



GENA PRO API REFERENCE

Table of Contents

| | |
|---|----|
| GeNa.Scripts.Core Reference | 29 |
| GeNa.Core Namespace | 30 |
| BoundsModifier Class | 30 |
| BoundsModifier.Center Property | 30 |
| BoundsModifier.Height Property | 31 |
| BoundsModifier.Ignore Property | 31 |
| BoundsModifier.Radius Property | 31 |
| BoundsModifier.ShapeType Property | 31 |
| BoundsModifier.Size Property | 32 |
| BoundsModifier.CopyFrom Method | 32 |
| BoundsModifier.Deserialize Method | 32 |
| BoundsModifier.GetAabbObject Method | 32 |
| BoundsModifier.Serialize Method | 33 |
| GeNaCurve Class | 33 |
| GeNaCurve Constructor | 34 |
| GeNaCurve.EndNode Property | 34 |
| GeNaCurve.EndNodeID Property | 35 |
| GeNaCurve.EndTangent Property | 35 |
| GeNaCurve.Length Property | 35 |
| GeNaCurve.OnChanged Property | 35 |
| GeNaCurve.P0 Property | 36 |
| GeNaCurve.P1 Property | 36 |
| GeNaCurve.P2 Property | 36 |
| GeNaCurve.P3 Property | 36 |
| GeNaCurve.Samples Property | 37 |
| GeNaCurve.StartNode Property | 37 |
| GeNaCurve.StartNodeID Property | 37 |
| GeNaCurve.StartTangent Property | 37 |
| GeNaCurve.AssertTimeInBounds Method | 37 |
| GeNaCurve.Changed Method | 38 |

| | |
|--|----|
| GeNaCurve.ComputeSamples Method | 38 |
| GeNaCurve.ConnectEnd Method | 38 |
| GeNaCurve.ConnectStart Method | 39 |
| GeNaCurve.GetSample Method | 39 |
| GeNaCurve.GetSampleAtDistance Method | 39 |
| GeNaCurve.HasNode Method | 40 |
| GeNaCurve.Refresh Method | 40 |
| GeNaEvents Class | 41 |
| GeNaEvents.BakeSpline Property | 41 |
| GeNaEvents.CreateBufferManager Property | 42 |
| GeNaEvents.Destroy Property | 42 |
| GeNaEvents.ErrorDialogue Property | 42 |
| GeNaEvents.GetOrCreateNearestProbeGroup Property | 42 |
| GeNaEvents.GetQuadMaterial Property | 42 |
| GeNaEvents.GetSeaLevel Property | 43 |
| GeNaEvents.Instantiate Property | 43 |
| GeNaEvents.LoadProbesFromScene Property | 43 |
| GeNaEvents.OptimiseGameObject Property | 43 |
| GeNaEvents.ProbeGameObject Property | 44 |
| GeNaEvents.ProbeGameObjectLPG Property | 44 |
| GeNaEvents.ProgressBegin Property | 44 |
| GeNaEvents.ProgressCheck Property | 44 |
| GeNaEvents.ProgressEnd Property | 45 |
| GeNaEvents.RunCoroutine Property | 45 |
| GeNaEvents.SDFDrawWireCapsule Property | 45 |
| GeNaEvents.SDFDrawWireCylinder Property | 45 |
| GeNaEvents.SDFDrawWireLine Property | 45 |
| GeNaEvents.SetNavigationStatic Property | 46 |
| GeNaEvents.SetSeaLevel Property | 46 |
| GeNaEvents.SetupRiverWeatherSync Property | 46 |
| GeNaEvents.Simulate Property | 46 |
| GeNaEvents.StartCoroutine Property | 47 |

| | |
|---|----|
| GeNaEvents.UnOptimiseGameObject Property | 47 |
| GeNaEvents.UpdateTimeOfDayLightSync Property | 47 |
| GeNaEvents.UpdateTimeOfDayLightSyncShadows Property | 47 |
| GeNaEvents.UpdateTimeOfDaySyncCulling Property | 47 |
| GeNaEvents.Clear Method | 48 |
| onAfterSpawn Field | 48 |
| onAfterUndo Field..... | 48 |
| onBeforeSpawn Field..... | 48 |
| onBeforeUndo Field | 49 |
| onDispose Field | 49 |
| onSpawnFinished Field..... | 49 |
| onSpawnerCreated Field..... | 49 |
| onSpawnerDestroyed Field | 50 |
| onSplineCreated Field | 50 |
| onSplineDestroyed Field | 50 |
| onTerrainChanged Field | 50 |
| onTerrainChangedFlags Field | 51 |
| GeNaGrowthScript Class | 51 |
| GeNaGrowthScript.Die Method | 52 |
| GeNaGrowthScript.Initialise Method | 52 |
| m_destroyObjectAtEndOfLife Field | 52 |
| m_disableScriptAtEndOfLife Field | 53 |
| m_endScale Field | 53 |
| m_growthTime Field | 53 |
| m_lifeTime Field | 53 |
| m_scaleVariance Field | 54 |
| m_startScale Field | 54 |
| GeNaManager Class | 54 |
| GeNaManager.AabbManager Property..... | 56 |
| GeNaManager.Cancel Property..... | 56 |
| GeNaManager.CullingWaitForFrames Property | 56 |
| GeNaManager.CurrentBakeSplineNames Property..... | 56 |

| | |
|--|----|
| GeNaManager.DebugEnabled Property | 57 |
| GeNaManager.DebugLabel Property | 57 |
| GeNaManager.EnableTimeOfDayLightSync Property | 57 |
| GeNaManager.Instance Property | 57 |
| GeNaManager.LightCullingDistance Property | 57 |
| GeNaManager.LightCullingMode Property | 58 |
| GeNaManager.Palettes Property | 58 |
| GeNaManager.PreviewSyncLightCullingInEditor Property | 58 |
| GeNaManager.ProbeManager Property | 58 |
| GeNaManager.ProcessingQueue Property | 59 |
| GeNaManager.RenderType Property | 59 |
| GeNaManager.Settings Property | 59 |
| GeNaManager.SpawnEntryQueue Property | 59 |
| GeNaManager.SpawnerShader Property | 59 |
| GeNaManager.Spawners Property | 60 |
| GeNaManager.Splines Property | 60 |
| GeNaManager.TerrainTools Property | 60 |
| GeNaManager.TimeOfDayLightSyncShadowMode Property | 60 |
| GeNaManager.TreeInstances Property | 61 |
| GeNaManager.AabbLoading Method | 61 |
| GeNaManager.AddTreeInstance Method | 61 |
| GeNaManager.GetAabbmanager Method | 61 |
| GeNaManager.GetHashCode Method | 62 |
| GeNaManager.GetInstance Method | 62 |
| GeNaManager.GetProbeManager Method | 62 |
| GeNaManager.GetTerrainTools Method | 62 |
| GeNaManager.GetTimeOfDayLightSyncSettings Method | 63 |
| GeNaManager.Initialize Method | 63 |
| GeNaManager.LoadAabbManager Method | 64 |
| GeNaManager.LoadTerrainData Method | 64 |
| GeNaManager.OnAfterUndo Method | 64 |
| GeNaManager.OnBeforeUndo Method | 65 |

| | |
|---|----|
| GeNaManager.OnDestroy Method | 65 |
| GeNaManager.OnDispose Method | 65 |
| GeNaManager.OnSpawnerCreated Method | 65 |
| GeNaManager.OnSpawnerDestroyed Method..... | 66 |
| GeNaManager.OnSplineCreated Method..... | 66 |
| GeNaManager.OnSplineDestroyed Method | 66 |
| GeNaManager.Paint Method..... | 67 |
| GeNaManager.ScheduleIterate Method | 67 |
| GeNaManager.ScheduleSpawn Method | 67 |
| GeNaManager.ScheduleTerrainModifier Method..... | 68 |
| GeNaMesh Class..... | 68 |
| GeNaMesh.Curve Property | 69 |
| GeNaMesh.GameObject Property | 69 |
| GeNaMesh.HeightOffset Property | 69 |
| GeNaMesh.MeshCollider Property..... | 69 |
| GeNaMesh.MeshFilter Property..... | 69 |
| GeNaMesh.MeshRenderer Property | 70 |
| GeNaMesh.Parent Property | 70 |
| GeNaMesh.SharedMaterial Property | 70 |
| GeNaMesh.SharedMesh Property | 70 |
| GeNaMesh.Smoothness Property | 71 |
| GeNaMesh.SnapToGround Property | 71 |
| GeNaMesh.Width Property | 71 |
| GeNaMesh.ComputeMesh Method..... | 71 |
| GeNaMesh.Destroy Method | 72 |
| GeNaMesh.GetVertices Method | 72 |
| GeNaMesh.Update Method..... | 72 |
| GeNaMeshVertex Class | 73 |
| GeNaMeshVertex Constructor..... | 73 |
| GeNaMeshVertex(Vector3, Vector3, Vector2) Constructor | 73 |
| GeNaMeshVertex.Normal Property | 74 |
| GeNaMeshVertex.Position Property..... | 74 |

| | |
|---|----|
| GeNaMeshVertex.UV Property | 74 |
| GeNaNode Class..... | 74 |
| GeNaNode.ID Property | 75 |
| GeNaNode.Position Property | 75 |
| GeNaNode.Roll Property..... | 75 |
| GeNaNode.Scale Property | 76 |
| GeNaNode.Up Property..... | 76 |
| GeNaNode.Changed Method..... | 76 |
| OnChange Event | 77 |
| GeNaSample Class..... | 77 |
| GeNaSample Constructor | 77 |
| GeNaSample.DistanceInCurve Property..... | 78 |
| GeNaSample.Forward Property | 78 |
| GeNaSample.Location Property | 79 |
| GeNaSample.Right Property | 79 |
| GeNaSample.Roll Property..... | 79 |
| GeNaSample.Scale Property | 79 |
| GeNaSample.Tangent Property | 79 |
| GeNaSample.TimeInCurve Property..... | 80 |
| GeNaSample.Up Property..... | 80 |
| GeNaSample.GetBent Method..... | 80 |
| GeNaSample.Lerp Method | 80 |
| GeNaSpawner Class..... | 81 |
| GeNaSpawner.IsDirty Property | 83 |
| GeNaSpawner.Palette Property | 83 |
| GeNaSpawner.SpawnerData Property | 83 |
| GeNaSpawner.VersionNumber Property | 83 |
| GeNaSpawner.AddGrassProto Method | 84 |
| GeNaSpawner.AddProto Method..... | 84 |
| GeNaSpawner.AddTextureProto Method..... | 84 |
| GeNaSpawner.AddTreeProto Method | 84 |
| GeNaSpawner.AutoOptimiseGameObject Method | 85 |

| | |
|---|----|
| GeNaSpawner.AutoProbeGameObject Method | 85 |
| GeNaSpawner.CalculateMinExtents Method | 86 |
| GeNaSpawner.CanPerformUndo Method | 86 |
| GeNaSpawner.CheckLocationForSpawn Method | 86 |
| GeNaSpawner.CheckThrowDistance Method | 87 |
| GeNaSpawner.Deserialize Method | 87 |
| GeNaSpawner.DespawnAllPrefabs Method | 87 |
| GeNaSpawner.DespawnEmptyParents Method | 87 |
| GeNaSpawner.DespawnGrass Method | 88 |
| GeNaSpawner.DespawnParentIfEmpty Method..... | 88 |
| GeNaSpawner.DespawnProbes Method | 88 |
| GeNaSpawner.DespawnTree Method | 89 |
| GeNaSpawner.DetectGround (Vector3, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method | 89 |
| GeNaSpawner.DetectGround (Ray, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method | 90 |
| GeNaSpawner.DetectGroundAll (Ray, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method | 90 |
| GeNaSpawner.DetectGroundAll (Vector3, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method | 91 |
| GeNaSpawner.DetectGroundHeight Method | 92 |
| GeNaSpawner.DetectGroundHeightAll Method..... | 92 |
| GeNaSpawner.DetectGroundNormal Method | 93 |
| GeNaSpawner.DetectGroundNormalAll Method..... | 94 |
| GeNaSpawner.DrawVisualization Method | 94 |
| GeNaSpawner.ForEachProtoResource Method | 94 |
| GeNaSpawner.GenerateAabbTest Method | 95 |
| GeNaSpawner.GenerateGlobalSpawnCalls Method | 95 |
| GeNaSpawner.GenerateParent Method..... | 96 |
| GeNaSpawner.GenerateRandomData (List<SpawnCall>) Method | 96 |
| GeNaSpawner.GenerateRandomData (SpawnCall) Method | 96 |
| GeNaSpawner.GenerateRandomData (SpawnCall()) Method..... | 97 |
| GeNaSpawner.GenerateSpawnCall (RaycastHit) Method..... | 97 |

| | |
|---|-----|
| GeNaSpawner.GenerateSpawnCall (Vector3) Method..... | 98 |
| GeNaSpawner.GenerateSpawnCall (Transform, Vector3, Vector3) Method..... | 98 |
| GeNaSpawner.GenerateSpawnerData Method..... | 98 |
| GeNaSpawner.GetEdgeHeight Method..... | 99 |
| GeNaSpawner.GetInstanceCount Method..... | 99 |
| GeNaSpawner.GetInstancesTopLimit Method | 100 |
| GeNaSpawner.GetParent Method | 100 |
| GeNaSpawner.GetRotationFromLocation Method | 100 |
| GeNaSpawner.GetSpawnProgressParent Method | 101 |
| GeNaSpawner.GetTreePrototype (GameObject) Method..... | 101 |
| GeNaSpawner.GetTreePrototype (Int32) Method | 101 |
| GeNaSpawner.GetTreePrototypeIndex Method | 102 |
| GeNaSpawner.Initialise Method | 102 |
| GeNaSpawner.OnPostSpawn Method..... | 103 |
| GeNaSpawner.OnPreSpawn Method | 103 |
| GeNaSpawner.ProbeGameObject Method | 103 |
| GeNaSpawner.ProcessAabbTests Method..... | 103 |
| GeNaSpawner.RecordUndo Method | 104 |
| GeNaSpawner.Refresh Method..... | 104 |
| GeNaSpawner.RemoveProto Method | 105 |
| GeNaSpawner.RemoveSpawnProgressParent Method | 105 |
| GeNaSpawner.ResetParent Method | 105 |
| GeNaSpawner.ScheduleSpawn (List<SpawnCall>) Method..... | 106 |
| GeNaSpawner.ScheduleSpawn (SpawnCall) Method | 106 |
| GeNaSpawner.Serialize Method | 106 |
| GeNaSpawner.SetDefaults Method | 107 |
| GeNaSpawner.SetSpawnOrigin Method..... | 107 |
| GeNaSpawner.SortPrototypesAZ Method | 107 |
| GeNaSpawner.Spawn (RaycastHit) Method..... | 108 |
| GeNaSpawner.Spawn (Vector3) Method..... | 108 |
| GeNaSpawner.Spawn (SpawnCall) Method | 108 |
| GeNaSpawner.SpawnedSomething Method | 109 |

| | |
|--|-----|
| GeNaSpawner.Undo (Int32) Method | 109 |
| GeNaSpawner.Undo Method | 109 |
| GeNaSpawner.UndoAll Method | 110 |
| GeNaSpawner.UpdateBounds Method..... | 110 |
| GeNaSpawner.UpdateDetailPrototypeData Method | 111 |
| GeNaSpawner.UpdateGoName Method..... | 111 |
| GeNaSpawner.UpdateMinMaxHeight Method | 111 |
| GeNaSpawner.UpdateMinMaxSlope Method | 112 |
| GeNaSpawner.UpdatePrototypes Method | 112 |
| GeNaSpawner.UpdateRandom Method | 112 |
| GeNaSpawner.UpdateResources Method..... | 113 |
| GeNaSpawner.UpdateRotation Method | 113 |
| GeNaSpawner.UpdateScale Method | 114 |
| GeNaSpawner.UpdateSpawnCritOverrides Method | 114 |
| GeNaSpawner.UpdateSpawnSettings Method | 114 |
| GeNaSpawner.UpdateSpawnerDataName Method | 115 |
| GeNaSpawner.UpdateSubSpawners Method | 115 |
| GeNaSpawner.UpdateTargetSpawnerRanges (Boolean) Method..... | 115 |
| GeNaSpawner.UpdateTargetSpawnerRanges (RaycastHit, Boolean) Method | 116 |
| GeNaSpawner.UpdateTexture Method | 116 |
| GeNaSpawner.UpdateTexturePrototypeData Method..... | 117 |
| GeNaSpawner.UpdateVisualization Method | 117 |
| GeNaSpawner.Upgrade Method..... | 118 |
| GeNaSpline Class | 118 |
| GeNaSpline.AutoSmooth Property | 119 |
| GeNaSpline.AutoSnapOnSubdivide Property..... | 120 |
| GeNaSpline.CanUnSubdivide Property..... | 120 |
| GeNaSpline.Curves Property | 120 |
| GeNaSpline.Extensions Property | 120 |
| GeNaSpline.HasName Property | 121 |
| GeNaSpline.HasNodes Property | 121 |
| GeNaSpline.IsDirty Property | 121 |

