolyRefBase
 - SharpNav.TiledNavMesh, [996](#)
- GetPolyWallSegments
 - SharpNav.NavMeshQuery, [716](#)
- GetPortalPoints
 - SharpNav.NavMeshQuery, [716](#), [717](#)
- GetReference
 - SharpNav.TiledNavMesh, [997](#)
- GetRequestStatus
 - SharpNav.Crowds.PathQueue, [756](#)
- GetSlabCoord
 - SharpNav.TiledNavMesh, [997](#)
- GetTangentStrength
 - DungeonArchitect.Graphs.GraphLink, [454](#)
- GetThumb
 - DungeonArchitect.Editors.AssetThumbnailCache, [119](#)
- GetTileAt
 - SharpNav.TiledNavMesh, [998](#)
- GetTileRef
 - SharpNav.TiledNavMesh, [998](#)
- GetTilesAt
 - SharpNav.TiledNavMesh, [999](#)
- GetTransform
 - DungeonArchitect.TransformationRule, [1017](#)
- GetTriFlags
 - SharpNav.PolyMeshDetail.TriangleData, [1031](#)
- GetVolumeGridTransform
 - DungeonArchitect.Volume, [1117](#)
- Graph
 - DungeonArchitect.Graphs.GraphLink, [454](#)
 - DungeonArchitect.Graphs.GraphNode, [459](#)
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, [442](#)
- GraphPinMouseState
 - DungeonArchitect.Graphs, [74](#)
- GraphPinType
 - DungeonArchitect.Graphs, [74](#)
- GridCellSize
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [488](#)
- GridToWorld
 - DungeonArchitect.Utils.MathUtils, [667](#)
- Ground
 - SharpNav.Pathfinding, [94](#)
- HandleInput
 - DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor, [382](#)
 - DungeonArchitect.Editors.Flow.Tilemap.FlowPreviewTilemapGraphEditor, [387](#)
 - DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor, [876](#)
 - DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor, [882](#)
 - DungeonArchitect.Graphs.GraphCamera, [430](#)
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu, [434](#)
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, [441](#)

- DungeonArchitect.UI.Widgets.GraphEditors.GraphSelectionDialog, 477
- HandleNodeInput
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler, 448
- HandlePinInput
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphInputHandler, 448
- HasDiagonalFlag
 - SharpNav.PolyMesh, 781
- HasFlags
 - SharpNav.RegionId, 824
- HashPos2
 - SharpNav.Collections.Generic.ProximityGrid< T>, 812
- HasUpperBound
 - SharpNav.CompactSpan, 198
- Header
 - SharpNav.NavMeshBuilder, 695
 - SharpNav.Pathfinding.MeshTile, 683
- Height
 - SharpNav.Cell, 168
 - SharpNav.CompactHeightfield, 188
 - SharpNav.CompactSpan, 197
 - SharpNav.ContourSet, 217
 - SharpNav.Heightfield, 560
 - SharpNav.Span, 919
- Heightfield
 - SharpNav.Heightfield, 540
- HeightPatch
 - SharpNav.HeightPatch, 564
- HeightVariationProbability
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, 488
- Hertz
 - DungeonArchitect.Editors.Timer, 1015
- Id
 - DungeonArchitect.Graphs.GraphLink, 454
 - DungeonArchitect.Graphs.GraphNode, 459
 - SharpNav.Area, 104
 - SharpNav.Region, 818
 - SharpNav.RegionId, 829
- identity
 - DungeonArchitect.SxEngine.Utills.SxTransform, 975
- InCone
 - SharpNav.PolyMesh, 782
- Index
 - SharpNav.Collections.BVTree.Node, 724
 - SharpNav.CompactSpanReference, 202
 - SharpNav.SpanReference, 921
- Init
 - DungeonArchitect.Editors.DungeonThemeGraphEditor, 304
 - DungeonArchitect.Editors.Flow.FlowExecGraphEditor, 343
 - DungeonArchitect.Editors.Flow.Layout.FlowPreviewLayoutGraphEditor, 382
- Initialize
 - DungeonArchitect.Utills.PMRandom, 764
- InitialRoomRadius
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, 488
- InitSlicedFindPath
 - SharpNav.NavMeshQuery, 717
- InitTileNavMesh
 - SharpNav.TiledNavMesh, 999
- InProgress
 - SharpNav.Crowds, 90
- Input
 - DungeonArchitect.Graphs.GraphLink, 454
- InputPin
 - DungeonArchitect.Graphs.GraphNode, 459
- InputPins
 - DungeonArchitect.Graphs.GraphNode, 459
- InsertInterval
 - SharpNav.NavMeshQuery, 718
- Instance
 - DungeonArchitect.Editors.AssetThumbnailCache, 119
 - DungeonArchitect.Builders.Snap.SnapModuleInstance, 913
- Integrate
 - SharpNav.Crowds.Agent, 96
- Internal
 - SharpNav.Pathfinding, 93
- Intersect
 - SharpNav.PolyVertex, 794
- IntersectProp
 - SharpNav.PolyVertex, 795
- IntersectRaySegment
 - SharpNav.Crowds.ObstacleAvoidanceQuery, 744
- Intersects
 - DungeonArchitect.Graphs.GraphUtils, 479
 - DungeonArchitect.Utills.MathUtils, 667
- Invalid
 - SharpNav.Crowds, 90
- INVALID_LOCATION
 - DungeonArchitect.Utills.MathUtils, 670
- IsBetween
 - SharpNav.PolyVertex, 795
- IsBorder
 - SharpNav.Region, 819
- IsBorderOrNull
 - SharpNav.Region, 819
- IsDungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphEditor, 876
- DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphEditor, 882
- DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphEditor, 888
- DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsGraphEditor, 931
- DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, 441

- IsBoundaryEdge
 - SharpNav.PolyMesh, [782](#)
- IsCollinear
 - SharpNav.PolyVertex, [796](#)
- IsConnected
 - SharpNav.CompactSpan, [194](#)
- IsConnectedToBorder
 - SharpNav.Region, [817](#)
- IsExternalLink
 - SharpNav.TiledNavMesh, [999](#)
- IsInteriorEdge
 - SharpNav.PolyMesh, [783](#)
- IsLayoutBuilt
 - DungeonArchitect.Dungeon, [243](#)
- IsLeft
 - SharpNav.ContourVertex, [220](#)
 - SharpNav.PolyVertex, [796](#)
- IsLeftOn
 - SharpNav.PolyVertex, [797](#)
- IsLinkAllocated
 - SharpNav.TiledNavMesh, [1000](#)
- IsNull
 - SharpNav.Contour, [213](#)
 - SharpNav.RegionId, [829](#)
- IsSet
 - SharpNav.HeightPatch, [564](#)
- IsStatic
 - DungeonArchitect.Graphs.VisualNode, [1113](#)
- IsValid
 - SharpNav.Crowds.LocalBoundary, [645](#)
 - SharpNav.Crowds.PathCorridor, [751](#)
 - SharpNav.Geometry.BBox3, [135](#)
- IsValidPolyRef
 - SharpNav.TiledNavMesh, [1000](#)
- IsWalkable
 - SharpNav.Area, [105](#)
- Item1
 - SharpNav.Tuple< T1, T2 >, [1034](#)
- Item2
 - SharpNav.Tuple< T1, T2 >, [1034](#)
- itemParent
 - DungeonArchitect.DungeonSceneProvider, [294](#)
- LandscapeDataRasterizer
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [616](#)
- LandscapeTextureType
 - DungeonArchitect.Landscape, [76](#)
- layoutGraph
 - DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel, [506](#)
- Length
 - SharpNav.CompactHeightfield, [188](#)
 - SharpNav.Geometry.Vector2, [1069](#)
 - SharpNav.Geometry.Vector3, [1093](#)
 - SharpNav.Heightfield, [560](#)
 - SharpNav.HeightPatch, [567](#)
- LengthSquared
 - SharpNav.Geometry.Vector2, [1069](#)
- SharpNav.Geometry.Vector3, [1093](#)
- Lerp
 - SharpNav.Geometry.Vector2, [1057](#), [1058](#)
 - SharpNav.Geometry.Vector3, [1094](#)
- Links
 - DungeonArchitect.Graphs.Graph, [427](#)
 - SharpNav.Pathfinding.MeshTile, [684](#)
- LinksFreeList
 - SharpNav.Pathfinding.MeshTile, [684](#)
- LoadData
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [617](#)
- LocalBoundary
 - SharpNav.Crowds.LocalBoundary, [644](#)
- MakeFilenameUnique
 - DungeonArchitect.Editors.DungeonEditorHelper, [250](#)
- MarkAboveHeight
 - SharpNav.AreaGenerator, [113](#)
- MarkAboveSlope
 - SharpNav.AreaGenerator, [115](#)
- MarkAsDirty
 - DungeonArchitect.Editors.DungeonEditorHelper, [251](#)
- MarkAtHeight
 - SharpNav.AreaGenerator, [115](#)
- MarkAtSlope
 - SharpNav.AreaGenerator, [116](#)
- MarkBelowHeight
 - SharpNav.AreaGenerator, [116](#)
- MarkBelowSlope
 - SharpNav.AreaGenerator, [116](#)
- MarkCustomFilter
 - SharpNav.AreaGenerator, [117](#)
- MaskId
 - SharpNav.RegionId, [828](#)
- Max
 - SharpNav.Geometry.BBox2i, [132](#)
 - SharpNav.Geometry.BBox3, [137](#)
 - SharpNav.Geometry.Vector2, [1058](#)
 - SharpNav.Geometry.Vector2i, [1075](#)
 - SharpNav.Geometry.Vector3, [1095](#)
 - SharpNav.PolyBounds, [775](#)
- MaxAllowedStairHeight
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [489](#)
- MaxCellSize
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [489](#)
- MaxClimb
 - SharpNav.NavMeshGenerationSettings, [700](#)
- MaxDistance
 - SharpNav.CompactHeightfield, [189](#)
- MaxEdgeError
 - SharpNav.NavMeshGenerationSettings, [700](#)
- MaxEdgeLength
 - SharpNav.NavMeshGenerationSettings, [700](#)
- Maximum

- SharpNav.CompactSpan, 198
 - SharpNav.Heightfield, 560
 - SharpNav.Span, 919
- MaxProcessingPower
 - DungeonArchitect.Builders.Snap.SnapConfig, 870
- MaxRegions
 - SharpNav.CompactHeightfield, 189
- MaxSampleError
 - SharpNav.NavMeshGenerationSettings, 700
- MergeCorridorStartMoved
 - SharpNav.Crowds.PathCorridor, 752
- MergeCorridorStartShortcut
 - SharpNav.Crowds.PathCorridor, 752
- MergedRegionSize
 - SharpNav.NavMeshGenerationSettings, 701
- MergeIslands
 - DungeonArchitect.RoomDesigner.FloorIsland, 328
- MergeWith
 - SharpNav.Contour, 211
- MergeWithRegion
 - SharpNav.Region, 817
- MeshCount
 - SharpNav.PolyMeshDetail, 787
- Meshes
 - SharpNav.PolyMeshDetail, 787
- message
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphTooltip, 478
- Min
 - SharpNav.Geometry.BBox2i, 132
 - SharpNav.Geometry.BBox3, 138
 - SharpNav.Geometry.Vector2, 1059
 - SharpNav.Geometry.Vector2i, 1075
 - SharpNav.Geometry.Vector3, 1095
 - SharpNav.PolyBounds, 775
- MinCellSize
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, 489
- Minimum
 - SharpNav.CompactSpan, 197
 - SharpNav.Heightfield, 561
 - SharpNav.Span, 919
- MinRegionSize
 - SharpNav.NavMeshGenerationSettings, 701
- MinusX
 - SharpNav.Pathfinding, 93
- MinusXMinusZ
 - SharpNav.Pathfinding, 93
- MinusXPlusZ
 - SharpNav.Pathfinding, 93
- MinusZ
 - SharpNav.Pathfinding, 93
- mode2D
 - DungeonArchitect.Builders.Grid.DungeonPaintModeGrid, 277
- Modify
 - SharpNav.Collections.Generic.PriorityQueue< T>, 804
- ModuleAInstanceId
 - DungeonArchitect.Builders.Snap.SnapModuleConnection, 912
- ModuleBInstanceId
 - DungeonArchitect.Builders.Snap.SnapModuleConnection, 912
- ModuleGuid
 - DungeonArchitect.Builders.Snap.Impl.ModuleInfo, 690
- Modules
 - DungeonArchitect.Builders.Snap.SnapConfig, 870
- ModuleTemplate
 - DungeonArchitect.Builders.Snap.Impl.ModuleInfo, 690
- MoveAlongSurface
 - SharpNav.NavMeshQuery, 718
- MovePosition
 - SharpNav.Crowds.PathCorridor, 753
- Mult
 - SharpNav.Geometry.Vector3, 1095, 1096
- Multiply
 - SharpNav.Geometry.Vector2, 1059, 1060
 - SharpNav.Geometry.Vector3, 1097, 1098
- MustSplit
 - DungeonArchitect.Builders.BSP.BSPNodeObject, 148
- NavBvTree
 - SharpNav.NavMeshBuilder, 695
- NavDMeshes
 - SharpNav.NavMeshBuilder, 696
- NavDTris
 - SharpNav.NavMeshBuilder, 696
- NavDVerts
 - SharpNav.NavMeshBuilder, 696
- NavMesh
 - SharpNav.NavMesh, 693
- NavMeshBuilder
 - SharpNav.NavMeshBuilder, 695
- NavMeshGenerationSettings
 - SharpNav.NavMeshGenerationSettings, 698
- NavMeshQuery
 - SharpNav.NavMeshQuery, 705
- NavPoint
 - SharpNav.Pathfinding.NavPoint, 720
- NavPolys
 - SharpNav.NavMeshBuilder, 696
- NavVerts
 - SharpNav.NavMeshBuilder, 696
- NeighborEdges
 - SharpNav.PolyMesh.Polygon, 777
- Neis
 - SharpNav.Pathfinding.Poly, 770
- Next
 - SharpNav.Pathfinding.Link, 639
 - SharpNav.Pathfinding.MeshTile, 684
- NextGaussianFloat
 - DungeonArchitect.Utills.PMRandom, 764
- Node

- DungeonArchitect.Graphs.GraphPin, [472](#)
- NodeFlags
 - SharpNav, [88](#)
- NodeId
 - DungeonArchitect.DungeonSceneProviderData, [296](#)
 - DungeonArchitect.Themeing.DungeonThemeItem, [306](#)
- NodePool
 - SharpNav.NodePool, [729](#)
- Nodes
 - DungeonArchitect.Graphs.Graph, [427](#)
- None
 - SharpNav, [87](#), [88](#)
 - SharpNav.Crowds, [91](#)
 - SharpNav.Pathfinding, [93](#), [94](#)
- Normal
 - SharpNav.Geometry.Triangle3, [1028](#)
- Normalize
 - SharpNav.Geometry.Vector2, [1061](#)
 - SharpNav.Geometry.Vector3, [1098](#), [1099](#)
- Normalized
 - SharpNav.Geometry.Vector2, [1062](#)
 - SharpNav.Geometry.Vector3, [1099](#)
- NormalMean
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [489](#)
- NormalStd
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [489](#)
- North
 - SharpNav, [87](#), [88](#)
- Null
 - SharpNav.Area, [105](#)
 - SharpNav.CompactSpanReference, [202](#)
 - SharpNav.Pathfinding.Link, [638](#)
 - SharpNav.Pathfinding.NavPoint, [721](#)
 - SharpNav.RegionId, [828](#)
- NumCells
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [490](#)
- NumVertsPerPoly
 - SharpNav.PolyMesh, [784](#)
- ObstacleAvoidance
 - SharpNav.Crowds, [91](#)
- ObstacleAvoidanceQuery
 - SharpNav.Crowds.ObstacleAvoidanceQuery, [743](#)
- Offmesh
 - SharpNav.Crowds, [90](#)
- OffMeshConnection
 - SharpNav.Pathfinding, [94](#)
- OffMeshConnectionFlags
 - SharpNav.Pathfinding, [93](#)
- OffMeshConnections
 - SharpNav.Pathfinding.MeshTile, [684](#)
- OffMeshCons
 - SharpNav.NavMeshBuilder, [697](#)
- Offset
 - DungeonArchitect.Themeing.DungeonThemeItem, [307](#)
- OnDungeonBuildStart
 - DungeonArchitect.DungeonSceneProvider, [293](#)
 - DungeonArchitect.NonPooledDungeonSceneProvider, [737](#)
 - DungeonArchitect.PooledDungeonSceneProvider, [801](#)
- OnDungeonBuildStop
 - DungeonArchitect.DungeonSceneProvider, [293](#)
 - DungeonArchitect.NonPooledDungeonSceneProvider, [737](#)
 - DungeonArchitect.PooledDungeonSceneProvider, [801](#)
- OnDungeonDestroyed
 - DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlow, [897](#)
 - DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph, [909](#)
 - DungeonArchitect.DungeonEventListener, [254](#)
 - DungeonArchitect.Landscape.LandscapeTransformerBase, [622](#)
- OnDungeonMarkersEmitted
 - DungeonArchitect.DungeonEventListener, [254](#)
 - DungeonArchitect.RoomDesigner.DungeonRoomDesignerHook, [282](#)
- One
 - SharpNav.Geometry.Vector2, [1068](#)
 - SharpNav.Geometry.Vector3, [1107](#)
- OnInspectorGUI
 - DungeonArchitect.Editors.GraphInspector, [449](#)
- OnOpenAsset
 - DungeonArchitect.Editors.DungeonEditorHelper, [251](#)
- OnPostDungeonBuild
 - DungeonArchitect.Builders.Grid.GridDungeonItemGroup, [492](#)
 - DungeonArchitect.Builders.Grid.GridDungeonQuery, [501](#)
 - DungeonArchitect.Builders.Snap.SnapQuery, [914](#)
 - DungeonArchitect.Builders.SnapGridFlow.DebugVisuals.SnapGridFlow, [897](#)
 - DungeonArchitect.Builders.SnapGridFlow.SnapGridFlowVisibilityGraph, [910](#)
 - DungeonArchitect.DungeonEventListener, [255](#)
 - DungeonArchitect.Flow.Items.FlowItemMetadataResolver, [361](#)
 - DungeonArchitect.LevelStreaming.DungeonItemGroup, [261](#)
 - DungeonArchitect.MeshMerger, [677](#)
 - DungeonArchitect.Navigation.NavigationBuildInvoker, [691](#)
 - DungeonArchitect.Splatmap.DungeonSplatmapVisualizer, [298](#)
- OnPostDungeonLayoutBuild
 - DungeonArchitect.DungeonEventListener, [255](#)
 - DungeonArchitect.Landscape.LandscapeTransformerBase, [622](#)