| | |
|---|-----|
| GeNaSpline.IsLoop Property | 121 |
| GeNaSpline.Length Property | 121 |
| GeNaSpline.Name Property | 122 |
| GeNaSpline.Nodes Property | 122 |
| GeNaSpline.SelectedExtensionIndex Property | 122 |
| GeNaSpline.Settings Property | 122 |
| GeNaSpline.SimplifyEpsilon Property | 123 |
| GeNaSpline.SimplifyScale Property | 123 |
| GeNaSpline.SmoothStrength Property | 123 |
| GeNaSpline.UndoStack Property | 123 |
| GeNaSpline.AddCurve Method | 123 |
| GeNaSpline.AddExtension Method..... | 124 |
| GeNaSpline.AddExtension<T> Method | 124 |
| GeNaSpline.AddNode (GeNaNode) Method..... | 125 |
| GeNaSpline.AddNode (GeNaNode, GeNaNode) Method..... | 125 |
| GeNaSpline.Bake Method | 126 |
| GeNaSpline.Bake (ExtensionEntry) Method..... | 126 |
| GeNaSpline.Bake (GeNaSplineExtension) Method | 126 |
| GeNaSpline.CopyExtension Method | 127 |
| GeNaSpline.CreateNewNode Method | 127 |
| GeNaSpline.CreateSpline Method | 127 |
| GeNaSpline.GetConnectedCurves Method..... | 128 |
| GeNaSpline.GetCurveAtDistance Method | 128 |
| GeNaSpline.GetCurveFromNode Method | 129 |
| GeNaSpline.GetExtension Method..... | 129 |
| GeNaSpline.GetExtension<T> Method | 129 |
| GeNaSpline.GetLength Method | 130 |
| GeNaSpline.GetNode Method | 130 |
| GeNaSpline.GetOrderedCurves Method..... | 130 |
| GeNaSpline.GetSampleAtDistance Method | 131 |
| GeNaSpline.GetSampleAtTime Method | 131 |
| GeNaSpline.GetTrees Method | 132 |

| | |
|---|-----|
| GeNaSpline.InsertNode Method | 132 |
| GeNaSpline.IsIntersection Method | 132 |
| GeNaSpline.OnAfterDeserialize Method | 133 |
| GeNaSpline.OnBeforeSerialize Method | 133 |
| GeNaSpline.OnSceneGUI Method | 133 |
| GeNaSpline.OnSplineEndChanged Method..... | 134 |
| GeNaSpline.OnSubscribe Method..... | 134 |
| GeNaSpline.OnUnSubscribe Method | 134 |
| GeNaSpline.RecordUndo Method | 134 |
| GeNaSpline.RefreshNodeToCurveDictionary Method | 135 |
| GeNaSpline.RemoveAllNodes Method..... | 135 |
| GeNaSpline.RemoveCurve Method | 135 |
| GeNaSpline.RemoveExtension (Int32) Method | 136 |
| GeNaSpline.RemoveExtension (GeNaSplineExtension) Method | 136 |
| GeNaSpline.RemoveExtensionEntry Method..... | 136 |
| GeNaSpline.RemoveNode Method | 137 |
| GeNaSpline.SetDirty Method..... | 137 |
| GeNaSpline.SimplifyNodesAndCurves Method | 137 |
| GeNaSpline.Smooth Method | 138 |
| GeNaSpline.SnapNodesToGround Method..... | 138 |
| GeNaSpline.Subdivide Method..... | 139 |
| GeNaSpline.Undo Method..... | 139 |
| GeNaSpline.Undo (Int32) Method..... | 139 |
| GeNaSpline.UndoAll Method | 139 |
| GeNaSpline.UpdateGoName Method | 140 |
| GeNaSpline.UpdateSpline Method | 140 |
| GeNaSplineExtension Class | 140 |
| GeNaSplineExtension.IsActive Property | 141 |
| GeNaSplineExtension.IsSelected Property | 141 |
| GeNaSplineExtension.Spline Property | 141 |
| GeNaSplineExtension.Bake Method | 142 |
| GeNaSplineExtension.Delete Method..... | 142 |

| | |
|---|-----|
| GeNaSplineExtension.DrawGizmos Method | 142 |
| GeNaSplineExtension.DrawGizmosSelected Method | 142 |
| GeNaSplineExtension.Execute Method | 142 |
| GeNaSplineExtension.PreExecute Method..... | 143 |
| GeNaSplineExtension.SceneGUI Method | 143 |
| GeNaSplineExtension.SplineDirty Method | 143 |
| GeNaTerrainEvents Class | 143 |
| PlacementCriteria Class | 144 |
| PlacementCriteria.EnableRotationDragUpdate Property | 145 |
| PlacementCriteria.GlobalSpawnJitterPct Property | 145 |
| PlacementCriteria.MaxFailCount Property | 145 |
| PlacementCriteria.MaxRotationY Property | 146 |
| PlacementCriteria.MaxScale Property | 146 |
| PlacementCriteria.MinRotationY Property | 146 |
| PlacementCriteria.MinScale Property | 146 |
| PlacementCriteria.RotationAlgorithm Property..... | 147 |
| PlacementCriteria.SameScale Property | 147 |
| PlacementCriteria.ScaleFalloff Property | 147 |
| PlacementCriteria.ScaleToNearestInt Property..... | 148 |
| PlacementCriteria.SeedThrowJitter Property | 148 |
| PlacementCriteria.SpawnAlgorithm Property | 148 |
| PlacementCriteria.UseGravity Property | 148 |
| PlacementCriteria.Deserialize Method..... | 149 |
| PlacementCriteria.Serialize Method..... | 149 |
| Prototype Class | 149 |
| Prototype(GeNaSpawnerData) Constructor | 150 |
| Prototype Constructor | 150 |
| Prototype.BoundsBorder Property | 151 |
| Prototype.DisplayedInEditor Property | 151 |
| Prototype.Extents Property | 151 |
| Prototype.ForwardRotation Property | 151 |
| Prototype.Id Property | 151 |

| | |
|--|-----|
| Prototype.IdCode Property | 152 |
| Prototype.InstancesSpawned Property | 152 |
| Prototype.IsActive Property | 152 |
| Prototype.LegacyPOI Property | 152 |
| Prototype.Name Property | 153 |
| Prototype.NextBoundsCenter Property | 153 |
| Prototype.ShowAdvancedOptions Property | 153 |
| Prototype.Size Property | 153 |
| Prototype.SpawnerData Property..... | 153 |
| Prototype.SpawnerPalettID Property | 154 |
| Prototype.TopRotation Property..... | 154 |
| Prototype.AddChild Method..... | 154 |
| Prototype.AddResource Method | 155 |
| Prototype.Deserialize Method | 155 |
| Prototype.DeserializeV1 Method | 155 |
| Prototype.ForEachResource Method | 156 |
| Prototype.GetChildren Method | 156 |
| Prototype.GetMinExtents Method | 156 |
| Prototype.GetNextExtents Method | 157 |
| Prototype.GetParent Method..... | 157 |
| Prototype.GetResources Method | 157 |
| Prototype.GetSuccessChance Method | 157 |
| Prototype.GetTopLevelResources Method | 158 |
| Prototype.HasColliders Method | 158 |
| Prototype.HasHeights Method..... | 158 |
| Prototype.HasMeshes Method | 158 |
| Prototype.HasModifier Method | 159 |
| Prototype.HasPhysics Method | 159 |
| Prototype.HasRigidbody Method | 159 |
| Prototype.HasType Method..... | 159 |
| Prototype.OnAfterDeserialize Method | 160 |
| Prototype.OnBeforeSerialize Method..... | 160 |

| | |
|---|-----|
| Prototype.PrecalculateOffsets Method | 160 |
| Prototype.RefreshDictionary Method | 161 |
| Prototype.Serialize Method | 161 |
| Prototype.SerializeV1 Method..... | 161 |
| Prototype.SetPalette Method..... | 162 |
| Prototype.SetSpawner Method | 162 |
| Resource Class | 163 |
| Resource(GeNaSpawnerData) Constructor..... | 164 |
| Resource Constructor | 164 |
| Resource.AddColliderToAabb Property | 164 |
| Resource.AssetID Property | 164 |
| Resource.AssetName Property | 165 |
| Resource.BaseBrush Property | 165 |
| Resource.BaseColliderCenter Property | 165 |
| Resource.BaseColliderConstScaleAmount Property..... | 165 |
| Resource.BaseColliderScale Property | 166 |
| Resource.BaseColliderUseConstScale Property..... | 166 |
| Resource.BasePosition Property | 166 |
| Resource.BaseRotation Property | 166 |
| Resource.BaseScale Property | 166 |
| Resource.BaseSize Property..... | 167 |
| Resource.BoundsCenter Property | 167 |
| Resource.BrushCache Property..... | 167 |
| Resource.BrushIndex Property..... | 167 |
| Resource.BrushTXIndex Property | 168 |
| Resource.BrushTextureArray Property | 168 |
| Resource.BrushTextureIDs Property | 168 |
| Resource.BrushTextures Property..... | 168 |
| Resource.ChildrenIDs Property | 169 |
| Resource.ConformToSlope Property..... | 169 |
| Resource.ContainerOnly Property..... | 169 |
| Resource.DecoratorEntries Property..... | 169 |

| | |
|---|-----|
| Resource.DecoratorTypes Property | 169 |
| Resource.Decorators Property | 170 |
| Resource.DetailPrototypeData Property | 170 |
| Resource.HasColliders Property | 170 |
| Resource.HasHeights Property..... | 170 |
| Resource.HasMeshes Property | 171 |
| Resource.HasRigidbody Property | 171 |
| Resource.HasRootCollider Property | 171 |
| Resource.HasSubSpawner Property | 171 |
| Resource.ID Property..... | 171 |
| Resource.InstancesSpawned Property | 172 |
| Resource.MaxOffset Property..... | 172 |
| Resource.MaxRotation Property | 172 |
| Resource.MaxScale Property | 172 |
| Resource.MinOffset Property..... | 173 |
| Resource.MinRotation Property..... | 173 |
| Resource.MinScale Property | 173 |
| Resource.Name Property | 173 |
| Resource.NextPosition Property | 173 |
| Resource.NextRotation Property | 174 |
| Resource.NextScale Property | 174 |
| Resource.NextSuccess Property..... | 174 |
| Resource.OneChildOf Property..... | 174 |
| Resource.OneChildOfWeight Property | 175 |
| Resource.Opacity Property..... | 175 |
| Resource.Palette Property | 175 |
| Resource.ParentID Property..... | 175 |
| Resource.PhysicsEnabled Property | 176 |
| Resource.Prefab Property | 176 |
| Resource.PrefabPalettID Property | 176 |
| Resource.Prototype Property | 176 |
| Resource.ResourceType Property | 177 |

| | |
|--|-----|
| Resource.SameScale Property | 177 |
| Resource.ShowSpawnCriteriaOverrides Property | 177 |
| Resource.SnapToGround Property | 177 |
| Resource.SpawnCriteria Property | 177 |
| Resource.SpawnFlags Property | 178 |
| Resource.SpawnerData Property | 178 |
| Resource.SpawnerPaletteID Property | 178 |
| Resource.Static Property..... | 178 |
| Resource.SubSpawnerData Property..... | 179 |
| Resource.SubSpawnerPaletteID Property | 179 |
| Resource.SuccessRate Property | 179 |
| Resource.TargetStrength Property..... | 179 |
| Resource.Template Property | 179 |
| Resource.TerrainProtoldx Property | 180 |
| Resource.TexturePrototypeData Property | 180 |
| Resource.Type Property | 180 |
| Resource.AddDecoratorEntry Method | 180 |
| Resource.ClearBrushTextures Method | 181 |
| Resource.Deserialize Method..... | 181 |
| Resource.DeserializeDecorators Method | 181 |
| Resource.ForEach Method..... | 182 |
| Resource.HasChildren Method..... | 182 |
| Resource.HasPhysics Method..... | 182 |
| Resource.IncludeInMinBounds Method | 182 |
| Resource.IncludeNextBounds Method..... | 183 |
| Resource.PrecalculateOffsets (Prototype, XorshiftPlus, Vector3, Boolean, Vector3) Method..... | 183 |
| Resource.PrecalculateOffsets (Prototype, XorshiftPlus, Vector3, Boolean) Method | 184 |
| Resource.RecalculateBounds Method | 185 |
| Resource.RemoveBrushTexture Method | 185 |
| Resource.ResetInstancesSpawned Method..... | 185 |

| | |
|--|-----|
| Resource.Serialize Method..... | 186 |
| Resource.SetPalette Method | 186 |
| Resource.SetParent Method | 186 |
| Resource.SetPrototype Method | 187 |
| Resource.SetSpawner Method | 187 |
| Resource.SetStatic Method | 187 |
| Resource.UpdateBrushTexture Method | 188 |
| Resource.UpdateSpawnCriteria Method..... | 188 |
| OpenedInGuiHierarchy Field | 189 |
| m_displayedInEditor Field | 189 |
| SpawnCall Class..... | 189 |
| SpawnCall Constructor | 190 |
| SpawnCall.AlignChildrenToRotation Property | 190 |
| SpawnCall.AlignToRotation Property | 190 |
| SpawnCall.CanSpawn Property | 191 |
| SpawnCall.ConformChildrenToSlope Property..... | 191 |
| SpawnCall.ConformToSlope Property | 191 |
| SpawnCall.FlowRate Property | 191 |
| SpawnCall.GeNaSample Property | 192 |
| SpawnCall.Generated Property | 192 |
| SpawnCall.InstancesSpawned Property..... | 192 |
| SpawnCall.InstancesToSpawn Property | 192 |
| SpawnCall.IsActive Property | 192 |
| SpawnCall.IsDisabled Property | 193 |
| SpawnCall.IsEmpty Property..... | 193 |
| SpawnCall.Location Property | 193 |
| SpawnCall.Milliseconds Property | 193 |
| SpawnCall.Normal Property..... | 194 |
| SpawnCall.Offset Property | 194 |
| SpawnCall.ParentRotationY Property | 194 |
| SpawnCall.ParentScale Property | 194 |
| SpawnCall.RandomRotationY Property..... | 194 |

| | |
|---|-----|
| SpawnCall.Rotation Property | 195 |
| SpawnCall.SnapChildrenToGround Property | 195 |
| SpawnCall.SnapToGround Property | 195 |
| SpawnCall.SpawnDepth Property | 195 |
| SpawnCall.SpawnDistance Property | 196 |
| SpawnCall.SpawnRange Property | 196 |
| SpawnCall.SpawnType Property | 196 |
| SpawnCall.SpawnedLocation Property | 196 |
| SpawnCall.Spawner Property | 196 |
| SpawnCall.Stopwatch Property | 197 |
| SpawnCall.UseSpawnCriteria Property | 197 |
| SpawnCall.AddSpawnedEntity Method | 197 |
| SpawnCall.ClearSpawnedEntities Method | 197 |
| SpawnCall.ClearSpawnedInstances Method | 198 |
| SpawnCall.DisableEntities Method | 198 |
| SpawnCall.EnableEntities Method | 198 |
| SpawnCall.GetParent Method | 198 |
| SpawnCall.GetSpawnedEntities Method | 199 |
| SpawnCall.GetTransform Method | 199 |
| SpawnCall.IsWithinRange Method | 199 |
| SpawnCall.SetParent Method | 199 |
| SpawnCall.SetTarget Method | 200 |
| SpawnCall.UpdateEntities Method | 200 |
| SpawnCall.UpdateEntity Method | 200 |
| SpawnCriteria Class | 201 |
| SpawnCriteria.BlendAmount Property | 202 |
| SpawnCriteria.BottomBoundary Property | 202 |
| SpawnCriteria.BoundsExtents Property | 202 |
| SpawnCriteria.CheckCollisionType Property | 203 |
| SpawnCriteria.CheckCollisions Property | 203 |
| SpawnCriteria.CheckHeight Property | 203 |
| SpawnCriteria.CheckHeightType Property | 203 |

| | |
|--|-----|
| SpawnCriteria.CheckMask Property | 204 |
| SpawnCriteria.CheckMaskType Property | 204 |
| SpawnCriteria.CheckRange Property | 204 |
| SpawnCriteria.CheckSlope Property | 204 |
| SpawnCriteria.CheckSlopeType Property | 205 |
| SpawnCriteria.CheckTextures Property | 205 |
| SpawnCriteria.ConstrainWithinMaskedBounds Property | 205 |
| SpawnCriteria.DisableCheckMask Property | 205 |
| SpawnCriteria.ForceSpawn Property | 206 |
| SpawnCriteria.HeightRange Property | 206 |
| SpawnCriteria.ImageFilterColor Property | 206 |
| SpawnCriteria.ImageFilterFuzzyMatch Property | 207 |
| SpawnCriteria.InvertMaskedAlpha Property | 207 |
| SpawnCriteria.IsDirty Property | 207 |
| SpawnCriteria.IsMaskDirty Property | 207 |
| SpawnCriteria.MaskFractal Property | 208 |
| SpawnCriteria.MaskFractalRange Property | 208 |
| SpawnCriteria.MaskImage Property | 208 |
| SpawnCriteria.MaskImagePalettelD Property | 208 |
| SpawnCriteria.MaskInvert Property | 209 |
| SpawnCriteria.MaskResolution Property | 209 |
| SpawnCriteria.MaxHeight Property | 209 |
| SpawnCriteria.MaxMaskFractal Property | 209 |
| SpawnCriteria.MaxScaleOnMaskedAlpha Property | 210 |
| SpawnCriteria.MaxSlope Property | 210 |
| SpawnCriteria.MaxSpawnHeight Property | 210 |
| SpawnCriteria.MaxSpawnSlope Property | 210 |
| SpawnCriteria.MaxTextureStrength Property | 211 |
| SpawnCriteria.MidMaskFractal Property | 211 |
| SpawnCriteria.MinHeight Property | 211 |
| SpawnCriteria.MinMaskFractal Property | 212 |
| SpawnCriteria.MinScaleOnMaskedAlpha Property | 212 |