- DungeonArchitect.RoomDesigner.DungeonRoomDesigner.OpenizeTopo
 - 283
- OnPreDungeonBuild
 - DungeonArchitect.DungeonEventListener, 256
- OnPreDungeonDestroy
 - DungeonArchitect.Builders.Grid.GridDungeonQuery, 501
 - DungeonArchitect.DungeonEventListener, 256
- OnVolumePositionModified
 - DungeonArchitect.Builders.Grid.GridDungeonBuilder, 484
 - DungeonArchitect.DungeonBuilder, 246
- Open
 - SharpNav, 88
- operator Area
 - SharpNav.Area, 103
- operator int
 - SharpNav.RegionId, 824
- operator!=
 - SharpNav.Area, 103
 - SharpNav.CompactSpanReference, 201
 - SharpNav.Geometry.BBox2i, 131
 - SharpNav.Geometry.BBox3, 136
 - SharpNav.Geometry.Triangle3, 1024
 - SharpNav.Geometry.Vector2, 1062
 - SharpNav.Geometry.Vector2i, 1073
 - SharpNav.Geometry.Vector3, 1099
 - SharpNav.PolyBounds, 773
 - SharpNav.PolyVertex, 797
 - SharpNav.RegionId, 825
- operator*
 - SharpNav.Geometry.Vector2, 1062, 1063
 - SharpNav.Geometry.Vector3, 1100
- operator+
 - SharpNav.Geometry.Vector2, 1064
 - SharpNav.Geometry.Vector3, 1101
- operator-
 - SharpNav.Geometry.Vector2, 1064, 1065
 - SharpNav.Geometry.Vector3, 1101, 1102
- operator/
 - SharpNav.Geometry.Vector2, 1065
 - SharpNav.Geometry.Vector3, 1102
- operator==
 - SharpNav.Area, 103
 - SharpNav.CompactSpanReference, 201
 - SharpNav.Geometry.BBox2i, 131
 - SharpNav.Geometry.BBox3, 136
 - SharpNav.Geometry.Triangle3, 1025
 - SharpNav.Geometry.Vector2, 1065
 - SharpNav.Geometry.Vector2i, 1074
 - SharpNav.Geometry.Vector3, 1103
 - SharpNav.PolyBounds, 773
 - SharpNav.PolyVertex, 797
 - SharpNav.RegionId, 826
- OptimizePathTopology
 - SharpNav.Crowds.PathCorridor, 753
- OptimizePathVisibility
 - SharpNav.Crowds.PathCorridor, 753
- OpenizeTopo
 - SharpNav.Crowds, 91
- OptimizeVis
 - SharpNav.Crowds, 91
- Output
 - DungeonArchitect.Graphs.GraphLink, 454
- OutputPin
 - DungeonArchitect.Graphs.GraphNode, 460
- OutputPins
 - DungeonArchitect.Graphs.GraphNode, 460
- OverlapMax
 - SharpNav.CompactSpan, 195
- OverlapMin
 - SharpNav.CompactSpan, 195
- Overlapping
 - SharpNav.Geometry.BBox3, 137
 - SharpNav.PolyBounds, 774
- OverlapSlabs
 - SharpNav.TiledNavMesh, 1001
- overlayOpacity
 - DungeonArchitect.Builders.Grid.DungeonPaintModeGrid, 278
- p1
 - DungeonArchitect.Triangulator.Geometry.Edge, 312
 - DungeonArchitect.Triangulator.Geometry.Triangle, 1018
- p2
 - DungeonArchitect.Triangulator.Geometry.Edge, 312
 - DungeonArchitect.Triangulator.Geometry.Triangle, 1019
- p3
 - DungeonArchitect.Triangulator.Geometry.Triangle, 1019
- padding
 - DungeonArchitect.Builders.SimpleCity.StrongholdWallEmitter, 949
- Pan
 - DungeonArchitect.Graphs.GraphCamera, 430
- PathBuildFlags
 - SharpNav.Pathfinding, 93
- Peek
 - SharpNav.Collections.Generic.BufferedQueue< T >, 154
 - SharpNav.Collections.Generic.BufferedStack< T >, 158
- Perimeter
 - SharpNav.Geometry.Triangle3, 1028
- PerpDot
 - SharpNav.Geometry.Vector2, 1066
- PerpendicularLeft
 - SharpNav.Geometry.Vector2, 1070
- PerpendicularRight
 - SharpNav.Geometry.Vector2, 1070
- PinLinksDestroyed
 - DungeonArchitect.Graphs.GraphPin, 473
- PinType

- DungeonArchitect.Graphs.GraphPin, [472](#)
- PlusX
 - SharpNav.Pathfinding, [93](#)
- PlusXMinusZ
 - SharpNav.Pathfinding, [93](#)
- PlusXPlusZ
 - SharpNav.Pathfinding, [93](#)
- PlusZ
 - SharpNav.Pathfinding, [93](#)
- PMRandom
 - DungeonArchitect.Utils.PMRandom, [763](#)
- Point
 - DungeonArchitect.Triangulator.Geometry.Point< T >, [766](#)
- Poly
 - SharpNav.Pathfinding.OffMeshConnection, [746](#)
- PolyBounds
 - SharpNav.PolyBounds, [772](#)
- PolyCount
 - SharpNav.PolyMesh, [784](#)
- Polygon
 - SharpNav.Pathfinding.NavPoint, [721](#)
 - SharpNav.PolyMesh.Polygon, [776](#)
- PolygonType
 - SharpNav.Pathfinding, [94](#)
- PolyMesh
 - SharpNav.PolyMesh, [779](#), [780](#)
- PolyMeshDetail
 - SharpNav.PolyMeshDetail, [786](#)
- Polys
 - SharpNav.Pathfinding.MeshTile, [684](#)
 - SharpNav.PolyMesh, [784](#)
- PolyType
 - SharpNav.Pathfinding.Poly, [770](#)
- PolyVertex
 - SharpNav.PolyVertex, [790](#)
- Pop
 - SharpNav.Collections.Generic.BufferedStack< T >, [158](#)
 - SharpNav.Collections.Generic.PriorityQueue< T >, [805](#)
- Pos0
 - SharpNav.Pathfinding.OffMeshConnection, [747](#)
- Pos1
 - SharpNav.Pathfinding.OffMeshConnection, [747](#)
- Position
 - DungeonArchitect.Graphs.GraphCamera, [432](#)
 - DungeonArchitect.Graphs.GraphNode, [460](#)
 - DungeonArchitect.Graphs.GraphPin, [472](#)
 - SharpNav.Pathfinding.NavPoint, [721](#)
- Prepare
 - SharpNav.Crowds.ObstacleAvoidanceQuery, [745](#)
- PriorityQueue
 - SharpNav.Collections.Generic.PriorityQueue< T >, [803](#)
- ProximityGrid
 - SharpNav.Collections.Generic.ProximityGrid< T >, [811](#)
- Push
 - SharpNav.Collections.Generic.BufferedStack< T >, [158](#)
 - SharpNav.Collections.Generic.PriorityQueue< T >, [805](#)
- QueryItems
 - SharpNav.Collections.Generic.ProximityGrid< T >, [813](#)
- QueryPolygons
 - SharpNav.NavMeshQuery, [719](#)
- QueryPolygonsInTile
 - SharpNav.TiledNavMesh, [1001](#)
- Radius
 - SharpNav.Pathfinding.OffMeshConnection, [747](#)
- RandomPointInConvexPoly
 - SharpNav.Pathfinding.PathfindingCommon, [755](#)
- RasterizeTriangle
 - SharpNav.Heightfield, [542–545](#)
- RasterizeTriangles
 - SharpNav.Heightfield, [545–550](#)
- RasterizeTrianglesIndexed
 - SharpNav.Heightfield, [550](#), [552–554](#)
- RasterizeTrianglesIndexedWithAreas
 - SharpNav.Heightfield, [555](#), [556](#)
- RasterizeTrianglesWithAreas
 - SharpNav.Heightfield, [557–559](#)
- ReapplyTheme
 - DungeonArchitect.Dungeon, [241](#)
- Reference
 - SharpNav.Pathfinding.Link, [639](#)
- referencedItemIds
 - DungeonArchitect.Flow.Items.FlowItem, [359](#)
- Region
 - SharpNav.CompactSpan, [197](#)
 - SharpNav.Region, [816](#)
- RegionFlags
 - SharpNav, [88](#)
- RegionId
 - SharpNav.Contour, [213](#)
 - SharpNav.ContourVertex, [220](#)
 - SharpNav.PolyMesh.Polygon, [777](#)
 - SharpNav.RegionId, [821](#), [822](#)
- Remap
 - SharpNav.Region, [819](#)
- RemoveAdjacentNeighbours
 - SharpNav.Region, [817](#)
- RemoveAgent
 - SharpNav.Crowds.Crowd, [228](#)
- RemoveDegenerateSegments
 - SharpNav.Contour, [212](#)
- RemovePaintCell
 - DungeonArchitect.Dungeon, [241](#)
- ReplaceNeighbour
 - SharpNav.Region, [817](#)
- Request
 - SharpNav.Crowds.PathQueue, [757](#)
- Requesting