| | |
|--|-----|
| SpawnCriteria.MinSlope Property | 212 |
| SpawnCriteria.MinSpawnHeight Property | 212 |
| SpawnCriteria.MinSpawnSlope Property | 213 |
| SpawnCriteria.MinTextureStrength Property | 213 |
| SpawnCriteria.OverrideApplies Property | 213 |
| SpawnCriteria.OverrideBoundsBorder Property | 213 |
| SpawnCriteria.OverrideCheckChildren Property | 214 |
| SpawnCriteria.OverrideCheckHeight Property | 214 |
| SpawnCriteria.OverrideCheckMask Property | 214 |
| SpawnCriteria.OverrideCheckMaskType Property | 214 |
| SpawnCriteria.OverrideCheckSlope Property | 214 |
| SpawnCriteria.OverrideCheckTextures Property | 215 |
| SpawnCriteria.OverrideChildren Property | 215 |
| SpawnCriteria.OverrideConstrainWithinMaskedBounds Property | 215 |
| SpawnCriteria.OverrideForceSpawn Property | 215 |
| SpawnCriteria.OverrideHeightVariance Property | 216 |
| SpawnCriteria.OverrideImageFilterColor Property | 216 |
| SpawnCriteria.OverrideImageFilterFuzzyMatch Property | 216 |
| SpawnCriteria.OverrideInvertMaskedAlpha Property | 216 |
| SpawnCriteria.OverrideMaskFractalFrequency Property | 216 |
| SpawnCriteria.OverrideMaskFractalLacunarity Property | 217 |
| SpawnCriteria.OverrideMaskFractalOctaves Property | 217 |
| SpawnCriteria.OverrideMaskFractalPersistence Property | 217 |
| SpawnCriteria.OverrideMaskFractalRange Property | 217 |
| SpawnCriteria.OverrideMaskFractalSeed Property | 218 |
| SpawnCriteria.OverrideMaskImage Property | 218 |
| SpawnCriteria.OverrideMaskInvert Property | 218 |
| SpawnCriteria.OverrideMaxScaleOnMaskedAlpha Property | 218 |
| SpawnCriteria.OverrideMidMaskFractal Property | 218 |
| SpawnCriteria.OverrideMinMaxHeight Property | 219 |
| SpawnCriteria.OverrideMinMaxSlope Property | 219 |
| SpawnCriteria.OverrideMinMaxSpawnHeight Property | 219 |

| | |
|--|-----|
| SpawnCriteria.OverrideMinMaxSpawnSlope Property | 219 |
| SpawnCriteria.OverrideMinScaleOnMaskedAlpha Property | 220 |
| SpawnCriteria.OverrideRayExtents Property..... | 220 |
| SpawnCriteria.OverrideScaleOnMaskedAlpha Property | 220 |
| SpawnCriteria.OverrideSelectedTextureIdx Property | 220 |
| SpawnCriteria.OverrideSlopeVariance Property..... | 220 |
| SpawnCriteria.OverrideSpawnCollisionLayers Property | 221 |
| SpawnCriteria.OverrideSuccessOnMaskedAlpha Property | 221 |
| SpawnCriteria.OverrideTextureStrength Property | 221 |
| SpawnCriteria.OverrideTextureVariance Property | 221 |
| SpawnCriteria.OverrideVirginCheckType Property | 222 |
| SpawnCriteria.ScaleOnMaskedAlpha Property | 222 |
| SpawnCriteria.SelectedTextureIdx Property..... | 222 |
| SpawnCriteria.SelectedTextureName Property..... | 222 |
| SpawnCriteria.SlopeRange Property | 223 |
| SpawnCriteria.SpawnCollisionLayers Property | 223 |
| SpawnCriteria.SuccessOnMaskedAlpha Property | 223 |
| SpawnCriteria.TextureRange Property..... | 223 |
| SpawnCriteria.TextureStrength Property | 224 |
| SpawnCriteria.TopBoundary Property | 224 |
| SpawnCriteria.ApplyOverrides Method | 224 |
| SpawnCriteria.Copy Method | 225 |
| SpawnCriteria.CopyOverrides Method | 225 |
| SpawnCriteria.Deserialize Method | 225 |
| SpawnCriteria.GenerateMaskImageData Method..... | 226 |
| SpawnCriteria.GetMaskImagePixels Method | 226 |
| SpawnCriteria.Serialize Method | 226 |
| SpawnFlags Class..... | 227 |
| SpawnFlags.FlagBatchingStatic Property..... | 227 |
| SpawnFlags.FlagCanBeOptimised Property..... | 227 |
| SpawnFlags.FlagForceOptimise Property | 228 |
| SpawnFlags.FlagsOutdoorObject Property | 228 |

| | |
|---|-----|
| SpawnFlags.FlagLightmapStatic Property | 228 |
| SpawnFlags.FlagMovingObject Property | 228 |
| SpawnFlags.FlagNavigationStatic Property..... | 229 |
| SpawnFlags.FlagOccludeeStatic Property..... | 229 |
| SpawnFlags.FlagOccluderStatic Property | 229 |
| SpawnFlags.FlagOffMeshLinkGeneration Property..... | 229 |
| SpawnFlags.FlagReflectionProbeStatic Property | 229 |
| SpawnFlags.UseColliderBounds Property | 230 |
| SpawnFlags.Copy Method | 230 |
| SpawnFlags.Deserialize Method | 230 |
| SpawnFlags.Serialize Method | 231 |
| SpawnedChild Class..... | 231 |
| SpawnedChild.GameObject Property..... | 231 |
| SpawnedChild.Offset Property | 232 |
| SpawnedChild.SpawnOriginObjectID Property | 232 |
| SpawnedChild.SpawnedCenter Property | 232 |
| SpawnedChild.SpawnedPosition Property | 232 |
| SpawnedChild.SpawnedRotation Property..... | 232 |
| SpawnedChild.Transform Property | 233 |
| SpawnedEntity Class | 233 |
| SpawnedEntity.Bounds Property..... | 233 |
| SpawnedEntity.GameObject Property | 234 |
| SpawnedEntity.GroundLayer Property | 234 |
| SpawnedEntity.IsReferenced Property | 234 |
| SpawnedEntity.Offset Property | 234 |
| SpawnedEntity.OffsetX Property | 235 |
| SpawnedEntity.SpawnDistance Property..... | 235 |
| SpawnedEntity.SpawnOffsetPosition Property | 235 |
| SpawnedEntity.SpawnOffsetRotation Property | 235 |
| SpawnedEntity.SpawnOriginObjectID Property..... | 236 |
| SpawnedEntity.SpawnedChildren Property | 236 |
| SpawnedEntity.SpawnedPosition Property..... | 236 |

| | |
|--|-----|
| SpawnedEntity.SpawnedRotation Property | 237 |
| SpawnedEntity.SpawnedScale Property | 237 |
| SpawnedEntity.SpawnerData Property | 237 |
| SpawnedEntity.SplinePosition Property | 237 |
| SpawnedEntity.Transform Property | 238 |
| SpawnedEntity.ApplyYOffset Method | 238 |
| SpawnerEntry Class | 238 |
| SpawnerEntry Constructor | 239 |
| SpawnerEntry(GeNaSpawner) Constructor | 239 |
| SpawnerEntry.Description Property | 239 |
| SpawnerEntry.FlowRate Property | 239 |
| SpawnerEntry.Info Property | 240 |
| SpawnerEntry.Initialize Property | 240 |
| SpawnerEntry.IsActive Property | 240 |
| SpawnerEntry.IsSelected Property | 240 |
| SpawnerEntry.OffsetPosition Property | 241 |
| SpawnerEntry.OffsetRotation Property | 241 |
| SpawnerEntry.RecordUndo Property | 241 |
| SpawnerEntry.RootSpawnCall Property | 241 |
| SpawnerEntry.SpawnCalls Property | 241 |
| SpawnerEntry.SpawnRange Property | 242 |
| SpawnerEntry.Spawner Property | 242 |
| SpawnerEntry.SpawnerData Property | 242 |
| SpawnerEntry.Target Property | 242 |
| SpawnerEntry.ThrowDistance Property | 243 |
| SpawnerEntry.Title Property | 243 |
| SpawnerEntry.Deserialize Method | 243 |
| SpawnerEntry.Serialize Method | 243 |
| SpawnerShader Class | 243 |
| SpawnerShader.AnyMaskBufferIsNull Property | 244 |
| SpawnerShader.BlendDistance Property | 244 |
| SpawnerShader.ComputeShader Property | 244 |

| | |
|---|-----|
| SpawnerShader.MaskShader Property | 245 |
| SpawnerShader.MaxRaySteps Property | 245 |
| SpawnerShader.RayHitThreshold Property | 245 |
| SpawnerShader.Dispose Method..... | 245 |
| SpawnerShader.GenerateAabbBuffer Method..... | 246 |
| SpawnerShader.ProcessAabbTests Method..... | 246 |
| SpawnerShader.Setup Method | 246 |
| SpawnerShader.SetupSpawnCriteria Method | 247 |
| SpawnerShader.UpdateBuffers Method | 247 |
| Variables Structure..... | 248 |
| AabbTree Field | 248 |
| AabbTreeRoot Field..... | 249 |
| AlphamapResolution Field | 249 |
| BlendDistance Field | 249 |
| BoundsBorder Field | 249 |
| CheckHeightType Field | 250 |
| CheckKernel Field | 250 |
| CheckMask Field | 250 |
| CheckMaskType Field | 250 |
| CheckRange Field..... | 250 |
| CheckSlopeType Field | 251 |
| CheckTextures Field | 251 |
| CollisionLayer Field | 251 |
| ConstrainWithinMaskedBounds Field..... | 251 |
| ForceSpawn Field | 252 |
| FractalType Field..... | 252 |
| Frequency Field | 252 |
| ImageFilterColor Field..... | 252 |
| ImageFilterFuzzyMatch Field | 252 |
| InvertMask Field | 253 |
| InvertMaskedAlpha Field..... | 253 |
| Kernels Field..... | 253 |

| | |
|-----------------------------------|-----|
| Lacunarity Field | 253 |
| MaskAlphaData Field | 254 |
| MaskFractalRange Field | 254 |
| MaskImageData Field | 254 |
| MaskImagePixels Field | 254 |
| MaskInvert Field | 254 |
| MaskResolution Field..... | 255 |
| MaxHeight Field | 255 |
| MaxMaskFractal Field | 255 |
| MaxScaleOnMaskedAlpha Field | 255 |
| MaxSlope Field | 256 |
| MaxSpawnHeight Field | 256 |
| MaxSpawnSlope Field | 256 |
| MaxTextureStrength Field | 256 |
| MidMaskFractal Field | 256 |
| Midpoint Field..... | 257 |
| MinHeight Field | 257 |
| MinMaskFractal Field..... | 257 |
| MinScaleOnMaskedAlpha Field | 257 |
| MinSlope Field..... | 258 |
| MinSpawnHeight Field | 258 |
| MinSpawnSlope Field..... | 258 |
| MinTextureStrength Field..... | 258 |
| NumSdfShapes Field | 258 |
| Octaves Field | 259 |
| Persistence Field | 259 |
| Range Field | 259 |
| RayExtents Field..... | 259 |
| RayMarchParams Field | 260 |
| ScaleOnMaskedAlpha Field | 260 |
| SdfShapes Field | 260 |
| Seed Field | 260 |

| | |
|--|-----|
| SelectedTextureIdx Field..... | 260 |
| SpawnOriginBoundsMax Field | 261 |
| SpawnOriginBoundsMin Field | 261 |
| SpawnOriginLocation Field | 261 |
| SpawnOriginRotation Field | 261 |
| SpawnRange Field | 262 |
| SpawnRangeShape Field | 262 |
| SplatmapCount Field | 262 |
| SplatmapDimensions Field..... | 262 |
| Splatmaps Field..... | 262 |
| SuccessBuffer Field | 263 |
| SuccessOnMaskedAlpha Field..... | 263 |
| TerrainPosition Field..... | 263 |
| TerrainSize Field | 263 |
| VirginCheckType Field | 264 |
| TerrainModifier Class..... | 264 |
| TerrainModifier.AreaOfEffect Property | 264 |
| TerrainModifier.BrushIndex Property | 265 |
| TerrainModifier.BrushTexture Property..... | 265 |
| TerrainModifier.BrushTextureIDs Property..... | 265 |
| TerrainModifier.BrushTextures Property | 265 |
| TerrainModifier.EffectType Property | 265 |
| TerrainModifier.Enabled Property | 266 |
| TerrainModifier.Position Property | 266 |
| TerrainModifier.RotationY Property | 266 |
| TerrainModifier.Strength Property | 266 |
| TerrainModifier.UpdateTerrain Property | 267 |
| TerrainModifier.UseAlpha Property | 267 |
| TerrainModifier.AddBrushTexture Method | 267 |
| TerrainModifier.ApplyToTerrain Method..... | 267 |
| TerrainModifier.ClearBrushTextures Method..... | 268 |
| TerrainModifier.CopyFrom Method | 268 |

| | |
|--|-----|
| TerrainModifier.RemoveBrushTexture Method..... | 268 |
| IBakeable Interface | 269 |
| IBakeable.OnBake Method..... | 269 |
| IDecorator Interface | 269 |
| IDecorator.UnpackPrefab Property..... | 270 |
| IDecorator.OnChildrenSpawned Method | 270 |
| IDecorator.OnIngest Method..... | 270 |
| IDecorator.OnSelfSpawned Method | 271 |
| TerrainChangedEvent Enumeration..... | 271 |
| Index | 273 |

GeNa.Scripts.Core Reference

Namespaces

[GeNa.Core](#)₃₀

GeNa.Core Namespace

Classes

[BoundsModifier](#)₃₀, [GeNaCurve](#)₃₃, [GeNaEvents](#)₄₁, [GeNaGrowthScript](#)₅₁, [GeNaManager](#)₅₄,
[GeNaMesh](#)₆₈, [GeNaMeshVertex](#)₇₃, [GeNaNode](#)₇₄, [GeNaSample](#)₇₇, [GeNaSpawner](#)₈₁,
[GeNaSpline](#)₁₁₈, [GeNaSplineExtension](#)₁₄₀, [GeNaTerrainEvents](#)₁₄₃, [PlacementCriteria](#)₁₄₄,
[Prototype](#)₁₄₉, [Resource](#)₁₆₃, [SpawnCall](#)₁₈₉, [SpawnCriteria](#)₂₀₁, [SpawnFlags](#)₂₂₇, [SpawnedChild](#)₂₃₁,
[SpawnedEntity](#)₂₃₃, [SpawnerEntry](#)₂₃₈, [SpawnerShader](#)₂₄₃, [TerrainModifier](#)₂₆₄

Interfaces

[IBakeable](#)₂₆₉, [IDecorator](#)₂₆₉

Enumerations

[TerrainChangedEvent](#)₂₇₁

BoundsModifier Class

Modifier class for changing Bounds in a Spawner

C#

```
[Serializable()]  
public class BoundsModifier : IDataBuffer
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[Center](#)₃₀, [Height](#)₃₁, [Ignore](#)₃₁, [Radius](#)₃₁, [ShapeType](#)₃₁, [Size](#)₃₂

Methods

[CopyFrom](#)₃₂, [Deserialize](#)₃₂, [GetAabbObject](#)₃₂, [Serialize](#)₃₃

BoundsModifier.Center Property

C#

```
public Vector3 Center {get; set;}
```

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.Height Property

C#

```
public float Height {get; set;}
```

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.Ignore Property

C#

```
public bool Ignore {get; set;}
```

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.Radius Property

C#

```
public float Radius {get; set;}
```

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.ShapeType Property

C#

```
public Type ShapeType {get; set;}
```

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.Size Property

C#

```
public Vector3 Size {get; set;}
```

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.CopyFrom Method

C#

```
public void CopyFrom(  
    BoundsModifier boundsModifier  
)
```

Parameters

boundsModifier

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.Deserialize Method

C#

```
public void Deserialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.GetAabbObject Method

C#

```
public AabbObject GetAabbObject(  
    Vector3 position,  
    Quaternion rotation  
)
```


Parameters

position

rotation

See Also

Applies to: [BoundsModifier](#)₃₀

BoundsModifier.Serialize Method

C#

```
public void Serialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [BoundsModifier](#)₃₀

GeNaCurve Class

Mathematical object for cubic Bézier curve definition. It is made of two `m_spline` nodes which hold the four needed control points : two positions and two directions It provides methods to get positions and tangent along the curve, specifying a distance or a ratio, plus the curve length. Note that a time of 0.5 and half the total distance won't necessarily define the same curve `m_point` as the curve `m_curvature` is not linear.

C#

```
[Serializable()]  
public class GeNaCurve
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: `GeNa.Scripts.Core` (in `GeNa.Scripts.Core.dll`)

Constructors

[GeNaCurve](#)³⁴

Properties

[EndNode](#)³⁴, [EndNodeID](#)³⁵, [EndTangent](#)³⁵, [Length](#)³⁵, [OnChanged](#)³⁵, [P0](#)³⁶, [P1](#)³⁶, [P2](#)³⁶, [P3](#)³⁶, [Samples](#)³⁷, [StartNode](#)³⁷, [StartNodeID](#)³⁷, [StartTangent](#)³⁷

Methods

[AssertTimeInBounds](#)³⁷, [Changed](#)³⁸, [ComputeSamples](#)³⁸, [ConnectEnd](#)³⁸, [ConnectStart](#)³⁹, [GetSample](#)³⁹, [GetSampleAtDistance](#)³⁹, [HasNode](#)⁴⁰, [Refresh](#)⁴⁰

GeNaCurve Constructor

Build a new cubic Bézier curve between two given m_spline node.

C#

```
public GeNaCurve(  
    GeNaNode startNode,  
    GeNaNode endNode  
)
```

Parameters

startNode

endNode

See Also

Applies to: [GeNaCurve](#)³³

GeNaCurve.EndNode Property

C#

```
public GeNaNode EndNode {get; set;}
```

See Also

Applies to: [GeNaCurve](#)³³

GeNaCurve.EndNodeID Property

C#

```
public UInt32 EndNodeID {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.EndTangent Property

C#

```
public Vector3 EndTangent {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.Length Property

Length of the curve in world unit.

C#

```
public float Length {get;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.OnChanged Property

This event is raised when one of the control points has moved.

C#

```
public UnityEvent OnChanged {get;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.PO Property

PO is the Start Node WorldSpace Position

C#

```
public Vector3 PO {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.P1 Property

P1 is the StartTangent as a WorldSpace Position

C#

```
public Vector3 P1 {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.P2 Property

P2 is the EndTangent as a WorldSpace Position

C#

```
public Vector3 P2 {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.P3 Property

P3 is the End Node WorldSpace Position

C#

```
public Vector3 P3 {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.Samples Property

C#

```
public List<GeNaSample> Samples {get;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.StartNode Property

C#

```
public GeNaNode StartNode {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.StartNodeID Property

C#

```
public UInt32 StartNodeID {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.StartTangent Property

C#

```
public Vector3 StartTangent {get; set;}
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.AssertTimeInBounds Method

C#

```
public static void AssertTimeInBounds(  
    float time  
)
```

Parameters

time

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.Changed Method

C#

```
public void Changed()
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.ComputeSamples Method

C#

```
public void ComputeSamples()
```

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.ConnectEnd Method

Change the end node of the curve.

C#

```
public void ConnectEnd(  
    GeNaNode end  
)
```

Parameters

end

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.ConnectStart Method

Change the start node of the curve.

C#

```
public void ConnectStart(  
    GeNaNode start  
)
```

Parameters

start

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.GetSample Method

Returns an interpolated sample of the curve, containing all curve data at this time.

C#

```
public GeNaSample GetSample(  
    float time  
)
```

Parameters

time

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.GetSampleAtDistance Method

Returns an interpolated sample of the curve, containing all curve data at this distance.

C#

```
public GeNaSample GetSampleAtDistance(  
    float distance  
)
```

Parameters

distance

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.HasNode Method

C#

```
public bool HasNode(  
    UInt32 id  
)
```

Parameters

id

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaCurve.Refresh Method

C#

```
public void Refresh(  
    GeNaNode startNode,  
    GeNaNode endNode  
)
```

Parameters

startNode

endNode

See Also

Applies to: [GeNaCurve₃₃](#)

GeNaEvents Class

C#


```
public static class GeNaEvents
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[BakeSpline](#)⁴¹, [CreateBufferManager](#)⁴², [Destroy](#)⁴², [ErrorDialogue](#)⁴²,
[GetOrCreateNearestProbeGroup](#)⁴², [GetQuadMaterial](#)⁴², [GetSeaLevel](#)⁴³, [Instantiate](#)⁴³,
[LoadProbesFromScene](#)⁴³, [OptimiseGameObject](#)⁴³, [ProbeGameObject](#)⁴⁴,
[ProbeGameObjectLPG](#)⁴⁴, [ProgressBegin](#)⁴⁴, [ProgressCheck](#)⁴⁴, [ProgressEnd](#)⁴⁵,
[RunCoroutine](#)⁴⁵, [SDFDrawWireCapsule](#)⁴⁵, [SDFDrawWireCylinder](#)⁴⁵, [SDFDrawWireLine](#)⁴⁵,
[SetNavigationStatic](#)⁴⁶, [SetSeaLevel](#)⁴⁶, [SetupRiverWeatherSync](#)⁴⁶, [Simulate](#)⁴⁶,
[StartCoroutine](#)⁴⁷, [UnOptimiseGameObject](#)⁴⁷, [UpdateTimeOfDayLightSync](#)⁴⁷,
[UpdateTimeOfDayLightSyncShadows](#)⁴⁷, [UpdateTimeOfDaySyncCulling](#)⁴⁷

Methods

[Clear](#)⁴⁸

Fields

[onAfterSpawn](#)⁴⁸, [onAfterUndo](#)⁴⁸, [onBeforeSpawn](#)⁴⁸, [onBeforeUndo](#)⁴⁹, [onDispose](#)⁴⁹,
[onSpawnFinished](#)⁴⁹, [onSpawnerCreated](#)⁴⁹, [onSpawnerDestroyed](#)⁵⁰, [onSplineCreated](#)⁵⁰,
[onSplineDestroyed](#)⁵⁰, [onTerrainChanged](#)⁵⁰, [onTerrainChangedFlags](#)⁵¹

GeNaEvents.BakeSpline Property

C#

```
public static Func<GameObject, GeNaSpline, GameObject> BakeSpline {get; set;}
```

See Also

Applies to: [GeNaEvents](#)⁴¹

GeNaEvents.CreateBufferManager Property

C#

```
public static Func<bool> CreateBufferManager {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.Destroy Property

C#

```
public static Action<object> Destroy {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.ErrorDialogue Property

C#

```
public static Func<string, string, string, bool> ErrorDialogue {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.GetOrCreateNearestProbeGroup Property

C#

```
public static Func<GeNaSpawnerData, Vector3, bool, LightProbeGroup>  
GetOrCreateNearestProbeGroup {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.GetQuadMaterial Property

C#

```
public static Func<bool, Material> GetQuadMaterial {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.GetSeaLevel Property

C#

```
public static Func<float, float> GetSeaLevel {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.Instantiate Property

C#

```
public static Func<GameObject, GameObject> Instantiate {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.LoadProbesFromScene Property

C#

```
public static Action LoadProbesFromScene {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.OptimiseGameObject Property

C#

```
public static Action<Resource, GameObject> OptimiseGameObject {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.ProbeGameObject Property

C#

```
public static Func<Resource, GameObject, float, float, LightProbeGroup> ProbeGameObject {get;
```

```
set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.ProbeGameObjectLPG Property

C#

```
public static Func<GeNaSpawnerData, Resource, GameObject, bool> ProbeGameObjectLPG {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.ProgressBegin Property

C#

```
public static Func<string, string, float, float, bool> ProgressBegin {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.ProgressCheck Property

C#

```
public static Func<string, string, float, float, bool> ProgressCheck {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.ProgressEnd Property

C#

```
public static Func<string, string, float, float, bool> ProgressEnd {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.RunCoroutine Property

C#

```
public static Func<IEnumerator, object, IEnumerator> RunCoroutine {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.SDFDrawWireCapsule Property

C#

```
public static Func<Vector3, Vector3, float, Color, bool> SDFDrawWireCapsule {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.SDFDrawWireCylinder Property

C#

```
public static Func<Vector3, Vector3, float, Color, bool> SDFDrawWireCylinder {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.SDFDrawWireLine Property

C#

```
public static Func<float, float, float, bool> SDFDrawWireLine {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.SetNavigationStatic Property

C#

```
public static Action<GameObject, int, bool> SetNavigationStatic {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.SetSeaLevel Property

C#

```
public static Func<GeNaSpawnerData, float> SetSeaLevel {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.SetupRiverWeatherSync Property

C#

```
public static Func<GameObject, GeNaRiverProfile, bool, bool> SetupRiverWeatherSync {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.Simulate Property

C#

```
public static Func<List<SpawnedEntity>, PhysicsSimulatorSettings, MonoBehaviour, IEnumerator>  
Simulate {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.StartCoroutine Property

C#

```
public static Action<IEnumerator, MonoBehaviour> StartCoroutine {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.UnOptimiseGameObject Property

C#

```
public static Action<Resource, GameObject> UnOptimiseGameObject {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.UpdateTimeOfDayLightSync Property

C#

```
public static Func<bool, bool> UpdateTimeOfDayLightSync {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.UpdateTimeOfDayLightSyncShadows Property

C#

```
public static Func<LightShadows, LightShadows> UpdateTimeOfDayLightSyncShadows {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.UpdateTimeOfDaySyncCulling Property

C#

```
public static Func<bool> UpdateTimeOfDaySyncCulling {get; set;}
```

See Also

Applies to: [GeNaEvents](#)₄₁

GeNaEvents.Clear Method

C#

```
public static void Clear()
```

See Also

Applies to: [GeNaEvents](#)₄₁

onAfterSpawn Field

Called before a GeNaSpawnerData performs a Spawn

C#

```
public static Action<GeNaSpawnerData> onAfterSpawn
```

See Also

Applies to: [GeNaEvents](#)₄₁

onAfterUndo Field

Called After an Undo is Performed

C#

```
public static Action onAfterUndo
```

See Also

Applies to: [GeNaEvents](#)₄₁

onBeforeSpawn Field

Called before a GeNaSpawnerData is about to Spawn

C#

```
public static Action<GeNaSpawnerData> onBeforeSpawn
```

See Also

Applies to: [GeNaEvents](#)₄₁

onBeforeUndo Field

Called Before an Undo is Performed

```
C#  
public static Action onBeforeUndo
```

See Also

Applies to: [GeNaEvents](#)₄₁

onDispose Field

```
C#  
public static Action onDispose
```

See Also

Applies to: [GeNaEvents](#)₄₁

onSpawnFinished Field

Called once an entire Spawn has finished (GeNaManager)

```
C#  
public static Action onSpawnFinished
```

See Also

Applies to: [GeNaEvents](#)₄₁

onSpawnerCreated Field

```
C#  
public static Action<GeNaSpawnerData> onSpawnerCreated
```

See Also

Applies to: [GeNaEvents](#)₄₁

onSpawnerDestroyed Field

C#

```
public static Action<GeNaSpawnerData> onSpawnerDestroyed
```

See Also

Applies to: [GeNaEvents](#)₄₁

onSplineCreated Field

C#

```
public static Action<GeNaSpline> onSplineCreated
```

See Also

Applies to: [GeNaEvents](#)₄₁

onSplineDestroyed Field

C#

```
public static Action<GeNaSpline> onSplineDestroyed
```

See Also

Applies to: [GeNaEvents](#)₄₁

onTerrainChanged Field

C#

```
public static Action<int> onTerrainChanged
```

See Also

Applies to: [GeNaEvents](#)₄₁

onTerrainChangedFlags Field

C#

```
public static Action<int> onTerrainChangedFlags
```

See Also

Applies to: [GeNaEvents](#)⁴¹

GeNaGrowthScript Class

Base growth class - can be assigned to a game object to cause it to grow over a given range. To use, attach it to a prefab and set it up to run in the way that works best for you. The script can disable itself after the game object has finished growing in order to conserve cpu etc. Implemented as virtuals so that you can derive more sophisticated behavior from it.

[System.Object](#)

[UnityEngine.Object](#)

[UnityEngine.Component](#)

[UnityEngine.Behaviour](#)

[UnityEngine.MonoBehaviour](#)

GeNa.Core.GeNaGrowthScript

C#

```
public sealed class GeNaGrowthScript : MonoBehaviour
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[animation](#) (inherited from **Component**), [audio](#) (inherited from **Component**), [camera](#) (inherited from **Component**), [collider](#) (inherited from **Component**), [collider2D](#) (inherited from **Component**), [constantForce](#) (inherited from **Component**), [enabled](#) (inherited from **Behaviour**), [gameObject](#) (inherited from **Component**), [hideFlags](#) (inherited from **Object**), [hingeJoint](#) (inherited from **Component**), [isActiveAndEnabled](#) (inherited from **Behaviour**), [light](#) (inherited from **Component**), [name](#) (inherited from **Object**), [networkView](#) (inherited from **Component**), [particleSystem](#) (inherited from **Component**), [renderer](#) (inherited from **Component**), [rigidbody](#) (inherited from **Component**), [rigidbody2D](#) (inherited from **Component**), [runInEditMode](#) (inherited from **MonoBehaviour**), [tag](#) (inherited from **Component**), [transform](#) (inherited from **Component**), [useGUILayout](#) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](#) (inherited from **Component**), [CancelInvoke](#) (inherited from **MonoBehaviour**), [CompareTag](#) (inherited from **Component**), [Die](#)⁵², [Equals](#) (inherited from **Object**), [GetComponent](#) (inherited from **Component**), [GetComponentInChildren](#) (inherited from **Component**), [GetComponentInParent](#) (inherited from **Component**), [GetComponents](#) (inherited from **Component**),

[GetComponentInChildren](#) (inherited from **Component**), [GetComponentInParent](#) (inherited from **Component**), [GetHashCode](#) (inherited from **Object**), [GetInstanceID](#) (inherited from **Object**), [GetType](#) (inherited from **Object**), [Initialise](#)⁵², [Invoke](#) (inherited from **MonoBehaviour**), [InvokeRepeating](#) (inherited from **MonoBehaviour**), [IsInvoking](#) (inherited from **MonoBehaviour**), [SendMessage](#) (inherited from **Component**), [SendMessageUpwards](#) (inherited from **Component**), [StartCoroutine](#) (inherited from **MonoBehaviour**), [StartCoroutine_Auto](#) (inherited from **MonoBehaviour**), [StopAllCoroutines](#) (inherited from **MonoBehaviour**), [StopCoroutine](#) (inherited from **MonoBehaviour**), [ToString](#) (inherited from **Object**), [TryGetComponent](#) (inherited from **Component**)

Fields

[m_destroyObjectAtEndOfLife](#)⁵², [m_disableScriptAtEndOfLife](#)⁵³, [m_endScale](#)⁵³, [m_growthTime](#)⁵³, [m_lifeTime](#)⁵³, [m_scaleVariance](#)⁵⁴, [m_startScale](#)⁵⁴

GeNaGrowthScript.Die Method

Kill this instance.

C#

```
public void Die()
```

See Also

Applies to: [GeNaGrowthScript](#)⁵¹

GeNaGrowthScript.Initialise Method

Initialise this agent.

C#

```
public void Initialise()
```

See Also

Applies to: [GeNaGrowthScript](#)⁵¹

m_destroyObjectAtEndOfLife Field

C#

```
[Tooltip("Destroy the object at the end of its living time.")]  
public bool m_destroyObjectAtEndOfLife
```

See Also

Applies to: [GeNaGrowthScript](#)₅₁

m_disableScriptAtEndOfLife Field

C#

```
[Tooltip("Disable the script at the end.")]  
public bool m_disableScriptAtEndOfLife
```

See Also

Applies to: [GeNaGrowthScript](#)₅₁

m_endScale Field

C#

```
[Range(0.1f, 2f)]  
[Tooltip("The end scale in the game.")]  
public float m_endScale
```

See Also

Applies to: [GeNaGrowthScript](#)₅₁

m_growthTime Field

C#

```
[Tooltip("The time it takes to grow in seconds.")]  
public float m_growthTime
```

See Also

Applies to: [GeNaGrowthScript](#)₅₁

m_lifeTime Field

C#

```
[Tooltip("The time the object will live for after it has finished growing in seconds.")]  
public float m_lifeTime
```

See Also

Applies to: [GeNaGrowthScript](#)₅₁

m_scaleVariance Field

C#

```
[Range(0f, 2f)]  
[Tooltip("Scale variance. Final scale is equal to end scale plus a random value between 0 and  
this.")]  
public float m_scaleVariance
```

See Also

Applies to: [GeNaGrowthScript](#)₅₁

m_startScale Field

C#

```
[Range(0.1f, 2f)]  
[Tooltip("The start scale in the game.")]  
public float m_startScale
```

See Also

Applies to: [GeNaGrowthScript](#)₅₁

GeNaManager Class

GeNa Manager is the primary controller management class

[System.Object](#)

[UnityEngine.Object](#)

[UnityEngine.Component](#)

[UnityEngine.Behaviour](#)

[UnityEngine.MonoBehaviour](#)

GeNa.Core.GeNaManager

C#

```
[ExecuteAlways()]  
public class GeNaManager : MonoBehaviour
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[AabbManager](#)⁵⁶, [Cancel](#)⁵⁶, [CullingWaitForFrames](#)⁵⁶, [CurrentBakeSplineNames](#)⁵⁶, [DebugEnabled](#)⁵⁷, [DebugLabel](#)⁵⁷, [EnableTimeOfDayLightSync](#)⁵⁷, [Instance](#)⁵⁷, [LightCullingDistance](#)⁵⁷, [LightCullingMode](#)⁵⁸, [Palettes](#)⁵⁸, [PreviewSyncLightCullingInEditor](#)⁵⁸, [ProbeManager](#)⁵⁸, [ProcessingQueue](#)⁵⁹, [RenderType](#)⁵⁹, [Settings](#)⁵⁹, [SpawnEntryQueue](#)⁵⁹, [SpawnerShader](#)⁵⁹, [Spawners](#)⁶⁰, [Splines](#)⁶⁰, [TerrainTools](#)⁶⁰, [TimeOfDayLightSyncShadowMode](#)⁶⁰, [TreeInstances](#)⁶¹, [animation](#) (inherited from **Component**), [audio](#) (inherited from **Component**), [camera](#) (inherited from **Component**), [collider](#) (inherited from **Component**), [collider2D](#) (inherited from **Component**), [constantForce](#) (inherited from **Component**), [enabled](#) (inherited from **Behaviour**), [gameObject](#) (inherited from **Component**), [hideFlags](#) (inherited from **Object**), [hingeJoint](#) (inherited from **Component**), [isActiveAndEnabled](#) (inherited from **Behaviour**), [light](#) (inherited from **Component**), [name](#) (inherited from **Object**), [networkView](#) (inherited from **Component**), [particleSystem](#) (inherited from **Component**), [renderer](#) (inherited from **Component**), [rigidbody](#) (inherited from **Component**), [rigidbody2D](#) (inherited from **Component**), [runInEditMode](#) (inherited from **MonoBehaviour**), [tag](#) (inherited from **Component**), [transform](#) (inherited from **Component**), [useGUILayout](#) (inherited from **MonoBehaviour**)