- SharpNav.Crowds, [91](#)
- RequestMoveTarget
 - SharpNav.Crowds.Agent, [97](#)
- RequestMoveTargetReplan
 - SharpNav.Crowds.Agent, [97](#)
- RequestMoveVelocity
 - SharpNav.Crowds.Agent, [97](#)
- RequestRebuild
 - DungeonArchitect.Dungeon, [242](#)
 - DungeonArchitect.Editors.DungeonObjectTracker, [273](#)
- Reset
 - DungeonArchitect.Editors.AssetThumbnailCache, [119](#)
 - SharpNav.Crowds.LocalBoundary, [645](#)
 - SharpNav.Crowds.ObstacleAvoidanceQuery, [745](#)
 - SharpNav.Crowds.PathCorridor, [754](#)
- ResetModel
 - DungeonArchitect.Builders.Grid.GridDungeonModel, [499](#)
- ResetMoveTarget
 - SharpNav.Crowds.Agent, [98](#)
- Resize
 - SharpNav.HeightPatch, [565](#)
- RoomAreaThreshold
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [490](#)
- RoomAspectDelta
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [490](#)
- RotateModulesToFit
 - DungeonArchitect.Builders.Snap.SnapConfig, [870](#)
- Round
 - DungeonArchitect.Editors.InspectorUtils, [588](#)
- RoundToIntVector
 - DungeonArchitect.Utils.MathUtils, [668](#)
- RoundVector
 - DungeonArchitect.Editors.InspectorUtils, [588](#)
- runGraphGenerationScripts
 - DungeonArchitect.Builders.Snap.SnapConfig, [871](#)
- Salt
 - SharpNav.Pathfinding.MeshTile, [685](#)
- SampleDistance
 - SharpNav.NavMeshGenerationSettings, [701](#)
- SaveData
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [618](#)
- Scale
 - SharpNav.Geometry.Vector3, [1103](#), [1104](#)
- ScreenToWorld
 - DungeonArchitect.Graphs.GraphCamera, [431](#)
- SegCount
 - SharpNav.Crowds.LocalBoundary, [646](#)
- Segs
 - SharpNav.Crowds.LocalBoundary, [646](#)
- Selected
 - DungeonArchitect.Graphs.GraphNode, [460](#)
- selectionRuleClassName
 - DungeonArchitect.Graphs.VisualNode, [1113](#)
- selectionRuleEnabled
 - DungeonArchitect.Graphs.VisualNode, [1113](#)
- SelectNode
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphEditor, [442](#)
- SelectorRuleClassName
 - DungeonArchitect.Themeing.DungeonThemeItem, [307](#)
- Separation
 - SharpNav.Crowds, [91](#)
- Seperate
 - DungeonArchitect.Builders.Grid.GridDungeonBuilder, [485](#)
- Set
 - SharpNav.Geometry.Vector3, [1104](#)
- SetAll
 - SharpNav.HeightPatch, [565](#)
- SetConnection
 - SharpNav.CompactSpan, [195](#)
- SetCorridor
 - SharpNav.Crowds.PathCorridor, [754](#)
- SetLength
 - DungeonArchitect.Builders.FloorPlan.FloorChunk, [326](#)
- SharpNav, [85](#)
 - All, [88](#)
 - AreaBorder, [88](#)
 - Border, [88](#)
 - Closed, [88](#)
 - ContourBuildFlags, [87](#)
 - Direction, [87](#)
 - East, [87](#), [88](#)
 - EdgeFlags, [88](#)
 - NodeFlags, [88](#)
 - None, [87](#), [88](#)
 - North, [87](#), [88](#)
 - Open, [88](#)
 - RegionFlags, [88](#)
 - South, [87](#), [88](#)
 - TessellateAreaEdges, [87](#)
 - TessellateWallEdges, [87](#)
 - VertexBorder, [88](#)
 - West, [87](#), [88](#)
- SharpNav.Area, [100](#)
 - Area, [101](#)
 - Default, [104](#)
 - Equals, [101](#), [102](#)
 - GetHashCode, [102](#)
 - Id, [104](#)
 - IsWalkable, [105](#)
 - Null, [105](#)
 - operator Area, [103](#)
 - operator !=, [103](#)
 - operator ==, [103](#)
 - ToString, [104](#)
- SharpNav.AreaGenerator, [105](#)
 - From, [107–110](#), [112](#), [113](#)

- MarkAboveHeight, [113](#)
- MarkAboveSlope, [115](#)
- MarkAtHeight, [115](#)
- MarkAtSlope, [116](#)
- MarkBelowHeight, [116](#)
- MarkBelowSlope, [116](#)
- MarkCustomFilter, [117](#)
- ToArray, [117](#)
- SharpNav.Cell, [167](#)
 - AddSpan, [168](#)
 - Cell, [167](#)
 - Height, [168](#)
 - SpanCount, [168](#)
 - Spans, [168](#)
 - this[int location], [169](#)
 - WalkableSpanCount, [169](#)
- SharpNav.Collections, [89](#)
- SharpNav.Collections.BVTree, [163](#)
 - BVTree, [164](#)
 - Count, [164](#)
 - this[int index], [164](#)
- SharpNav.Collections.BVTree.Node, [723](#)
 - Bounds, [723](#)
 - Index, [724](#)
- SharpNav.Collections.BVTree.Node.CompareX, [203](#)
 - Compare, [203](#)
- SharpNav.Collections.BVTree.Node.CompareY, [204](#)
 - Compare, [204](#)
- SharpNav.Collections.BVTree.Node.CompareZ, [205](#)
 - Compare, [205](#)
- SharpNav.Collections.Generic, [89](#)
- SharpNav.Collections.Generic.BufferedQueue< T >, [150](#)
 - BufferedQueue, [151](#), [152](#)
 - Clear, [152](#)
 - Contains, [152](#)
 - CopyTo, [153](#)
 - Count, [154](#)
 - Dequeue, [153](#)
 - Enqueue, [153](#)
 - GetEnumerator, [154](#)
 - Peek, [154](#)
 - this[int index], [154](#)
- SharpNav.Collections.Generic.BufferedStack< T >, [155](#)
 - BufferedStack, [156](#)
 - Clear, [157](#)
 - Contains, [157](#)
 - CopyTo, [157](#)
 - Count, [159](#)
 - GetEnumerator, [158](#)
 - Peek, [158](#)
 - Pop, [158](#)
 - Push, [158](#)
 - this[int index], [159](#)
- SharpNav.Collections.Generic.IValueWithCost, [607](#)
 - Cost, [607](#)
- SharpNav.Collections.Generic.PriorityQueue< T >, [802](#)
 - Clear, [803](#)
 - Contains, [803](#)
 - CopyTo, [804](#)
 - Count, [806](#)
 - Empty, [804](#)
 - GetEnumerator, [804](#)
 - Modify, [804](#)
 - Pop, [805](#)
 - PriorityQueue, [803](#)
 - Push, [805](#)
 - Top, [805](#)
- SharpNav.Collections.Generic.ProximityGrid< T >, [810](#)
 - AddItem, [811](#)
 - Clear, [811](#)
 - GetItemCountAtLocation, [812](#)
 - HashPos2, [812](#)
 - ProximityGrid, [811](#)
 - QueryItems, [813](#)
- SharpNav.CompactCell, [182](#)
 - CompactCell, [182](#)
 - Count, [182](#)
 - StartIndex, [183](#)
- SharpNav.CompactHeightfield, [183](#)
 - Areas, [187](#)
 - BorderSize, [187](#)
 - Bounds, [187](#)
 - BuildContourSet, [185](#), [186](#)
 - BuildDistanceField, [186](#)
 - BuildRegions, [186](#)
 - CellHeight, [187](#)
 - Cells, [188](#)
 - CellSize, [188](#)
 - CompactHeightfield, [184](#), [185](#)
 - Distances, [188](#)
 - Erode, [187](#)
 - Height, [188](#)
 - Length, [188](#)
 - MaxDistance, [189](#)
 - MaxRegions, [189](#)
 - Spans, [189](#)
 - this[CompactSpanReference spanRef], [189](#)
 - this[int i], [190](#)
 - this[int x, int y], [190](#)
 - Width, [190](#)
- SharpNav.CompactSpan, [191](#)
 - CompactSpan, [192](#)
 - ConnectionCount, [198](#)
 - ConnectionEast, [196](#)
 - ConnectionNorth, [196](#)
 - ConnectionSouth, [196](#)
 - ConnectionWest, [197](#)
 - FromMinMax, [193](#)
 - GetConnection, [193](#), [194](#)
 - HasUpperBound, [198](#)
 - Height, [197](#)
 - IsConnected, [194](#)
 - Maximum, [198](#)
 - Minimum, [197](#)

- OverlapMax, 195
- OverlapMin, 195
- Region, 197
- SetConnection, 195
- UnsetConnection, 196
- SharpNav.CompactSpanReference, 198
 - CompactSpanReference, 199
 - Equals, 200
 - GetHashCode, 200
 - Index, 202
 - Null, 202
 - operator!=, 201
 - operator==, 201
 - X, 202
 - Y, 202
- SharpNav.Contour, 210
 - Area, 213
 - Area2D, 213
 - Contour, 211
 - IsNull, 213
 - MergeWith, 211
 - RegionId, 213
 - RemoveDegenerateSegments, 212
 - Simplify, 212
 - Vertices, 213
- SharpNav.ContourSet, 214
 - Bounds, 216
 - Contains, 215
 - ContourSet, 215
 - CopyTo, 216
 - Count, 216
 - GetEnumerator, 216
 - Height, 217
 - Width, 217
- SharpNav.ContourVertex, 217
 - Area2D, 220
 - ContourVertex, 218, 219
 - IsLeft, 220
 - RegionId, 220
 - X, 221
 - Y, 221
 - Z, 221
- SharpNav.Crowds, 89
 - AgentState, 90
 - AnticipateTurns, 91
 - Failed, 91
 - Failure, 90
 - InProgress, 90
 - Invalid, 90
 - None, 91
 - ObstacleAvoidance, 91
 - Offmesh, 90
 - OptimizeTopo, 91
 - OptimizeVis, 91
 - Requesting, 91
 - Separation, 91
 - Status, 90
 - Success, 90
 - TargetState, 91
 - UpdateFlags, 91
 - Valid, 91
 - Velocity, 91
 - WaitingForPath, 91
 - WaitingForQueue, 91
 - Walking, 90
- SharpNav.Crowds.Agent, 95
 - Integrate, 96
 - RequestMoveTarget, 97
 - RequestMoveTargetReplan, 97
 - RequestMoveVelocity, 97
 - ResetMoveTarget, 98
 - UpdateAgentParameters, 98
- SharpNav.Crowds.AgentAnimation, 98
- SharpNav.Crowds.AgentParams, 99
- SharpNav.Crowds.Crowd, 221
 - AddAgent, 223
 - AddNeighbour, 223
 - AddToOptQueue, 224
 - AddToPathQueue, 224
 - CalcSmoothSteerDirection, 225
 - CalcStraightSteerDirection, 225
 - CheckPathValidity, 225
 - Crowd, 222
 - GetActiveAgents, 226
 - GetAgentIndex, 226
 - GetDistanceToGoal, 227
 - GetNeighbours, 227
 - RemoveAgent, 228
 - Update, 228
 - UpdateMoveRequest, 228
 - UpdateTopologyOptimization, 228
- SharpNav.Crowds.CrowdNeighbour, 229
- SharpNav.Crowds.LocalBoundary, 643
 - AddSegment, 644
 - Center, 646
 - IsValid, 645
 - LocalBoundary, 644
 - Reset, 645
 - SegCount, 646
 - Segs, 646
 - Update, 645
- SharpNav.Crowds.LocalBoundary.Segment, 847
 - Dist, 848
 - Start, 848
- SharpNav.Crowds.ObstacleAvoidanceQuery, 743
 - AddCircle, 744
 - AddSegment, 744
 - IntersectRaySegment, 744
 - ObstacleAvoidanceQuery, 743
 - Prepare, 745
 - Reset, 745
- SharpNav.Crowds.ObstacleAvoidanceQuery.ObstacleAvoidanceParams, 742
- SharpNav.Crowds.PathCorridor, 750
 - FixPathStart, 751
 - IsValid, 751

- MergeCorridorStartMoved, 752
- MergeCorridorStartShortcut, 752
- MovePosition, 753
- OptimizePathTopology, 753
- OptimizePathVisibility, 753
- Reset, 754
- SetCorridor, 754
- SharpNav.Crowds.PathQueue, 756
 - GetRequestStatus, 756
 - Request, 757
- SharpNav.Geometry, 91
- SharpNav.Geometry.BBox2i, 128
 - BBox2i, 129
 - Equals, 130
 - GetHashCode, 130
 - Max, 132
 - Min, 132
 - operator!=, 131
 - operator==, 131
 - ToString, 131
- SharpNav.Geometry.BBox3, 132
 - BBox3, 134
 - Center, 138
 - Equals, 134, 135
 - GetHashCode, 135
 - IsValid, 135
 - Max, 137
 - Min, 138
 - operator!=, 136
 - operator==, 136
 - Overlapping, 137
 - Size, 138
 - ToString, 137
- SharpNav.Geometry.Triangle3, 1019
 - A, 1026
 - AB, 1026
 - AC, 1026
 - Area, 1027
 - Area2D, 1021, 1022
 - B, 1026
 - BA, 1027
 - BC, 1027
 - C, 1026
 - CA, 1027
 - CB, 1027
 - Centroid, 1028
 - Equals, 1022, 1023
 - GetBoundingBox, 1023, 1024
 - GetHashCode, 1024
 - Normal, 1028
 - operator!=, 1024
 - operator==, 1025
 - Perimeter, 1028
 - ToString, 1025
 - Triangle3, 1021
- SharpNav.Geometry.Vector2, 1045
 - Add, 1050
 - BaryCentric, 1051
 - Clamp, 1052
 - ComponentMax, 1052, 1053
 - ComponentMin, 1053, 1054
 - Divide, 1054, 1055
 - Dot, 1056
 - Equals, 1057
 - GetHashCode, 1057
 - Length, 1069
 - LengthSquared, 1069
 - Lerp, 1057, 1058
 - Max, 1058
 - Min, 1059
 - Multiply, 1059, 1060
 - Normalize, 1061
 - Normalized, 1062
 - One, 1068
 - operator!=, 1062
 - operator*, 1062, 1063
 - operator+, 1064
 - operator-, 1064, 1065
 - operator/, 1065
 - operator==, 1065
 - PerpDot, 1066
 - PerpendicularLeft, 1070
 - PerpendicularRight, 1070
 - Subtract, 1067
 - this[int index], 1070
 - ToString, 1068
 - UnitX, 1068
 - UnitY, 1068
 - Vector2, 1048, 1049
 - X, 1068
 - Y, 1069
 - Yx, 1070
 - Zero, 1069
- SharpNav.Geometry.Vector2i, 1071
 - Equals, 1072, 1073
 - GetHashCode, 1073
 - Max, 1075
 - Min, 1075
 - operator!=, 1073
 - operator==, 1074
 - ToString, 1074
 - Vector2i, 1072
 - X, 1075
 - Y, 1075
 - Zero, 1075
- SharpNav.Geometry.Vector3, 1076
 - Add, 1081, 1082
 - BaryCentric, 1082, 1083
 - CalculateAngle, 1083, 1084
 - Clamp, 1084, 1085
 - ComponentMax, 1085
 - ComponentMin, 1086
 - Cross, 1087
 - Div, 1088
 - Divide, 1089, 1090
 - Dot, 1090, 1092