Methods

[AabbLoading](#)⁶¹, [AddTreeInstance](#)⁶¹, [BroadcastMessage](#) (inherited from **Component**), [CancelInvoke](#) (inherited from **MonoBehaviour**), [CompareTag](#) (inherited from **Component**), [Equals](#) (inherited from **Object**), [GetAabbmanager](#)⁶¹, [GetComponent](#) (inherited from **Component**), [GetComponentInChildren](#) (inherited from **Component**), [GetComponentInParent](#) (inherited from **Component**), [GetComponents](#) (inherited from **Component**), [GetComponentsInChildren](#) (inherited from **Component**), [GetComponentsInParent](#) (inherited from **Component**), [GetHashCode](#)⁶², [GetInstance](#)⁶², [GetInstanceID](#) (inherited from **Object**), [GetProbeManager](#)⁶², [GetTerrainTools](#)⁶², [GetTimeOfDayLightSyncSettings](#)⁶³, [GetType](#) (inherited from **Object**), [Initialize](#)⁶³, [Invoke](#) (inherited from **MonoBehaviour**), [InvokeRepeating](#) (inherited from **MonoBehaviour**), [IsInvoking](#) (inherited from **MonoBehaviour**), [LoadAabbManager](#)⁶⁴, [LoadTerrainData](#)⁶⁴, [OnAfterUndo](#)⁶⁴, [OnBeforeUndo](#)⁶⁵, [OnDestroy](#)⁶⁵, [OnDispose](#)⁶⁵, [OnSpawnerCreated](#)⁶⁵, [OnSpawnerDestroyed](#)⁶⁶, [OnSplineCreated](#)⁶⁶, [OnSplineDestroyed](#)⁶⁶, [Paint](#)⁶⁷, [ScheduleIterate](#)⁶⁷, [ScheduleSpawn](#)⁶⁷, [ScheduleTerrainModifier](#)⁶⁸, [SendMessage](#) (inherited from **Component**), [SendMessageUpwards](#) (inherited from **Component**), [StartCoroutine](#) (inherited from **MonoBehaviour**), [StartCoroutine_Auto](#) (inherited from **MonoBehaviour**), [StopAllCoroutines](#) (inherited from **MonoBehaviour**), [StopCoroutine](#) (inherited from **MonoBehaviour**), [ToString](#) (inherited from **Object**), [TryGetComponent](#) (inherited from **Component**)

GeNaManager.AabbManager Property

C#

```
public AabbManager AabbManager {get; set;}
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.Cancel Property

C#

```
public bool Cancel {get; set;}
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.CullingWaitForFrames Property

C#

```
public static int CullingWaitForFrames {get; set;}
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.CurrentBakeSplineNames Property

C#

```
public List<string> CurrentBakeSplineNames {get;}
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.DebugEnabled Property

C#

```
public bool DebugEnabled {get; set;}
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.DebugLabel Property

C#

```
public bool DebugLabel {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.EnableTimeOfDayLightSync Property

C#

```
public static bool EnableTimeOfDayLightSync {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.Instance Property

C#

```
public static GeNaManager Instance {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.LightCullingDistance Property

C#

```
public static float LightCullingDistance {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.LightCullingMode Property

C#

```
public static LightSyncCullingMode LightCullingMode {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.Palettes Property

C#

```
public List<Palette> Palettes {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.PreviewSyncLightCullingInEditor Property

C#

```
public static bool PreviewSyncLightCullingInEditor {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.ProbeManager Property

C#

```
public ProbeManager ProbeManager {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.ProcessingQueue Property

C#

```
public bool ProcessingQueue {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.RenderType Property

C#

```
public RenderType RenderType {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.Settings Property

C#

```
public GeNaManagerSettings Settings {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.SpawnEntryQueue Property

C#

```
public Queue<SpawnerEntry> SpawnEntryQueue {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.SpawnerShader Property

C#

```
public SpawnerShader SpawnerShader {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.Spawners Property

C#

```
public List<GeNaSpawnerData> Spawners {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.Splines Property

C#

```
public List<GeNaSpline> Splines {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.TerrainTools Property

C#

```
public TerrainTools TerrainTools {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.TimeOfDayLightSyncShadowMode Property

C#

```
public static LightShadows TimeOfDayLightSyncShadowMode {get; set;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.TreeInstances Property

C#

```
public Dictionary<int, TreeInstance> TreeInstances {get;}
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.AabbLoading Method

C#

```
public void AabbLoading()
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.AddTreeInstance Method

C#

```
public void AddTreeInstance(  
    TreeInstance treeInstance  
)
```

Parameters

treeInstance

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.GetAabbmanager Method

C#

```
public AabbManager GetAabbmanager()
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.GetHashCode Method

C#

```
public int GetHashCode(  
    TreeInstance treeInstance  
)
```

Parameters

treeInstance

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.GetInstance Method

C#

```
public static GeNaManager GetInstance()
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.GetProbeManager Method

C#

```
public ProbeManager GetProbeManager()
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.GetTerrainTools Method

C#

```
public TerrainTools GetTerrainTools()
```

See Also

Applies to: [GeNaManager](#)₅₄

GeNaManager.GetTimeOfDayLightSyncSettings Method

Gets and outs all the settings in gaia light sync system

C#

```
public static void GetTimeOfDayLightSyncSettings(  
    out bool isActive,  
    out bool activeInEditor,
```

```
    out LightShadows lightMode,  
    out LightSyncCullingMode cullingMode,  
    out float cullingDistance,  
    out int cullingWaitForFrames  
)
```

Parameters

isActive

activeInEditor

lightMode

cullingMode

cullingDistance

cullingWaitForFrames

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.Initialize Method

C#

```
public void Initialize()
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.LoadAabbManager Method

C#

```
public void LoadAabbManager(  
    GeNaSpawnerData geNaSpawner,  
    Vector3 location,  
    float radius,  
    LayerMask layerMask
```

```
)
```

Parameters

geNaSpawner

location

radius

layerMask

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.LoadTerrainData Method

C#

```
public void LoadTerrainData()
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnAfterUndo Method

C#

```
public void OnAfterUndo()
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnBeforeUndo Method

C#

```
public void OnBeforeUndo()
```


See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnDestroy Method

C#

```
public void OnDestroy()
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnDispose Method

C#

```
public void OnDispose()
```

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnSpawnerCreated Method

C#

```
public void OnSpawnerCreated(  
    GeNaSpawnerData spawner  
)
```

Parameters

spawner

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnSpawnerDestroyed Method

C#

```
public void OnSpawnerDestroyed(  
    GeNaSpawnerData spawner  
)
```

```
GeNaSpawnerData spawner  
)
```

Parameters

spawner

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnSplineCreated Method

```
C#  
  
public void OnSplineCreated(  
    GeNaSpline spline  
)
```

Parameters

spline

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.OnSplineDestroyed Method

```
C#  
  
public void OnSplineDestroyed(  
    GeNaSpline spline  
)
```

Parameters

spline

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.Paint Method

C#

```
public void Paint(  
    TerrainModifier terrainModifier  
)
```

Parameters

terrainModifier

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.ScheduleIterate Method

C#

```
public void ScheduleIterate(  
    SpawnerEntry entry  
)
```

Parameters

entry

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.ScheduleSpawn Method

C#

```
public void ScheduleSpawn(  
    SpawnerEntry entry  
)
```

Parameters

entry

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaManager.ScheduleTerrainModifier Method

C#

```
public void ScheduleTerrainModifier(  
    TerrainModifier entry  
)
```

Parameters

entry

See Also

Applies to: [GeNaManager](#)⁵⁴

GeNaMesh Class

Mesh Definition for Spline Extrusions

C#

```
[Serializable()]  
public class GeNaMesh
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[Curve](#)⁶⁹, [GameObject](#)⁶⁹, [HeightOffset](#)⁶⁹, [MeshCollider](#)⁶⁹, [MeshFilter](#)⁶⁹, [MeshRenderer](#)⁷⁰, [Parent](#)⁷⁰, [SharedMaterial](#)⁷⁰, [SharedMesh](#)⁷⁰, [Smoothness](#)⁷¹, [SnapToGround](#)⁷¹, [Width](#)⁷¹

Methods

[ComputeMesh](#)⁷¹, [Destroy](#)⁷², [GetVertices](#)⁷², [Update](#)⁷²

GeNaMesh.Curve Property

C#

```
public AnimationCurve Curve {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.GameObject Property

C#

```
public GameObject GameObject {get;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.HeightOffset Property

C#

```
public float HeightOffset {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.MeshCollider Property

C#

```
public MeshCollider MeshCollider {get;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.MeshFilter Property

C#

```
public MeshFilter MeshFilter {get;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.MeshRenderer Property

C#

```
public MeshRenderer MeshRenderer {get;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.Parent Property

C#

```
public Transform Parent {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.SharedMaterial Property

C#

```
public Material SharedMaterial {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.SharedMesh Property

C#

```
public Mesh SharedMesh {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.Smoothness Property

C#

```
public float Smoothness {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.SnapToGround Property

C#

```
public bool SnapToGround {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.Width Property

C#

```
public float Width {get; set;}
```

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.ComputeMesh Method

C#

```
public void ComputeMesh(  
    GeNaSpline spline,  
    List<GeNaCurve> curves  
)
```

Parameters

spline

curves

See Also

Applies to: [GeNaMesh₆₈](#)

GeNaMesh.Destroy Method

C#

```
public void Destroy()
```

See Also

Applies to: [GeNaMesh](#)₆₈

GeNaMesh.GetVertices Method

C#

```
public List<Vector2> GetVertices()
```

See Also

Applies to: [GeNaMesh](#)₆₈

GeNaMesh.Update Method

C#

```
public void Update(  
    GeNaSpline spline,  
    List<GeNaCurve> curves  
)
```

Parameters

spline

curves

See Also

Applies to: [GeNaMesh](#)₆₈

GeNaMeshVertex Class

Container class for Mesh Vertex Data for Spline Extrusions

C#

```
[Serializable()]
```



```
public class GeNaMeshVertex
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Constructors

[GeNaMeshVertex](#)⁷³

Properties

[Normal](#)⁷⁴, [Position](#)⁷⁴, [UV](#)⁷⁴

GeNaMeshVertex Constructor

C#

```
public GeNaMeshVertex()
```

See Also

Applies to: [GeNaMeshVertex](#)⁷³

GeNaMeshVertex(Vector3, Vector3, Vector2) Constructor

C#

```
public GeNaMeshVertex(  
    Vector3 position,  
    Vector3 normal,  
    Vector2 uv  
)
```

Parameters

position

normal

uv

See Also

Applies to: [GeNaMeshVertex](#)₇₃

GeNaMeshVertex.Normal Property

C#

```
public Vector3 Normal {get; set;}
```

See Also

Applies to: [GeNaMeshVertex](#)₇₃

GeNaMeshVertex.Position Property

C#

```
public Vector3 Position {get; set;}
```

See Also

Applies to: [GeNaMeshVertex](#)₇₃

GeNaMeshVertex.UV Property

C#

```
public Vector2 UV {get; set;}
```

See Also

Applies to: [GeNaMeshVertex](#)₇₃

GeNaNode Class

Spline node storing a `m_position` and a direction (tangent). Note : you shouldn't modify `m_position` and direction manually but use dedicated methods instead, to insure event raising.

C#

```
[Serializable()]  
public class GeNaNode
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[ID](#)⁷⁵, [Position](#)⁷⁵, [Roll](#)⁷⁵, [Scale](#)⁷⁶, [Up](#)⁷⁶

Methods

[Changed](#)⁷⁶

Events

[OnChange](#)⁷⁷

GeNaNode.ID Property

C#

```
public UInt32 ID {get; set;}
```

See Also

Applies to: [GeNaNode](#)⁷⁴

GeNaNode.Position Property

Node `m_position`

C#

```
public Vector3 Position {get; set;}
```

See Also

Applies to: [GeNaNode](#)⁷⁴

GeNaNode.Roll Property

Roll to apply at this node. This value is not used on the `m_spline` itself but is commonly used on bended content.

C#

```
public float Roll {get; set;}
```

See Also

Applies to: [GeNaNode](#)⁷⁴

GeNaNode.Scale Property

Scale to apply at this node. This value is not used on the `m_spline` itself but is commonly used on bended content.

C#

```
public Vector3 Scale {get; set;}
```

See Also

Applies to: [GeNaNode](#)⁷⁴

GeNaNode.Up Property

Up vector to apply at this node. Usefull to specify the orientation when the tangent blend with the world UP (gimball lock) This value is not used on the `m_spline` itself but is commonly used on bended content.

C#

```
public Vector3 Up {get; set;}
```

See Also

Applies to: [GeNaNode](#)⁷⁴

GeNaNode.Changed Method

C#

```
public void Changed()
```

See Also

Applies to: [GeNaNode](#)⁷⁴

OnChange Event

Event raised when `m_position`, `direction`, `scale` or `roll` changes.

C#

```
public event EventHandler OnChange
```

See Also

Applies to: [GeNaNode](#)⁷⁴

GeNaSample Class

Immutable class containing all data about a `m_point` on a cubic bezier curve.

C#

```
[Serializable()]  
public class GeNaSample
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: `GeNa.Scripts.Core` (in `GeNa.Scripts.Core.dll`)

Constructors

[GeNaSample](#)⁷⁷

Properties

[DistanceInCurve](#)⁷⁸, [Forward](#)⁷⁸, [Location](#)⁷⁹, [Right](#)⁷⁹, [Roll](#)⁷⁹, [Scale](#)⁷⁹, [Tangent](#)⁷⁹, [TimeInCurve](#)⁸⁰, [Up](#)⁸⁰

Methods

[GetBent](#)⁸⁰, [Lerp](#)⁸⁰

GeNaSample Constructor

C#

```
public GeNaSample(  
    Vector3 location,  
    Vector3 tangent,  
    Vector3 scale,  
    float roll,  
    float distanceInCurve,  
    float timeInCurve  
)
```

Parameters

location

tangent

scale

roll

distanceInCurve

timeInCurve

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.DistanceInCurve Property

C#

```
public float DistanceInCurve {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Forward Property

C#

```
public Vector3 Forward {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Location Property

C#

```
public Vector3 Location {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Right Property

C#

```
public Vector3 Right {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Roll Property

C#

```
public float Roll {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Scale Property

C#

```
public Vector3 Scale {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Tangent Property

C#

```
public Vector3 Tangent {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.TimeInCurve Property

C#

```
public float TimeInCurve {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Up Property

C#

```
public Vector3 Up {get;}
```

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.GetBent Method

C#

```
public GeNaMeshVertex GetBent(  
    GeNaMeshVertex vert  
)
```

Parameters

vert

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSample.Lerp Method

Linearly interpolates between two curve m_samples.