- Equals, [1092](#)
- GetHashCode, [1093](#)
- Length, [1093](#)
- LengthSquared, [1093](#)
- Lerp, [1094](#)
- Max, [1095](#)
- Min, [1095](#)
- Mult, [1095](#), [1096](#)
- Multiply, [1097](#), [1098](#)
- Normalize, [1098](#), [1099](#)
- Normalized, [1099](#)
- One, [1107](#)
- operator!=, [1099](#)
- operator*, [1100](#)
- operator+, [1101](#)
- operator-, [1101](#), [1102](#)
- operator/, [1102](#)
- operator==, [1103](#)
- Scale, [1103](#), [1104](#)
- Set, [1104](#)
- Sub, [1104](#), [1105](#)
- Subtract, [1106](#)
- this[int index], [1109](#)
- ToString, [1107](#)
- UnitX, [1107](#)
- UnitY, [1107](#)
- UnitZ, [1107](#)
- Vector3, [1080](#)
- X, [1108](#)
- Xzy, [1109](#)
- Y, [1108](#)
- Yxz, [1109](#)
- Yzx, [1109](#)
- Z, [1108](#)
- Zero, [1108](#)
- Zxy, [1109](#)
- Zyx, [1109](#)
- SharpNav.Heightfield, [537](#)
 - Bounds, [559](#)
 - CellHeight, [559](#)
 - CellSize, [560](#)
 - CellSizeXZ, [560](#)
 - FilterLedgeSpans, [540](#)
 - FilterLowHangingWalkableObstacles, [542](#)
 - FilterWalkableLowHeightSpans, [542](#)
 - Height, [560](#)
 - Heightfield, [540](#)
 - Length, [560](#)
 - Maximum, [560](#)
 - Minimum, [561](#)
 - RasterizeTriangle, [542–545](#)
 - RasterizeTriangles, [545–550](#)
 - RasterizeTrianglesIndexed, [550](#), [552–554](#)
 - RasterizeTrianglesIndexedWithAreas, [555](#), [556](#)
 - RasterizeTrianglesWithAreas, [557–559](#)
 - SpanCount, [561](#)
 - this[int i], [561](#)
 - this[int x, int y], [561](#)
 - this[SpanReference spanRef], [562](#)
 - Width, [562](#)
- SharpNav.HeightPatch, [563](#)
 - Clear, [564](#)
 - HeightPatch, [564](#)
 - IsSet, [564](#)
 - Length, [567](#)
 - Resize, [565](#)
 - SetAll, [565](#)
 - this[int index], [567](#)
 - this[int x, int y], [567](#)
 - TryGetHeight, [565](#), [566](#)
 - UnsetHeight, [566](#)
 - Width, [567](#)
 - X, [568](#)
 - Y, [568](#)
- SharpNav.NavMesh, [692](#)
 - Generate, [693](#)
 - NavMesh, [693](#)
- SharpNav.NavMeshBuilder, [694](#)
 - Header, [695](#)
 - NavBvTree, [695](#)
 - NavDMeshes, [696](#)
 - NavDTris, [696](#)
 - NavDVerts, [696](#)
 - NavMeshBuilder, [695](#)
 - NavPolys, [696](#)
 - NavVerts, [696](#)
 - OffMeshCons, [697](#)
- SharpNav.NavMeshGenerationSettings, [697](#)
 - AgentHeight, [698](#)
 - AgentRadius, [699](#)
 - BuildBoundingVolumeTree, [699](#)
 - CellHeight, [699](#)
 - CellSize, [699](#)
 - ContourFlags, [699](#)
 - Default, [700](#)
 - MaxClimb, [700](#)
 - MaxEdgeError, [700](#)
 - MaxEdgeLength, [700](#)
 - MaxSampleError, [700](#)
 - MergedRegionSize, [701](#)
 - MinRegionSize, [701](#)
 - NavMeshGenerationSettings, [698](#)
 - SampleDistance, [701](#)
 - VertsPerPoly, [701](#)
 - VoxelAgentHeight, [701](#)
 - VoxelAgentRadius, [702](#)
 - VoxelMaxClimb, [702](#)
- SharpNav.NavMeshQuery, [703](#)
 - AppendPortals, [706](#)
 - AppendVertex, [706](#)
 - ClosestPointOnPoly, [707](#)
 - ClosestPointOnPolyBoundary, [708](#)
 - FinalizedSlicedPathPartial, [708](#)
 - FinalizeSlicedFindPath, [709](#)
 - FindLocalNeighbourhood, [709](#)
 - FindNearestPoly, [710](#)

- FindPath, [711](#)
- FindRandomPoint, [711](#)
- FindRandomPointAroundCircle, [712](#)
- FindRandomPointOnPoly, [712](#), [713](#)
- FindStraightPath, [713](#)
- GetCost, [714](#)
- GetEdgeMidPoint, [715](#)
- GetPolyHeight, [715](#)
- GetPolyWallSegments, [716](#)
- GetPortalPoints, [716](#), [717](#)
- InitSlicedFindPath, [717](#)
- InsertInterval, [718](#)
- MoveAlongSurface, [718](#)
- NavMeshQuery, [705](#)
- QueryPolygons, [719](#)
- UpdateSlicedFindPath, [719](#)
- SharpNav.NavMeshQuery.SegInterval, [847](#)
- SharpNav.Node, [724](#)
- SharpNav.NodePool, [729](#)
 - Clear, [730](#)
 - FindNode, [730](#)
 - GetNode, [730](#)
 - GetNodeAtIdx, [731](#)
 - GetNodeIdx, [731](#)
 - NodePool, [729](#)
- SharpNav.Pathfinding, [92](#)
 - AllCrossingVertices, [94](#)
 - AreaCrossingVertices, [94](#)
 - Bidirectional, [93](#)
 - BoundarySide, [93](#)
 - Ground, [94](#)
 - Internal, [93](#)
 - MinusX, [93](#)
 - MinusXMinusZ, [93](#)
 - MinusXPlusZ, [93](#)
 - MinusZ, [93](#)
 - None, [93](#), [94](#)
 - OffMeshConnection, [94](#)
 - OffMeshConnectionFlags, [93](#)
 - PathBuildFlags, [93](#)
 - PlusX, [93](#)
 - PlusXMinusZ, [93](#)
 - PlusXPlusZ, [93](#)
 - PlusZ, [93](#)
 - PolygonType, [94](#)
- SharpNav.Pathfinding.Link, [637](#)
 - BMax, [638](#)
 - BMin, [638](#)
 - Edge, [638](#)
 - External, [638](#)
 - Next, [639](#)
 - Null, [638](#)
 - Reference, [639](#)
 - Side, [639](#)
- SharpNav.Pathfinding.MeshTile, [679](#)
 - BVTree, [682](#)
 - ClosestHeight, [680](#)
 - ClosestPointOnPoly, [681](#)
 - ClosestPointOnPolyBoundary, [682](#)
 - ClosestPointOnPolyOffMeshConnection, [682](#)
 - Data, [683](#)
 - DetailMeshes, [683](#)
 - DetailTris, [683](#)
 - DetailVerts, [683](#)
 - Header, [683](#)
 - Links, [684](#)
 - LinksFreeList, [684](#)
 - Next, [684](#)
 - OffMeshConnections, [684](#)
 - Polys, [684](#)
 - Salt, [685](#)
 - Verts, [685](#)
- SharpNav.Pathfinding.NavPoint, [720](#)
 - NavPoint, [720](#)
 - Null, [721](#)
 - Polygon, [721](#)
 - Position, [721](#)
- SharpNav.Pathfinding.OffMeshConnection, [746](#)
 - Flags, [746](#)
 - Poly, [746](#)
 - Pos0, [747](#)
 - Pos1, [747](#)
 - Radius, [747](#)
 - Side, [747](#)
 - Tag, [747](#)
- SharpNav.Pathfinding.PathfindingCommon, [755](#)
 - RandomPointInConvexPoly, [755](#)
- SharpNav.Pathfinding.PathfindingCommon.NavMeshInfo, [702](#)
- SharpNav.Pathfinding.Poly, [769](#)
 - Area, [769](#)
 - FirstLink, [769](#)
 - Flags, [769](#)
 - Neis, [770](#)
 - PolyType, [770](#)
 - VertCount, [770](#)
 - Verts, [770](#)
- SharpNav.PolyBounds, [771](#)
 - Equals, [772](#)
 - GetHashCode, [773](#)
 - Max, [775](#)
 - Min, [775](#)
 - operator!=, [773](#)
 - operator==, [773](#)
 - Overlapping, [774](#)
 - PolyBounds, [772](#)
 - ToString, [774](#)
- SharpNav.PolyMesh, [778](#)
 - BorderSize, [783](#)
 - Bounds, [783](#)
 - CellHeight, [783](#)
 - CellSize, [784](#)
 - Diagonal, [780](#)
 - Diagonalie, [781](#)
 - HasDiagonalFlag, [781](#)
 - InCone, [782](#)

- IsBoundaryEdge, 782
- IsInteriorEdge, 783
- NumVertsPerPoly, 784
- PolyCount, 784
- PolyMesh, 779, 780
- Polys, 784
- VertCount, 784
- Verts, 785
- SharpNav.PolyMesh.Polygon, 775
 - Area, 777
 - ContainsVertex, 776
 - Flags, 777
 - NeighborEdges, 777
 - Polygon, 776
 - RegionId, 777
 - VertexCount, 777
 - Vertices, 778
- SharpNav.PolyMeshDetail, 785
 - MeshCount, 787
 - Meshes, 787
 - PolyMeshDetail, 786
 - Tris, 787
 - TrisCount, 787
 - VertCount, 788
 - Verts, 788
- SharpNav.PolyMeshDetail.MeshData, 676
- SharpNav.PolyMeshDetail.TriangleData, 1028
 - GetTriFlags, 1031
 - this[int index], 1031
 - TriangleData, 1029, 1030
- SharpNav.PolyVertex, 788
 - Area2D, 790, 791
 - ComponentMax, 791, 792
 - ComponentMin, 792
 - Equal2D, 793
 - Equals, 793
 - GetHashCode, 794
 - Intersect, 794
 - IntersectProp, 795
 - IsBetween, 795
 - IsCollinear, 796
 - IsLeft, 796
 - IsLeftOn, 797
 - operator!=, 797
 - operator==, 797
 - PolyVertex, 790
 - ToString, 798
 - X, 798
 - Y, 798
 - Z, 798
- SharpNav.Region, 815
 - AddUniqueFloorRegion, 816
 - AreaType, 818
 - CanMergeWith, 816
 - Connections, 818
 - FloorRegions, 818
 - Id, 818
 - IsBorder, 819
 - IsBorderOrNull, 819
 - IsConnectedToBorder, 817
 - MergeWithRegion, 817
 - Region, 816
 - Remap, 819
 - RemoveAdjacentNeighbours, 817
 - ReplaceNeighbour, 817
 - SpanCount, 819
 - Visited, 819
- SharpNav.RegionId, 820
 - Equals, 822, 823
 - Flags, 829
 - FromRawBits, 823
 - GetHashCode, 824
 - HasFlags, 824
 - Id, 829
 - IsNull, 829
 - MaskId, 828
 - Null, 828
 - operator int, 824
 - operator!=, 825
 - operator==, 826
 - RegionId, 821, 822
 - ToString, 827
 - WithFlags, 827
 - WithoutFlags, 827, 828
- SharpNav.Span, 917
 - Area, 919
 - Height, 919
 - Maximum, 919
 - Minimum, 919
 - Span, 918
- SharpNav.SpanReference, 920
 - Index, 921
 - SpanReference, 920
 - X, 921
 - Y, 921
- SharpNav.TiledNavMesh, 987
 - AddTile, 989
 - AllocLink, 989
 - BaseOffMeshLinks, 990
 - CalcSlabEndPoints, 990
 - CalcTileLoc, 991
 - ComputeTileHash, 991
 - ConnectExtLinks, 991
 - ConnectExtOffMeshLinks, 992
 - ConnectIntLinks, 992
 - DecodePolyId, 992
 - DecodePolyIdPoly, 993
 - DecodePolyIdSalt, 993
 - DecodePolyIdTile, 994
 - EncodePolyId, 994
 - FindConnectingPolys, 994
 - FindNearestPolyInTile, 995
 - GetNeighbourTilesAt, 995
 - GetOffMeshConnectionPolyEndPoints, 996
 - GetPolyRefBase, 996
 - GetReference, 997

- GetSlabCoord, [997](#)
- GetTileAt, [998](#)
- GetTileRef, [998](#)
- GetTilesAt, [999](#)
- InitTileNavMesh, [999](#)
- IsExternalLink, [999](#)
- IsLinkAllocated, [1000](#)
- IsValidPolyRef, [1000](#)
- OverlapSlabs, [1001](#)
- QueryPolygonsInTile, [1001](#)
- Tag, [1003](#)
- this[int index], [1003](#)
- TileCount, [1003](#)
- TiledNavMesh, [989](#)
- TryGetTileAndPolyByRef, [1002](#)
- TryGetTileAndPolyByRefUnsafe, [1002](#)
- SharpNav.TiledNavMesh.TiledNavMeshParams, [1003](#)
- SharpNav.Tuple< T1, T2 >, [1032](#)
 - Item1, [1034](#)
 - Item2, [1034](#)
 - Tuple, [1032](#)
- Show
 - DungeonArchitect.Editors.DungeonThemeEditorContextMenu, [490](#)
 - [300](#)
 - DungeonArchitect.Editors.Flow.FlowExecGraphContextMenu, [341](#)
 - DungeonArchitect.Editors.Flow.Layout.DungeonGridFlowAsGraphContextMenu, [258](#)
 - DungeonArchitect.Editors.SnapFlow.SnapEdExecutionGraphContextMenu, [873](#)
 - DungeonArchitect.Editors.SnapFlow.SnapEdGrammarGraphContextMenu, [879](#)
 - DungeonArchitect.Editors.SnapFlow.SnapEdResultGraphContextMenu, [886](#)
 - DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContextMenu, [929](#)
 - DungeonArchitect.UI.Widgets.GraphEditors.GraphContextMenu, [434](#)
 - DungeonArchitect.UI.Widgets.GraphEditors.NullGraphContextMenu, [740](#)
- ShowDungeonFlowEditor
 - DungeonArchitect.Editors.DungeonEditorHelper, [251](#)
- ShowDungeonGridFlowEditor
 - DungeonArchitect.Editors.DungeonEditorHelper, [252](#)
- ShowSnapGridFlowEditor
 - DungeonArchitect.Editors.DungeonEditorHelper, [252](#)
- ShowThemeEditor
 - DungeonArchitect.Editors.DungeonEditorHelper, [252](#)
- Side
 - SharpNav.Pathfinding.Link, [639](#)
 - SharpNav.Pathfinding.OffMeshConnection, [747](#)
- SimpleCityLandscapeTextureType
 - DungeonArchitect.Builders.SimpleCity, [55](#)
- Simplify
 - SharpNav.Contour, [212](#)
- Size
 - DungeonArchitect.Graphs.GraphNode, [460](#)
 - SharpNav.Geometry.BBox3, [138](#)
- smallerRoomProbability
 - DungeonArchitect.Builders.BSP.BSPDungeonConfig, [145](#)
- SmoothCell
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [618](#)
- SnapToGrid
 - DungeonArchitect.Utils.MathUtils, [668](#), [669](#)
- South
 - SharpNav, [87](#), [88](#)
- Span
 - SharpNav.Span, [918](#)
- SpanCount
 - SharpNav.Cell, [168](#)
 - SharpNav.Heightfield, [561](#)
 - SharpNav.Region, [819](#)
- SpanningTreeLoopProbability
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [490](#)
- SpanReference
 - SharpNav.SpanReference, [920](#)
- Spans
 - SharpNav.CompactHeightfield, [189](#)
 - SharpNav.CompactCell, [183](#)
 - SharpNav.CompactGraph, [189](#)
 - SharpNav.CompactRegion, [819](#)
 - SharpNav.CompactSpan, [918](#)
 - SharpNav.CompactVector3, [1104](#), [1105](#)
 - SharpNav.CompactVector2, [1067](#)
 - SharpNav.CompactVector3, [1106](#)
- SpatialConstraints
 - DungeonArchitect.Editors.SpatialConstraints.SpatialConstraintsEditorContextMenu, [929](#)
- Split
 - DungeonArchitect.Builders.BSP.BSPNodeObject, [149](#)
- StairContour
 - DungeonArchitect.Builders.Grid.GridDungeonConfig, [490](#)
- Start
 - SharpNav.Crowds.LocalBoundary.Segment, [848](#)
- StartIndex
 - SharpNav.CompactCell, [183](#)
- StaticState
 - DungeonArchitect.Themeing.DungeonThemeltem, [307](#)
- Status
 - SharpNav.Crowds, [90](#)
- Sub
 - SharpNav.Geometry.Vector3, [1104](#), [1105](#)
- Subtract
 - SharpNav.Geometry.Vector2, [1067](#)
 - SharpNav.Geometry.Vector3, [1106](#)
- Success
 - SharpNav.Crowds, [90](#)
- Tag