C#

```
public static GeNaSample Lerp(  
    GeNaSample a,  
    GeNaSample b,  
    float t  
)
```

Parameters

a

b

t

See Also

Applies to: [GeNaSample](#)⁷⁷

GeNaSpawner Class

Core GeNa spawner class

[System.Object](#)

[UnityEngine.Object](#)

[UnityEngine.Component](#)

[UnityEngine.Behaviour](#)

[UnityEngine.MonoBehaviour](#)

GeNa.Core.GeNaSpawner

C#

```
[ExecuteAlways()]  
public class GeNaSpawner : MonoBehaviour
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[IsDirty](#)⁸³, [Palette](#)⁸³, [SpawnerData](#)⁸³, [VersionNumber](#)⁸³, [animation](#) (inherited from **Component**), [audio](#) (inherited from **Component**), [camera](#) (inherited from **Component**), [collider](#) (inherited from **Component**), [collider2D](#) (inherited from **Component**), [constantForce](#) (inherited from **Component**), [enabled](#) (inherited from **Behaviour**), [gameObject](#) (inherited from **Component**), [hideFlags](#) (inherited from **Object**), [hingeJoint](#) (inherited from **Component**), [isActiveAndEnabled](#) (inherited from **Behaviour**), [light](#) (inherited from **Component**), [name](#) (inherited from **Object**), [networkView](#) (inherited from **Component**), [particleSystem](#) (inherited from **Component**), [renderer](#) (inherited from **Component**), [rigidbody](#) (inherited from **Component**), [rigidbody2D](#) (inherited from **Component**), [runInEditMode](#) (inherited from **MonoBehaviour**), [tag](#) (inherited from **Component**), [transform](#) (inherited from **Component**), [useGUILayout](#) (inherited from **MonoBehaviour**)

Methods

[AddGrassProto](#)⁸⁴, [AddProto](#)⁸⁴, [AddTextureProto](#)⁸⁴, [AddTreeProto](#)⁸⁴, [AutoOptimiseGameObject](#)⁸⁵, [AutoProbeGameObject](#)⁸⁵, [BroadcastMessage](#) (inherited from

Component), [CalculateMinExtents](#)₈₆, [CanPerformUndo](#)₈₆, [CancelInvoke](#) (inherited from **MonoBehaviour**), [CheckLocationForSpawn](#)₈₆, [CheckThrowDistance](#)₈₇, [CompareTag](#) (inherited from **Component**), [Deserialize](#)₈₇, [DespawnAllPrefabs](#)₈₇, [DespawnEmptyParents](#)₈₇, [DespawnGrass](#)₈₈, [DespawnParentIfEmpty](#)₈₈, [DespawnProbes](#)₈₈, [DespawnTree](#)₈₉, [DetectGround](#)₈₉, [DetectGroundAll](#)₉₁, [DetectGroundHeight](#)₉₂, [DetectGroundHeightAll](#)₉₂, [DetectGroundNormal](#)₉₃, [DetectGroundNormalAll](#)₉₄, [DrawVisualization](#)₉₄, [Equals](#) (inherited from **Object**), [ForEachProtoResource](#)₉₄, [GenerateAabbTest](#)₉₅, [GenerateGlobalSpawnCalls](#)₉₅, [GenerateParent](#)₉₆, [GenerateRandomData](#)₉₆, [GenerateSpawnCall](#)₉₈, [GenerateSpawnerData](#)₉₈, [GetComponent](#) (inherited from **Component**), [GetComponentInChildren](#) (inherited from **Component**), [GetComponentInParent](#) (inherited from **Component**), [GetComponents](#) (inherited from **Component**), [GetComponentsInChildren](#) (inherited from **Component**), [GetComponentsInParent](#) (inherited from **Component**), [GetEdgeHeight](#)₉₉, [GetHashCode](#) (inherited from **Object**), [GetInstanceCount](#)₉₉, [GetInstanceID](#) (inherited from **Object**), [GetInstancesTopLimit](#)₁₀₀, [GetParent](#)₁₀₀, [GetRotationFromLocation](#)₁₀₀, [GetSpawnProgressParent](#)₁₀₁, [GetTreePrototype](#)₁₀₁, [GetTreePrototypeIndex](#)₁₀₂, [GetType](#) (inherited from **Object**), [Initialise](#)₁₀₂, [Invoke](#) (inherited from **MonoBehaviour**), [InvokeRepeating](#) (inherited from **MonoBehaviour**), [IsInvoking](#) (inherited from **MonoBehaviour**), [OnPostSpawn](#)₁₀₃, [OnPreSpawn](#)₁₀₃, [ProbeGameObject](#)₁₀₃, [ProcessAabbTests](#)₁₀₃, [RecordUndo](#)₁₀₄, [Refresh](#)₁₀₄, [RemoveProto](#)₁₀₅, [RemoveSpawnProgressParent](#)₁₀₅, [ResetParent](#)₁₀₅, [ScheduleSpawn](#)₁₀₆, [SendMessage](#) (inherited from **Component**), [SendMessageUpwards](#) (inherited from **Component**), [Serialize](#)₁₀₆, [SetDefaults](#)₁₀₇, [SetSpawnOrigin](#)₁₀₇, [SortPrototypesAZ](#)₁₀₇, [Spawn](#)₁₀₈, [SpawnedSomething](#)₁₀₉, [StartCoroutine](#) (inherited from **MonoBehaviour**), [StartCoroutine_Auto](#) (inherited from **MonoBehaviour**), [StopAllCoroutines](#) (inherited from **MonoBehaviour**), [StopCoroutine](#) (inherited from **MonoBehaviour**), [ToString](#) (inherited from **Object**), [TryGetComponent](#) (inherited from **Component**), [Undo](#)₁₀₉, [UndoAll](#)₁₁₀, [UpdateBounds](#)₁₁₀, [UpdateDetailPrototypeData](#)₁₁₁, [UpdateGoName](#)₁₁₁, [UpdateMinMaxHeight](#)₁₁₁, [UpdateMinMaxSlope](#)₁₁₂, [UpdatePrototypes](#)₁₁₂, [UpdateRandom](#)₁₁₂, [UpdateResources](#)₁₁₃, [UpdateRotation](#)₁₁₃, [UpdateScale](#)₁₁₄, [UpdateSpawnCritOverrides](#)₁₁₄, [UpdateSpawnSettings](#)₁₁₄, [UpdateSpawnerDataName](#)₁₁₅, [UpdateSubSpawners](#)₁₁₅, [UpdateTargetSpawnerRanges](#)₁₁₆, [UpdateTexture](#)₁₁₆, [UpdateTexturePrototypeData](#)₁₁₇, [UpdateVisualization](#)₁₁₇, [Upgrade](#)₁₁₈

GeNaSpawner.IsDirty Property

Marks the Spawner as Dirty for Serialization

C#

```
public bool IsDirty {get; set;}
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Palette Property

Palette Connected to GeNa Spawner

C#

```
public Palette Palette {get; set;}
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.SpawnerData Property

Spawner Data associated with this GeNa Spawner

C#

```
public GeNaSpawnerData SpawnerData {get; set;}
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.VersionNumber Property

C#

```
public int VersionNumber {get;}
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.AddGrassProto Method

Add a grass prototype with default settings

C#

```
public void AddGrassProto()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.AddProto Method

Adds a Prototype to the Spawner

C#

```
public void AddProto(  
    Prototype proto  
)
```

Parameters

proto

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.AddTextureProto Method

Add a texture prototype with default settings and return the created texture resource.

C#

```
public void AddTextureProto()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.AddTreeProto Method

Add a tree prototype with default settings

C#

```
public void AddTreeProto()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.AutoOptimiseGameObject Method

Handles optimisation and flag settings for the sepcified game object - editor mode only

C#

```
public void AutoOptimiseGameObject(  
    Resource resource,  
    GameObject go  
)
```

Parameters

resource

The resource SpawnerData game object is an instance of

go

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.AutoProbeGameObject Method

Automatically handle light probing for SpawnerData game object - editor mode only

C#

```
public void AutoProbeGameObject(  
    Resource resource,  
    GameObject go  
)
```

Parameters

resource

Resource the game object is an instance of

go

The game object being probed

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.CalculateMinExtents Method

Goes through the prototypes and calculates and returns the min extents the spawner will spawn.

C#

```
public Vector3 CalculateMinExtents()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.CanPerformUndo Method

Checks if an Undo can be Performed at this current time.

C#

```
public bool CanPerformUndo()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.CheckLocationForSpawn Method

Check a given AabbTest location for Spawn available

C#

```
public bool CheckLocationForSpawn(  
    AabbTest aabbTest,  
    SpawnCriteria spawnCriteriaOverride = null,  
    bool checkRange = true  
)
```

Parameters

aabbTest

spawnCriteriaOverride

checkRange

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.CheckThrowDistance Method

Checks to see if the throw distance is not out of bounds

C#

```
public void CheckThrowDistance()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Deserialize Method

Deserializes GeNaSpawnerData

C#

```
public void Deserialize()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DespawnAllPrefabs Method

Unspawn every resource referred to by SpawnerData spawner

C#

```
public void DespawnAllPrefabs()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DespawnEmptyParents Method

Cleanup process that checks the created spawn parents and destorys the empty ones.

C#

```
public void DespawnEmptyParents()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DespawnGrass Method

Unspawn all instances of SpawnerData grass from the terrains in the scene

C#

```
public void DespawnGrass(  
    int protoldx  
)
```

Parameters

protoldx

The prototype of the referenced grass object

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DespawnParentIfEmpty Method

Cleanup process that destroydestroys a created spawn parent if it's empty.

```
C#  
  
public void DespawnParentIfEmpty(  
    GameObject parent  
)
```

Parameters

parent

The parent to cleanup.

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DespawnProbes Method

Cleanup process that checks the created spawn parents and destorys the empty ones.

```
C#  
  
public void DespawnProbes()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DespawnTree Method

Unspawn all instances of SpawnerData tree from the terrains in the scene

C#

```
public void DespawnTree(  
    int protoldx  
)
```

Parameters

protoldx

The prototype of the referenced tree object

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGround (Vector3, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method

Samples the Ground to detect the Ground Object

C#

```
public bool DetectGround(  
    Vector3 location,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

location

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGround (Ray, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method

Samples the Ground to detect the Ground Object

C#

```
public bool DetectGround(  
    Ray ray,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

ray

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGroundAll (Ray, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method

Samples the Ground to detect the Ground Object

C#

```
public bool DetectGroundAll(  
    Ray ray,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

ray

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGroundAll (Vector3, out RaycastHit, Nullable<Single>, Nullable<LayerMask>) Method

Samples the Ground to detect the Ground Object

C#

```
public bool DetectGroundAll(  
    Vector3 location,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

location

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGroundHeight Method

Performs Raycast in the down direction and returns a height Note: Offsets location using Spawn Check Offset

C#

```
public float DetectGroundHeight(  
    Vector3 location,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

location

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGroundHeightAll Method

Performs Raycast in the down direction and returns a height Note: Offsets location using Spawn Check Offset

```
C#  
public float DetectGroundHeightAll(  
    Vector3 location,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

location

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGroundNormal Method

Performs Raycast in the down direction and returns an adjusted normal Note: Offsets location using Spawn Check Offset

C#

```
public Vector3 DetectGroundNormal(  
    Vector3 location,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

location

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DetectGroundNormalAll Method

Performs Raycast in the down direction and returns an adjusted normal Note: Offsets location using Spawn Check Offset

C#

```
public Vector3 DetectGroundNormalAll(  
    Vector3 location,  
    out RaycastHit hitInfo,  
    Nullable<float> distance = null,  
    Nullable<LayerMask> layer = null  
)
```

Parameters

location

hitInfo

distance

layer

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.DrawVisualization Method

Draws Spawner Visualization (i.e, Spawn Range)

C#

```
public void DrawVisualization()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.ForEachProtoResource Method

Calls an Action for every Resource within all Prototypes (Recursively)

C#

```
public void ForEachProtoResource(  
    Action<Resource> action  
)
```

Parameters

action

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateAabbTest Method

Checks if Entity can Spawn according to Spawn Criteria

C#

```
public bool GenerateAabbTest(  
    out AabbTest aabbTest,  
    Vector3 location  
)
```

Parameters

aabbTest

location

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateGlobalSpawnCalls Method

Run a spawn instance across the entire target object

C#

```
public List<SpawnCall> GenerateGlobalSpawnCalls()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateParent Method

Generate a Parent from given Spawn Parent and Spawn Location

C#

```
public Transform GenerateParent(  
    Transform spawnParent,  
    Vector3 spawnLocation  
)
```

Parameters

spawnParent

spawnLocation

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateRandomData (List<SpawnCall>) Method

Generates Random Data inside a list of SpawnCalls

C#

```
public void GenerateRandomData(  
    List<SpawnCall> spawnCalls  
)
```

Parameters

spawnCalls

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateRandomData (SpawnCall) Method

Generates Random Data inside of SpawnCall

C#

```
public void GenerateRandomData(  
    SpawnCall spawnCall  
)
```

Parameters

spawnCall

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateRandomData (SpawnCall[]) Method

Generates Random Data inside an array of SpawnCalls

C#

```
public void GenerateRandomData(  
    SpawnCall[] spawnCalls  
)
```

Parameters

spawnCalls

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateSpawnCall (RaycastHit) Method

Generates Spawn Call from given Raycast Hit information.

C#

```
public SpawnCall GenerateSpawnCall(  
    RaycastHit hitInfo  
)
```

Parameters

hitInfo

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateSpawnCall (Vector3) Method

Generates Spawn Call from given worldspace location.

C#

```
public SpawnCall GenerateSpawnCall(  
    Vector3 location  
)
```

Parameters

location

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateSpawnCall (Transform, Vector3, Vector3)

Method

Generates Spawn Call from given target, location and normal.

C#

```
public SpawnCall GenerateSpawnCall(  
    Transform target,  
    Vector3 location,  
    Vector3 normal  
)
```

Parameters

target

location

normal

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GenerateSpawnerData Method

Generates a new Spawner Data Instance (via Scriptable Object)

C#

```
public void GenerateSpawnerData()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetEdgeHeight Method

Get's height for the spawn edge, or returns the default value.

C#

```
public float GetEdgeHeight()
```

```
Vector3 origin,  
float defVal  
)
```

Parameters

origin

defVal

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetInstanceCount Method

Loops over all spawn calls and calculates total spawn instances

```
C#  
  
public long GetInstanceCount(  
    IEnumerable<SpawnCall> spawnCalls  
)
```

Parameters

spawnCalls

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetInstanceTopLimit Method

Calculates roughly the max number of instances that fit into the spawn range.

```
C#  
  
public int GetInstancesTopLimit()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetParent Method

Returns a Parent Transform to attach spawned entities to.

C#

```
public Transform GetParent()
```

Returns

Parent Transform

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetRotationFromLocation Method

Uses Rotation Algorithm to determine how best to get rotation

C#

```
public Vector3 GetRotationFromLocation(  
    Vector3 rotation,  
    Vector3 location  
)
```

Parameters

rotation

location

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetSpawnProgressParent Method

Returns a Temporary GameObject to store the Spawned GameObjects.

C#

```
public GameObject GetSpawnProgressParent()
```

Returns

Temporary GameObject

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetTreePrototype (GameObject) Method

Gets a Tree Prototype from Prefab

```
C#  
  
public TreePrototype GetTreePrototype(  
    GameObject prefab  
)
```

Parameters

prefab

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetTreePrototype (Int32) Method

Gets a Tree prototype from index

```
C#  
  
public TreePrototype GetTreePrototype(  
    int protoIndex  
)
```

Parameters

protoIndex

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.GetTreePrototypeIndex Method

Gets the index of given Tree Prototype

```
C#  
  
public int GetTreePrototypeIndex(  
    TreePrototype prototype
```

```
)
```

Parameters

prototype

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Initialise Method

Initialises things right before a spawning event (single, paint or global) and optionally records undo before state.

C#

```
public void Initialise(  
    Transform target,  
    string description,  
    bool recordUndo = true  
)
```

Parameters

target

description

recordUndo

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.OnPostSpawn Method

Method happens after spawn

C#

```
public void OnPostSpawn()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.OnPreSpawn Method

Method happens before spawn

C#

```
public void OnPreSpawn()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.ProbeGameObject Method

C#

```
public void ProbeGameObject(  
    Resource resource,  
    GameObject go  
)
```

Parameters

resource

go

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.ProcessAabbTests Method

Process multiple Aabb Test objects

C#

```
public void ProcessAabbTests(  
    Array aabbTests,  
    SpawnCriteria spawnCriteriaOverride = null,  
    bool checkRange = true  
)
```

Parameters

aabbTests

spawnCriteriaOverride

checkRange

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.RecordUndo Method

Record undo using GeNa Undo. Needs to be called after the Spawning event completed.

C#

```
public void RecordUndo(  
    string description  
)
```

Parameters

description

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Refresh Method

Refreshes Spawner with all Prototype, Resource and Spawn Data.

C#

```
public void Refresh()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.RemoveProto Method

Removes a Prototype from the Spawner

C#


```
public void RemoveProto(  
    Prototype proto  
)
```

Parameters

proto

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.RemoveSpawnProgressParent Method

Removes the Spawn Progress Parent from the Hierarchy.

```
C#  
  
public void RemoveSpawnProgressParent()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.ResetParent Method

Resets the Parent of the GeNa Spawner

```
C#  
  
public void ResetParent()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.ScheduleSpawn (List<SpawnCall>) Method

Schedules a Spawn (using Coroutines) with a list of given Spawn Calls

```
C#  
  
public void ScheduleSpawn(  
    List<SpawnCall> spawnCalls  
)
```

Parameters

spawnCalls

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.ScheduleSpawn (SpawnCall) Method

Schedules a Spawn (using Coroutines) with a given Spawn Call

C#

```
public void ScheduleSpawn(  
    SpawnCall spawnCall  
)
```

Parameters

spawnCall

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Serialize Method

Serializes GeNaSpawnerData

C#

```
public void Serialize()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.SetDefaults Method

Set or create the gena defaults - GenaDefaults is a scriptable object allows people to override keys, do other startup here as well.

C#

```
public void SetDefaults(  
    GenaDefaults defaults  
)
```

Parameters

defaults

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.SetSpawnOrigin Method

Set the location of the spawn and update the target ranges. Must be called prior to a spawn in order to ensure that the correct information will be used in order to control where the spawn will be applied. that the correct information will be used n order to control where the spawn will be applied.

C#

```
public void SetSpawnOrigin(  
    SpawnCall spawnCall,  
    bool updateTargetRanges = false  
)
```

Parameters

spawnCall

Spawn Information

updateTargetRanges

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.SortPrototypesAZ Method

Sorts the prototypes alphabetically.

C#

```
public void SortPrototypesAZ()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Spawn (RaycastHit) Method

Performs a spawn with given Raycast Hit information

C#

```
public void Spawn(  
    RaycastHit hitInfo  
)
```

Parameters

hitInfo

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Spawn (Vector3) Method

Performs a Spawn at a given worldspace position

C#

```
public void Spawn(  
    Vector3 position  
)
```

Parameters

position

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Spawn (SpawnCall) Method

Run a spawn instance at SpawnerData m_point on the terrain

C#

```
public IEnumerator Spawn(  
    SpawnCall spawnCall  
)
```

Parameters

spawnCall

Spawn Call Information

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.SpawnedSomething Method

Was something spawned since Undo Before was recorded?

C#

```
public bool SpawnedSomething()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Undo (Int32) Method

Performs a specified amount of Undo operations.

C#

```
public void Undo(  
    int count  
)
```

Parameters

count

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Undo Method

Performs an Undo operations.

C#

```
public void Undo()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UndoAll Method

Performs all Undo Operations at once.

C#

```
public void UndoAll()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateBounds Method

Updates the bounds on SpawnerData spawner

C#

```
public void UpdateBounds(  
    VirginCheckType checkType,  
    float blendAmount,  
    float boundsExtents  
)
```

Parameters

checkType

blendAmount

boundsExtents

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateDetailPrototypeData Method

Updates the detail prototype data from the terrain to SpawnerData spawner

C#

```
public static TerrainDetailPrototypeData UpdateDetailPrototypeData(  
    DetailPrototype terrainDetailPrototype  
)
```

Parameters

terrainDetailPrototype

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateGoName Method

Updates the GameObject's name to the name specified in Spawner Data

C#

```
public void UpdateGoName()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateMinMaxHeight Method

Sets the min/max height on SpawnerData spawner

C#

```
public void UpdateMinMaxHeight(  
    CriteriaRangeType checkType,  
    Vector2 value,  
    bool seaLevel,  
    float extraSeaLevel  
)
```

Parameters

checkType

value

seaLevel

extraSeaLevel

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateMinMaxSlope Method

Sets the min/max slope on SpawnerData spawner

C#

```
public void UpdateMinMaxSlope(  
    CriteriaRangeType checkType,  
    Vector2 value  
)
```

Parameters

checkType

value

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdatePrototypes Method

Updates Prototype Data according to GeNa Spawner.

C#

```
public void UpdatePrototypes()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateRandom Method

C#

```
public void UpdateRandom(  
    int randomSeed  
)
```

Parameters

randomSeed

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateResources Method

Updates Resource Data according to GeNa Spawner.

C#

```
public void UpdateResources()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateRotation Method

Updates the rotation on SpawnerData spawner

C#

```
public void UpdateRotation(  
    RotationAlgorithm rotationType,  
    Vector2 minMax,  
    float fixedValue  
)
```

Parameters

rotationType

minMax

fixedValue

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateScale Method

Updates the scale on SpawnerData spawner

C#

```
public void UpdateScale(  
    Vector2 scale,
```

```
    AnimationCurve scaleFalloff  
    )
```

Parameters

scale

scaleFalloff

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateSpawnCritOverrides Method

Ensures that all the prototypes have the correct Spawn Criterias set.

```
C#  
  
public void UpdateSpawnCritOverrides()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateSpawnSettings Method

Updates the spawn settings on SpawnerData spawner

```
C#  
  
public void UpdateSpawnSettings(  
    int timeInterval,  
    float spawnRange,  
    float throwDistance,  
    Vector2Int minMaxInstances  
)
```

Parameters

timeInterval

spawnRange

throwDistance

minMaxInstances

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateSpawnerDataName Method

Updates the SpawnerData's name

C#

```
public void UpdateSpawnerDataName()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateSubSpawners Method

Iterate through any Sub Spawners and update the Sub Spawner lists - needed to support Sub Spawning

C#

```
public void UpdateSubSpawners()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateTargetSpawnerRanges (Boolean) Method

Update the spawner ranges that are used to target where the spawner will spawn. Assumes that primary settings have already been made.

C#

```
public void UpdateTargetSpawnerRanges(  
    bool doUpdateSubSpawners  
)
```

Parameters

doUpdateSubSpawners

Child spawners will also get updated if true.

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateTargetSpawnerRanges (RaycastHit, Boolean)

Method

Update the spawner ranges that are used to target where the spawner will spawn. Assumes that primary settings have already been made.

C#

```
public void UpdateTargetSpawnerRanges(  
    RaycastHit hitInfo,  
    bool doUpdateSubSpawners  
)
```

Parameters

hitInfo

The raycast hit info to be used to update the ranges.

doUpdateSubSpawners

Child spawners will also get updated if true.

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateTexture Method

Sets the texture setup on SpawnerData spawner

C#

```
public void UpdateTexture(  
    bool enabled,  
    int selectedTexture,  
    float textureStrength,  
    float textureRange  
)
```

Parameters

enabled

selectedTexture

textureStrength

textureRange

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateTexturePrototypeData Method

Updates the detail prototype data from the terrain to SpawnerData spawner

C#

```
public static TerrainTexturePrototypeData UpdateTexturePrototypeData(  
    Texture2D terrainLayerTexture2D  
)
```

Parameters

terrainLayerTexture2D

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.UpdateVisualization Method

Updates Visualization with Spawn Range and Spawn Origin

C#

```
public void UpdateVisualization()
```

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpawner.Upgrade Method

Attempts to Upgrade Serialization system to given version

C#

```
public void Upgrade(  

```

```
int version  
)
```

Parameters

version

See Also

Applies to: [GeNaSpawner](#)₈₁

GeNaSpline Class

Script that allows for creation of Bezier Curves.

[System.Object](#)

[UnityEngine.Object](#)

[UnityEngine.Component](#)

[UnityEngine.Behaviour](#)

[UnityEngine.MonoBehaviour](#)

GeNa.Core.GeNaSpline

C#

```
[SelectionBase()]  
[ExecuteAlways()]  
[DisallowMultipleComponent()]  
public class GeNaSpline : MonoBehaviour,  
    ISerializationCallbackReceiver
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[AutoSmooth](#)₁₁₉, [AutoSnapOnSubdivide](#)₁₂₀, [CanUnSubdivide](#)₁₂₀, [Curves](#)₁₂₀, [Extensions](#)₁₂₀,
[HasName](#)₁₂₁, [HasNodes](#)₁₂₁, [IsDirty](#)₁₂₁, [IsLoop](#)₁₂₁, [Length](#)₁₂₁, [Name](#)₁₂₂, [Nodes](#)₁₂₂,
[SelectedExtensionIndex](#)₁₂₂, [Settings](#)₁₂₂, [SimplifyEpsilon](#)₁₂₃, [SimplifyScale](#)₁₂₃,
[SmoothStrength](#)₁₂₃, [UndoStack](#)₁₂₃, [animation](#) (inherited from **Component**), [audio](#) (inherited from
Component), [camera](#) (inherited from **Component**), [collider](#) (inherited from **Component**), [collider2D](#)
(inherited from **Component**), [constantForce](#) (inherited from **Component**), [enabled](#) (inherited from
Behaviour), [gameObject](#) (inherited from **Component**), [hideFlags](#) (inherited from **Object**), [hingeJoint](#)
(inherited from **Component**), [isActiveAndEnabled](#) (inherited from **Behaviour**), [light](#) (inherited from
Component), [name](#) (inherited from **Object**), [networkView](#) (inherited from **Component**), [particleSystem](#)

(inherited from **Component**), [renderer](#) (inherited from **Component**), [rigidbody](#) (inherited from **Component**), [rigidbody2D](#) (inherited from **Component**), [runInEditMode](#) (inherited from **MonoBehaviour**), [tag](#) (inherited from **Component**), [transform](#) (inherited from **Component**), [useGUILayout](#) (inherited from **MonoBehaviour**)

Methods

[AddCurve](#)¹²³, [AddExtension](#)¹²⁴, [AddExtension<T>](#)¹²⁴, [AddNode](#)¹²⁵, [Bake](#)¹²⁶, [BroadcastMessage](#) (inherited from **Component**), [CancelInvoke](#) (inherited from **MonoBehaviour**), [CompareTag](#) (inherited from **Component**), [CopyExtension](#)¹²⁷, [CreateNewNode](#)¹²⁷, [CreateSpline](#)¹²⁷, [Equals](#) (inherited from **Object**), [GetComponent](#) (inherited from **Component**), [GetComponentInChildren](#) (inherited from **Component**), [GetComponentInParent](#) (inherited from **Component**), [GetComponents](#) (inherited from **Component**), [GetComponentsInChildren](#) (inherited from **Component**), [GetComponentsInParent](#) (inherited from **Component**), [GetConnectedCurves](#)¹²⁸, [GetCurveAtDistance](#)¹²⁸, [GetCurveFromNode](#)¹²⁹, [GetExtension](#)¹²⁹, [GetExtension<T>](#)¹²⁹, [GetHashCode](#) (inherited from **Object**), [GetInstanceID](#) (inherited from **Object**), [GetLength](#)¹³⁰, [GetNode](#)¹³⁰, [GetOrderedCurves](#)¹³⁰, [GetSampleAtDistance](#)¹³¹, [GetSampleAtTime](#)¹³¹, [GetTrees](#)¹³², [GetType](#) (inherited from **Object**), [InsertNode](#)¹³², [Invoke](#) (inherited from **MonoBehaviour**), [InvokeRepeating](#) (inherited from **MonoBehaviour**), [IsIntersection](#)¹³², [IsInvoking](#) (inherited from **MonoBehaviour**), [OnAfterDeserialize](#)¹³³, [OnBeforeSerialize](#)¹³³, [OnSceneGUI](#)¹³³, [OnSplineEndChanged](#)¹³⁴, [OnSubscribe](#)¹³⁴, [OnUnSubscribe](#)¹³⁴, [RecordUndo](#)¹³⁴, [RefreshNodeToCurveDictionary](#)¹³⁵, [RemoveAllNodes](#)¹³⁵, [RemoveCurve](#)¹³⁵, [RemoveExtension](#)¹³⁶, [RemoveExtensionEntry](#)¹³⁶, [RemoveNode](#)¹³⁷, [SendMessage](#) (inherited from **Component**), [SendMessageUpwards](#) (inherited from **Component**), [SetDirty](#)¹³⁷, [SimplifyNodesAndCurves](#)¹³⁷, [Smooth](#)¹³⁸, [SnapNodesToGround](#)¹³⁸, [StartCoroutine](#) (inherited from **MonoBehaviour**), [StartCoroutine_Auto](#) (inherited from **MonoBehaviour**), [StopAllCoroutines](#) (inherited from **MonoBehaviour**), [StopCoroutine](#) (inherited from **MonoBehaviour**), [Subdivide](#)¹³⁹, [ToString](#) (inherited from **Object**), [TryGetComponent](#) (inherited from **Component**), [Undo](#)¹³⁹, [UndoAll](#)¹³⁹, [UpdateGoName](#)¹⁴⁰, [UpdateSpline](#)¹⁴⁰

GeNaSpline.AutoSmooth Property

C#

```
public bool AutoSmooth {get; set;}
```

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSpline.AutoSnapOnSubdivide Property

C#

```
public bool AutoSnapOnSubdivide {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.CanUnSubdivide Property

C#

```
public bool CanUnSubdivide {get;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Curves Property

C#

```
public List<GeNaCurve> Curves {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Extensions Property

C#

```
public List<ExtensionEntry> Extensions {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.HasName Property

C#

```
public bool HasName {get;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.HasNodes Property

C#

```
public bool HasNodes {get;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.IsDirty Property

C#

```
public bool IsDirty {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.IsLoop Property

C#

```
public bool IsLoop {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Length Property

C#

```
public float Length {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Name Property

C#

```
public string Name {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Nodes Property

C#

```
public List<GeNaNNode> Nodes {get;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.SelectedExtensionIndex Property

C#

```
public int SelectedExtensionIndex {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Settings Property

C#

```
public SplineSettings Settings {get;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.SimplifyEpsilon Property

C#

```
public float SimplifyEpsilon {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.SimplifyScale Property

C#

```
public float SimplifyScale {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.SmoothStrength Property

C#

```
public float SmoothStrength {get; set;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.UndoStack Property

C#

```
public Stack<string> UndoStack {get;}
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.AddCurve Method

Adds a curve between given previous and new node

C#

```
public GeNaCurve AddCurve(  
    GeNaNode prevNode,  
    GeNaNode newNode,  
    bool fixupDirections = true  
)
```

Parameters

prevNode

newNode

fixupDirections

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.AddExtension Method

Adds an extension with given instance

C#

```
public ExtensionEntry AddExtension(  
    GeNaSplineExtension extension  
)
```

Parameters

extension

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.AddExtension<T> Method

Adds an extension instance with given Type

C#

```
public T AddExtension<T>()  
    where T : GeNaSplineExtension, >, Internal_AddExtension<T>, ()
```

Type Parameters

T

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.AddNode (GeNaNode) Method

Adds a given node to Spline

C#

```
public GeNaNode AddNode(  
    GeNaNode node  
)
```

Parameters

node

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.AddNode (GeNaNode, GeNaNode) Method

Adds two given nodes to Spline (generates a curve in between)

C#

```
public void AddNode(  
    GeNaNode prevNode,  
    GeNaNode nextNode  
)
```

Parameters

prevNode

nextNode

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Bake Method

Bakes all Active Extensions

C#

```
public void Bake()
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.Bake (ExtensionEntry) Method

Bakes a given Entry (if it is Active)

C#

```
public void Bake(  
    ExtensionEntry entry  
)
```

Parameters

entry

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSpline.Bake (GeNaSplineExtension) Method

Bakes an Extension

C#

```
public void Bake(  
    GeNaSplineExtension extension  
)
```

Parameters

extension

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSpline.CopyExtension Method

Copies an Extension from given Reference

C#

```
public GeNaSplineExtension CopyExtension(  
    GeNaSplineExtension extensionReference  
)
```

Parameters

extensionReference

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.CreateNewNode Method

Creates a new Node

C#

```
public GeNaNode CreateNewNode(  
    Vector3 position,  
    Nullable<Vector3> scale = null,  
    UInt32 id = UInt32.MaxValue  
)
```

Parameters

position

scale

id

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.CreateSpline Method

Creates a Spline with a given Name

C#

```
public static GeNaSpline CreateSpline(  
    string name  
)
```

Parameters

name

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSpline.GetConnectedCurves Method

Returns a list of connected curves to given node

```
C#  
  
public List<GeNaCurve> GetConnectedCurves(  
    GeNaNode node  
)
```

Parameters

node

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSpline.GetCurveAtDistance Method

Returns a curve at given distance (world units)

```
C#  
  
public GeNaCurve GetCurveAtDistance(  
    float distance  
)
```

Parameters

distance

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSpline.GetCurveFromNode Method

Returns a curve connected to node

```
C#  
  
public GeNaCurve GetCurveFromNode(  
    GeNaNode node  
)
```


Parameters

node

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.GetExtension Method

Returns an extension at given index

C#

```
public GeNaSplineExtension GetExtension(  
    int index  
)
```

Parameters

index

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.GetExtension<T> Method

Returns an extension of given type

C#

```
public T GetExtension<T>()  
    where T : GeNaSplineExtension, >, Internal_GetExtension<T>, ()
```

Type Parameters

T

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.GetLength Method

Gets the length of given list of curves (in world units)

C#

```
public float GetLength(  
    IEnumerable<GeNaCurve> curves  
)
```

Parameters

curves

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.GetNode Method

Returns a node at given index

C#

```
public GeNaNode GetNode(  
    UInt32 nodeID  
)
```

Parameters

nodeID

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.GetOrderedCurves Method

Returns a list of ordered curves

C#

```
public List<GeNaCurve> GetOrderedCurves()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.GetSampleAtDistance Method

Returns a Sample at given distance (world units)

C#

```
public GeNaSample GetSampleAtDistance(  
    float distance,  
    List<GeNaCurve> curveList = null  
)
```

Parameters

distance

curveList

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.GetSampleAtTime Method

Returns a Sample at given time (0-1)

C#

```
public GeNaSample GetSampleAtTime(  
    float t,  
    List<GeNaCurve> curveList = null  
)
```

Parameters

t

curveList

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.GetTrees Method

Returns a dictionary of the separated Curves based on intersections.

C#

```
public Dictionary<int, List<GeNaCurve>> GetTrees()
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.InsertNode Method

Inserts a node at given index

C#

```
public void InsertNode(  
    int index,  
    GeNaNode node  
)
```

Parameters

index

node

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.IsIntersection Method

Detects if a node is part of an intersection

C#

```
public bool IsIntersection(  
    GeNaNode node  
)
```

Parameters

node

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.OnAfterDeserialize Method

Implement this method to receive a callback after Unity deserializes your object.

C#

```
public void OnAfterDeserialize()
```

Implements

[ISerializationCallbackReceiver.OnAfterDeserialize](#)

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.OnBeforeSerialize Method

Implement this method to receive a callback before Unity serializes your object.

C#

```
public void OnBeforeSerialize()
```

Implements

[ISerializationCallbackReceiver.OnBeforeSerialize](#)

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.OnSceneGUI Method

C#

```
public void OnSceneGUI()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.OnSplineEndChanged Method

C#

```
public void OnSplineEndChanged()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.OnSubscribe Method

C#

```
public void OnSubscribe()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.OnUnSubscribe Method

C#

```
public void OnUnSubscribe()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.RecordUndo Method

Records Undo with associated action to perform

C#

```
public void RecordUndo(  
    string name,  
    Action action  
)
```

Parameters

name

action

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.RefreshNodeToCurveDictionary Method

This could be created in the fly as nodes and curves are added in GeNa.

C#

```
public Dictionary<GeNaNode, List<GeNaCurve>> RefreshNodeToCurveDictionary()
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.RemoveAllNodes Method

Removes all nodes from the Spline

C#

```
public void RemoveAllNodes()
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.RemoveCurve Method

Removes a given curve from Spline

C#

```
public void RemoveCurve(  
    GeNaCurve geNaCurve  
)
```

Parameters

geNaCurve

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.RemoveExtension (Int32) Method

Removes an extension from given index

C#

```
public void RemoveExtension(  
    int index  
)
```

Parameters

index

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.RemoveExtension (GeNaSplineExtension) Method

Removes extension from Spline

C#

```
public void RemoveExtension(  
    GeNaSplineExtension extension  
)
```

Parameters

extension

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.RemoveExtensionEntry Method

Removes extension entry from Spline

C#

```
public void RemoveExtensionEntry(  
    ExtensionEntry entry  
)
```

Parameters

entry

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.RemoveNode Method

Removes a given node from Spline

C#

```
public void RemoveNode(  
    GeNaNode node,  
    bool doAutoSmooth = true,  
    bool fixupCurveDirections = true  
)
```

Parameters

node

doAutoSmooth

fixupCurveDirections

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.SetDirty Method

Sets the Spline as dirty (for serialization)

C#

```
public void SetDirty()
```

See Also

Applies to: [GeNaSpline](#)₁₁₈

GeNaSpline.SimplifyNodesAndCurves Method

Performs Simplification operation on all nodes and curves (see documentation)

C#

```
public void SimplifyNodesAndCurves(  
    float scaleY,  
    float epsilon  
)
```

Parameters

scaleY

epsilon

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.Smooth Method

Performs a smooth operation on the entire Spline

C#

```
public void Smooth(  
    Nullable<float> strength = null  
)
```

Parameters

strength

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.SnapNodesToGround Method

Snaps all nodes to nearest Ground height

C#

```
public void SnapNodesToGround()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.Subdivide Method

Subdivides the nodes in the Spline

C#

```
public void Subdivide()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.Undo Method

Performs Undo

C#

```
public void Undo()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.Undo (Int32) Method

Performs Undo with given amount of steps

C#

```
public void Undo(  
    int steps  
)
```

Parameters

steps

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.UndoAll Method

Performs all Undo operations

C#

```
public void UndoAll()
```

See Also

Applies to: [GeNaSpline₁₁₈](#)

GeNaSpline.UpdateGoName Method

Updates the GameObject name of the Spline based on the 'Name' property

C#

```
public void UpdateGoName()
```

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSpline.UpdateSpline Method

Updates the Spline and all Extensions

C#

```
public void UpdateSpline()
```

See Also

Applies to: [GeNaSpline](#)¹¹⁸

GeNaSplineExtension Class

Base class for all Spline Extensions. i.e, Roads, Rivers, Carve, etc.