- SharpNav.Pathfinding.OffMeshConnection, [747](#)
- SharpNav.TiledNavMesh, [1003](#)
- Tangent
 - DungeonArchitect.Graphs.GraphPin, [472](#)
- TangentStrength
 - DungeonArchitect.Graphs.GraphPin, [473](#)
- TargetState
 - SharpNav.Crowds, [91](#)
- TessellateAreaEdges
 - SharpNav, [87](#)
- TessellateWallEdges
 - SharpNav, [87](#)
- ThemeEditorMenuAction
 - DungeonArchitect.Editors, [59](#)
- this[CompactSpanReference spanRef]
 - SharpNav.CompactHeightfield, [189](#)
- this[int i]
 - SharpNav.CompactHeightfield, [190](#)
 - SharpNav.Heightfield, [561](#)
- this[int index]
 - SharpNav.Collections.BVTree, [164](#)
 - SharpNav.Collections.Generic.BufferedQueue< T >, [154](#)
 - SharpNav.Collections.Generic.BufferedStack< T >, [159](#)
 - SharpNav.Geometry.Vector2, [1070](#)
 - SharpNav.Geometry.Vector3, [1109](#)
 - SharpNav.HeightPatch, [567](#)
 - SharpNav.PolyMeshDetail.TriangleData, [1031](#)
 - SharpNav.TiledNavMesh, [1003](#)
- this[int location]
 - SharpNav.Cell, [169](#)
- this[int x, int y]
 - SharpNav.CompactHeightfield, [190](#)
 - SharpNav.Heightfield, [561](#)
 - SharpNav.HeightPatch, [567](#)
- this[SpanReference spanRef]
 - SharpNav.Heightfield, [562](#)
- tileBlockingOverlay
 - DungeonArchitect.Flow.Domains.Tilemap.FlowTilemapCellOverlay, [394](#)
- TileCount
 - SharpNav.TiledNavMesh, [1003](#)
- TiledNavMesh
 - SharpNav.TiledNavMesh, [989](#)
- tilemap
 - DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel, [506](#)
- ToArray
 - SharpNav.AreaGenerator, [117](#)
- ToIntVector
 - DungeonArchitect.Utils.MathUtils, [669](#)
- Top
 - SharpNav.Collections.Generic.PriorityQueue< T >, [805](#)
- TopZIndex
 - DungeonArchitect.Graphs.Graph, [427](#)
- ToString
- SharpNav.Area, [104](#)
- SharpNav.Geometry.BBox2i, [131](#)
- SharpNav.Geometry.BBox3, [137](#)
- SharpNav.Geometry.Triangle3, [1025](#)
- SharpNav.Geometry.Vector2, [1068](#)
- SharpNav.Geometry.Vector2i, [1074](#)
- SharpNav.Geometry.Vector3, [1107](#)
- SharpNav.PolyBounds, [774](#)
- SharpNav.PolyVertex, [798](#)
- SharpNav.RegionId, [827](#)
- ToVector3
 - DungeonArchitect.Utils.MathUtils, [670](#)
- TransformRuleClassName
 - DungeonArchitect.Themeing.DungeonThemeItem, [307](#)
- transformRuleClassName
 - DungeonArchitect.Graphs.VisualNode, [1114](#)
- transformRuleEnabled
 - DungeonArchitect.Graphs.VisualNode, [1114](#)
- Triangle
 - DungeonArchitect.Triangulator.Geometry.Triangle, [1018](#)
- Triangle3
 - SharpNav.Geometry.Triangle3, [1021](#)
- TriangleData
 - SharpNav.PolyMeshDetail.TriangleData, [1029](#), [1030](#)
- Triangulate
 - DungeonArchitect.Triangulator.Delauney, [234](#)
- TriangulateRooms
 - DungeonArchitect.Builders.Grid.GridDungeonBuilder, [485](#)
- Tris
 - SharpNav.PolyMeshDetail, [787](#)
- TrisCount
 - SharpNav.PolyMeshDetail, [787](#)
- TryGetHeight
 - SharpNav.HeightPatch, [565](#), [566](#)
- TryGetTileAndPolyByRef
 - SharpNav.TiledNavMesh, [1002](#)
- TryGetTileAndPolyByRefUnsafe
 - SharpNav.TiledNavMesh, [1002](#)
- Tuple
 - SharpNav.Tuple< T1, T2 >, [1032](#)
- type
 - DungeonArchitect.Flow.Items.FlowItem, [359](#)
- UnitX
 - SharpNav.Geometry.Vector2, [1068](#)
 - SharpNav.Geometry.Vector3, [1107](#)
- UnitY
 - SharpNav.Geometry.Vector2, [1068](#)
 - SharpNav.Geometry.Vector3, [1107](#)
- UnitZ
 - SharpNav.Geometry.Vector3, [1107](#)
- UnsetConnection
 - SharpNav.CompactSpan, [196](#)
- UnsetHeight
 - SharpNav.HeightPatch, [566](#)

- Update
 - DungeonArchitect.Editors.Timer, [1014](#)
 - SharpNav.Crowds.Crowd, [228](#)
 - SharpNav.Crowds.LocalBoundary, [645](#)
- UpdateAgentParameters
 - SharpNav.Crowds.Agent, [98](#)
- UpdateFlags
 - SharpNav.Crowds, [91](#)
- UpdateMoveRequest
 - SharpNav.Crowds.Crowd, [228](#)
- UpdateSlicedFindPath
 - SharpNav.NavMeshQuery, [719](#)
- UpdateTopologyOptimization
 - SharpNav.Crowds.Crowd, [228](#)
- useBaseThemeForMissingMarkers
 - DungeonArchitect.ThemeOverrideVolume, [985](#)
- userData
 - DungeonArchitect.DungeonSceneProviderData, [296](#)
- UseSelectionRule
 - DungeonArchitect.Themeing.DungeonThemeItem, [308](#)
- useSpatialConstraint
 - DungeonArchitect.Graphs.VisualNode, [1114](#)
 - DungeonArchitect.Themeing.DungeonThemeItem, [308](#)
- UseTransformRule
 - DungeonArchitect.Themeing.DungeonThemeItem, [308](#)
- Valid
 - SharpNav.Crowds, [91](#)
- Vector2
 - SharpNav.Geometry.Vector2, [1048](#), [1049](#)
- Vector2i
 - SharpNav.Geometry.Vector2i, [1072](#)
- Vector3
 - SharpNav.Geometry.Vector3, [1080](#)
- Velocity
 - SharpNav.Crowds, [91](#)
- VertCount
 - SharpNav.Pathfinding.Poly, [770](#)
 - SharpNav.PolyMesh, [784](#)
 - SharpNav.PolyMeshDetail, [788](#)
- VertexBorder
 - SharpNav, [88](#)
- VertexCount
 - SharpNav.PolyMesh.Polygon, [777](#)
- Vertices
 - SharpNav.Contour, [213](#)
 - SharpNav.PolyMesh.Polygon, [778](#)
- Verts
 - SharpNav.Pathfinding.MeshTile, [685](#)
 - SharpNav.Pathfinding.Poly, [770](#)
 - SharpNav.PolyMesh, [785](#)
 - SharpNav.PolyMeshDetail, [788](#)
- VertsPerPoly
 - SharpNav.NavMeshGenerationSettings, [701](#)
- Visited
 - SharpNav.Region, [819](#)
- VoxelAgentHeight
 - SharpNav.NavMeshGenerationSettings, [701](#)
- VoxelAgentRadius
 - SharpNav.NavMeshGenerationSettings, [702](#)
- VoxelMaxClimb
 - SharpNav.NavMeshGenerationSettings, [702](#)
- WaitingForPath
 - SharpNav.Crowds, [91](#)
- WaitingForQueue
 - SharpNav.Crowds, [91](#)
- WalkableSpanCount
 - SharpNav.Cell, [169](#)
- Walking
 - SharpNav.Crowds, [90](#)
- wallsAsEdges
 - DungeonArchitect.Builders.GridFlow.GridFlowDungeonModel, [506](#)
- West
 - SharpNav, [87](#), [88](#)
- Width
 - SharpNav.CompactHeightfield, [190](#)
 - SharpNav.ContourSet, [217](#)
 - SharpNav.Heightfield, [562](#)
 - SharpNav.HeightPatch, [567](#)
- WithFlags
 - SharpNav.RegionId, [827](#)
- WithoutFlags
 - SharpNav.RegionId, [827](#), [828](#)
- WorldPosition
 - DungeonArchitect.Graphs.GraphPin, [473](#)
- WorldToGrid
 - DungeonArchitect.Utills.MathUtils, [670](#)
- WorldToScreen
 - DungeonArchitect.Graphs.GraphCamera, [431](#), [432](#)
- WorldToTerrainCoord
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [618](#), [619](#)
- WorldToTerrainDetailCoord
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [619](#)
- WorldToTerrainTextureCoord
 - DungeonArchitect.Landscape.LandscapeDataRasterizer, [620](#)
- X
 - DungeonArchitect.Triangulator.Geometry.Point < T >, [768](#)
 - SharpNav.CompactSpanReference, [202](#)
 - SharpNav.ContourVertex, [221](#)
 - SharpNav.Geometry.Vector2, [1068](#)
 - SharpNav.Geometry.Vector2i, [1075](#)
 - SharpNav.Geometry.Vector3, [1108](#)
 - SharpNav.HeightPatch, [568](#)
 - SharpNav.PolyVertex, [798](#)
 - SharpNav.SpanReference, [921](#)
- Xzy
 - SharpNav.Geometry.Vector3, [1109](#)

Y

DungeonArchitect.Triangulator.Geometry.Point< T
>, [768](#)
SharpNav.CompactSpanReference, [202](#)
SharpNav.ContourVertex, [221](#)
SharpNav.Geometry.Vector2, [1069](#)
SharpNav.Geometry.Vector2i, [1075](#)
SharpNav.Geometry.Vector3, [1108](#)
SharpNav.HeightPatch, [568](#)
SharpNav.PolyVertex, [798](#)
SharpNav.SpanReference, [921](#)

Yx

SharpNav.Geometry.Vector2, [1070](#)

Yxz

SharpNav.Geometry.Vector3, [1109](#)

Yzx

SharpNav.Geometry.Vector3, [1109](#)

Z

SharpNav.ContourVertex, [221](#)
SharpNav.Geometry.Vector3, [1108](#)
SharpNav.PolyVertex, [798](#)

Zero

SharpNav.Geometry.Vector2, [1069](#)
SharpNav.Geometry.Vector2i, [1075](#)
SharpNav.Geometry.Vector3, [1108](#)

ZIndex

DungeonArchitect.Graphs.GraphNode, [461](#)

ZoomLevel

DungeonArchitect.Graphs.GraphCamera, [432](#)

Zxy

SharpNav.Geometry.Vector3, [1109](#)

Zyx

SharpNav.Geometry.Vector3, [1109](#)