[System.Object](#)

[UnityEngine.Object](#)

[UnityEngine.ScriptableObject](#)

GeNa.Core.GeNaSplineExtension

C#

```
[Serializable()]  
public abstract class GeNaSplineExtension : ScriptableObject
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[IsActive](#)¹⁴¹, [IsSelected](#)¹⁴¹, [Spline](#)¹⁴¹, [hideFlags](#) (inherited from **Object**), [name](#) (inherited from **Object**)

Methods

[Bake](#)¹⁴², [Delete](#)¹⁴², [DrawGizmos](#)¹⁴², [DrawGizmosSelected](#)¹⁴², [Equals](#) (inherited from **Object**), [Execute](#)¹⁴², [GetHashCode](#) (inherited from **Object**), [GetInstanceID](#) (inherited from **Object**), [GetType](#)

(inherited from [Object](#)), [PreExecute](#)₁₄₃, [SceneGUI](#)₁₄₃, [SetDirty](#) (inherited from **ScriptableObject**), [SplineDirty](#)₁₄₃, [ToString](#) (inherited from **Object**)

GeNaSplineExtension.IsActive Property

C#

```
public bool IsActive {get; set;}
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.IsSelected Property

C#

```
public bool IsSelected {get; set;}
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.Spline Property

Reference to the Spline that this Extension is Attached to.

C#

```
public GeNaSpline Spline {get;}
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.Bake Method

C#

```
public GameObject Bake()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.Delete Method

C#

```
public void Delete()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.DrawGizmos Method

C#

```
public void DrawGizmos()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.DrawGizmosSelected Method

C#

```
public void DrawGizmosSelected()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.Execute Method

Execute is called when Updating the Spline.

C#

```
public abstract void Execute()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.PreExecute Method

PreExecute is called before Execute when Updating the Spline.

C#

```
public virtual void PreExecute()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.SceneGUI Method

C#

```
public void SceneGUI()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaSplineExtension.SplineDirty Method

C#

```
public void SplineDirty()
```

See Also

Applies to: [GeNaSplineExtension](#)₁₄₀

GeNaTerrainEvents Class

[System.Object](#)

[UnityEngine.Object](#)

[UnityEngine.Component](#)

[UnityEngine.Behaviour](#)

[UnityEngine.MonoBehaviour](#)

GeNa.Core.GeNaTerrainEvents

C#

```
[ExecuteAlways()]  
public class GeNaTerrainEvents : MonoBehaviour
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[animation](#) (inherited from **Component**), [audio](#) (inherited from **Component**), [camera](#) (inherited from **Component**), [collider](#) (inherited from **Component**), [collider2D](#) (inherited from **Component**), [constantForce](#) (inherited from **Component**), [enabled](#) (inherited from **Behaviour**), [gameObject](#) (inherited from **Component**), [hideFlags](#) (inherited from **Object**), [hingeJoint](#) (inherited from **Component**), [isActiveAndEnabled](#) (inherited from **Behaviour**), [light](#) (inherited from **Component**), [name](#) (inherited from **Object**), [networkView](#) (inherited from **Component**), [particleSystem](#) (inherited from **Component**), [renderer](#) (inherited from **Component**), [rigidbody](#) (inherited from **Component**), [rigidbody2D](#) (inherited from **Component**), [runInEditMode](#) (inherited from **MonoBehaviour**), [tag](#) (inherited from **Component**), [transform](#) (inherited from **Component**), [useGUILayout](#) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](#) (inherited from **Component**), [CancelInvoke](#) (inherited from **MonoBehaviour**), [CompareTag](#) (inherited from **Component**), [Equals](#) (inherited from **Object**), [GetComponent](#) (inherited from **Component**), [GetComponentInChildren](#) (inherited from **Component**), [GetComponentInParent](#) (inherited from **Component**), [GetComponents](#) (inherited from **Component**), [GetComponentsInChildren](#) (inherited from **Component**), [GetComponentsInParent](#) (inherited from **Component**), [GetHashCode](#) (inherited from **Object**), [GetInstanceID](#) (inherited from **Object**), [GetType](#) (inherited from **Object**), [Invoke](#) (inherited from **MonoBehaviour**), [InvokeRepeating](#) (inherited from **MonoBehaviour**), [IsInvoking](#) (inherited from **MonoBehaviour**), [SendMessage](#) (inherited from **Component**), [SendMessageUpwards](#) (inherited from **Component**), [StartCoroutine](#) (inherited from **MonoBehaviour**), [StartCoroutine_Auto](#) (inherited from **MonoBehaviour**), [StopAllCoroutines](#) (inherited from **MonoBehaviour**), [StopCoroutine](#) (inherited from **MonoBehaviour**), [ToString](#) (inherited from **Object**), [TryGetComponent](#) (inherited from **Component**)

PlacementCriteria Class

Class that contains all Placement Criteria settings for GeNa Spawners

C#

```
[Serializable()]  
public class PlacementCriteria : IDataBuffer
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[EnableRotationDragUpdate](#)₁₄₅, [GlobalSpawnJitterPct](#)₁₄₅, [MaxFailCount](#)₁₄₅, [MaxRotationY](#)₁₄₆, [MaxScale](#)₁₄₆, [MinRotationY](#)₁₄₆, [MinScale](#)₁₄₆, [RotationAlgorithm](#)₁₄₇, [SameScale](#)₁₄₇, [ScaleFalloff](#)₁₄₇, [ScaleToNearestInt](#)₁₄₈, [SeedThrowJitter](#)₁₄₈, [SpawnAlgorithm](#)₁₄₈, [UseGravity](#)₁₄₈

Methods

[Deserialize](#)₁₄₉, [Serialize](#)₁₄₉

PlacementCriteria.EnableRotationDragUpdate Property

If true, the Spawner will allow for dragging in the Editor

C#

```
public bool EnableRotationDragUpdate {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)₁₄₄

PlacementCriteria.GlobalSpawnJitterPct Property

Global Spawn Jitter Percentage (0-1)

C#

```
public float GlobalSpawnJitterPct {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)₁₄₄

PlacementCriteria.MaxFailCount Property

Maximum amount of failures allowed for Spawn

C#

```
public int MaxFailCount {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)₁₄₄

PlacementCriteria.MaxRotationY Property

Maximum Rotation Y Offset

C#

```
public float MaxRotationY {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.MaxScale Property

Maximum Scale for Spawn

C#

```
public Vector3 MaxScale {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.MinRotationY Property

Minimum Rotation Y Offset

C#

```
public float MinRotationY {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.MinScale Property

Minimum Scale for Spawn

C#

```
public Vector3 MinScale {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.RotationAlgorithm Property

Rotation Algorithm to use for Spawn

C#

```
public RotationAlgorithm RotationAlgorithm {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)₁₄₄

PlacementCriteria.SameScale Property

Same Scale XYZ

C#

```
public bool SameScale {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)₁₄₄

PlacementCriteria.ScaleFalloff Property

Scale Falloff for Spawn

C#

```
public AnimationCurve ScaleFalloff {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)₁₄₄

PlacementCriteria.ScaleToNearestInt Property

If true, the Scale factor setup will round off to the nearest Integer

C#

```
public bool ScaleToNearestInt {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)₁₄₄

PlacementCriteria.SeedThrowJitter Property

Throw Distance Jitter effect percentage (0-1)

C#

```
public float SeedThrowJitter {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.SpawnAlgorithm Property

Spawn Type Algorithm

C#

```
public LocationAlgorithm SpawnAlgorithm {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.UseGravity Property

Legacy. Do not use.

C#

```
public bool UseGravity {get; set;}
```

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.Deserialize Method

C#

```
public void Deserialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

PlacementCriteria.Serialize Method

C#

```
public void Serialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [PlacementCriteria](#)¹⁴⁴

Prototype Class

Spawn prototypes are collections of one or more resources that can be collectively spawned.

C#

```
[Serializable()]  
public class Prototype : ISerializationCallbackReceiver,  
    IDataBuffer
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Constructors

[Prototype](#)¹⁵⁰

Properties

[BoundsBorder](#)¹⁵¹, [DisplayedInEditor](#)¹⁵¹, [Extents](#)¹⁵¹, [ForwardRotation](#)¹⁵¹, [Id](#)¹⁵¹, [IdCode](#)¹⁵²,
[InstancesSpawned](#)¹⁵², [IsActive](#)¹⁵², [LegacyPOI](#)¹⁵², [Name](#)¹⁵³, [NextBoundsCenter](#)¹⁵³,
[ShowAdvancedOptions](#)¹⁵³, [Size](#)¹⁵³, [SpawnerData](#)¹⁵³, [SpawnerPaletteID](#)¹⁵⁴, [TopRotation](#)¹⁵⁴

Methods

[AddChild](#)¹⁵⁴, [AddResource](#)¹⁵⁵, [Deserialize](#)¹⁵⁵, [DeserializeV1](#)¹⁵⁵, [ForEachResource](#)¹⁵⁶,
[GetChildren](#)¹⁵⁶, [GetMinExtents](#)¹⁵⁶, [GetNextExtents](#)¹⁵⁷, [GetParent](#)¹⁵⁷, [GetResources](#)¹⁵⁷,
[GetSuccessChance](#)¹⁵⁷, [GetTopLevelResources](#)¹⁵⁸, [HasColliders](#)¹⁵⁸, [HasHeights](#)¹⁵⁸,

[HasMeshes](#)¹⁵⁸, [HasModifier](#)¹⁵⁹, [HasPhysics](#)¹⁵⁹, [HasRigidbody](#)¹⁵⁹, [HasType](#)¹⁵⁹,
[OnAfterDeserialize](#)¹⁶⁰, [OnBeforeSerialize](#)¹⁶⁰, [PrecalculateOffsets](#)¹⁶⁰, [RefreshDictionary](#)¹⁶¹,
[Serialize](#)¹⁶¹, [SerializeV1](#)¹⁶¹, [SetPalette](#)¹⁶², [SetSpawner](#)¹⁶²

Prototype(GeNaSpawnerData) Constructor

C#

```
public Prototype(  
    GeNaSpawnerData spawner  
)
```

Parameters

spawner

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype Constructor

Default constructor

C#

```
public Prototype()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.BoundsBorder Property

C#

```
public float BoundsBorder {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.DisplayedInEditor Property

C#

```
public bool DisplayedInEditor {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.Extents Property

C#

```
public Vector3 Extents {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.ForwardRotation Property

C#

```
public float ForwardRotation {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.Id Property

C#

```
public int Id {get;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.IdCode Property

C#

```
public string IdCode {get;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.InstancesSpawned Property

C#

```
public long InstancesSpawned {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.IsActive Property

C#

```
public bool IsActive {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.LegacyPOI Property

C#

```
public bool LegacyPOI {get;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.Name Property

C#

```
public string Name {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.NextBoundsCenter Property

C#

```
public Vector3 NextBoundsCenter {get;}
```

See Also

Applies to: [Prototype](#)₁₄₉

Prototype.ShowAdvancedOptions Property

C#

```
public bool ShowAdvancedOptions {get; set;}
```

See Also

Applies to: [Prototype](#)₁₄₉

Prototype.Size Property

C#

```
public Vector3 Size {get; set;}
```

See Also

Applies to: [Prototype](#)₁₄₉

Prototype.SpawnerData Property

C#

```
public GeNaSpawnerData SpawnerData {get; set;}
```

See Also

Applies to: [Prototype](#)₁₄₉

Prototype.SpawnerPalettID Property

C#

```
public int SpawnerPalettID {get; set;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.TopRotation Property

C#

```
public float TopRotation {get;}
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.AddChild Method

C#

```
public void AddChild(  
    Resource parent,  
    Resource child  
)
```

Parameters

parent

child

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.AddResource Method

C#

```
public void AddResource(  
    Resource resource  
)
```

Parameters

resource

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.Deserialize Method

C#

```
public void Deserialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.DeserializeV1 Method

C#

```
public void DeserializeV1(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.ForEachResource Method

Calls an Action For Each Resource inside of the Prototype (Recursively)

C#

```
public void ForEachResource(  
    Action<Resource> action  
)
```

Parameters

action

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.Children Method

C#

```
public List<Resource> GetChildren(  
    Resource parent  
)
```

Parameters

parent

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.GetMinExtents Method

Get the minimum extents for this prototype according to all its own and its resources settings.

C#

```
public Vector3 GetMinExtents()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.GetNextExtents Method

Get the minimum extents for this prototype according to all its own and its resources settings.

C#

```
public Vector3 GetNextExtents()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.GetParent Method

C#

```
public Resource GetParent(  
    Resource child  
)
```

Parameters

child

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.GetResources Method

C#

```
public IReadOnlyList<Resource> GetResources()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.GetSuccessChance Method

Iterate through the resources and get chances of success

C#

```
public float GetSuccessChance()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.GetTopLevelResources Method

C#

```
public List<Resource> GetTopLevelResources()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.HasColliders Method

C#

```
public bool HasColliders()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.HasHeights Method

C#

```
public bool HasHeights()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.HasMeshes Method

C#

```
public bool HasMeshes()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.HasModifier Method

C#

```
public bool HasModifier(
```

```
params ResourceModifier[] resourceModifiers  
)
```

Parameters

resourceModifiers

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.HasPhysics Method

C#

```
public bool HasPhysics()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.HasRigidbody Method

C#

```
public bool HasRigidbody()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.HasType Method

C#

```
public bool HasType(  
    params ResourceType[] resourceTypes  
)
```

Parameters

resourceTypes

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.OnAfterDeserialize Method

C#

```
public void OnAfterDeserialize()
```

Implements

[ISerializationCallbackReceiver.OnAfterDeserialize](#)

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.OnBeforeSerialize Method

C#

```
public void OnBeforeSerialize()
```

Implements

[ISerializationCallbackReceiver.OnBeforeSerialize](#)

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.PrecalculateOffsets Method

Trigger all resources to precalculate their offsets in preparation for getting extents for bounds checking and spawning

C#

```
public void PrecalculateOffsets(  
    XorshiftPlus randomGen,  
    Vector3 spawnerScale,  
    bool scaleToNearestInt  
)
```

Parameters

randomGen

spawnerScale

scaleToNearestInt

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.RefreshDictionary Method

C#

```
public void RefreshDictionary()
```

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.Serialize Method

C#

```
public void Serialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.SerializeV1 Method

C#

```
public void SerializeV1(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.SetPalette Method

C#

```
public void SetPalette(  
    Palette palette  
)
```

Parameters

palette

See Also

Applies to: [Prototype](#)¹⁴⁹

Prototype.SetSpawner Method

This should only ever be used by Spawner version upgrade methods.

C#

```
public void SetSpawner(  
    GeNaSpawnerData spawner  
)
```

Parameters

spawner

See Also

Applies to: [Prototype](#)¹⁴⁹

Resource Class

Resources are the things that can be spawned

C#

```
[Serializable()]  
public class Resource : IDataBuffer
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Constructors

[Resource](#)¹⁶⁴

Properties

[AddColliderToAabb](#)¹⁶⁴, [AssetID](#)¹⁶⁴, [AssetName](#)¹⁶⁵, [BaseBrush](#)¹⁶⁵, [BaseColliderCenter](#)¹⁶⁵, [BaseColliderConstScaleAmount](#)¹⁶⁵, [BaseColliderScale](#)¹⁶⁶, [BaseColliderUseConstScale](#)¹⁶⁶, [BasePosition](#)¹⁶⁶, [BaseRotation](#)¹⁶⁶, [BaseScale](#)¹⁶⁶, [BaseSize](#)¹⁶⁷, [BoundsCenter](#)¹⁶⁷, [BrushCache](#)¹⁶⁷, [BrushIndex](#)¹⁶⁷, [BrushTXIndex](#)¹⁶⁸, [BrushTextureArray](#)¹⁶⁸, [BrushTextureIDs](#)¹⁶⁸, [BrushTextures](#)¹⁶⁸, [ChildrenIDs](#)¹⁶⁹, [ConformToSlope](#)¹⁶⁹, [ContainerOnly](#)¹⁶⁹, [DecoratorEntries](#)¹⁶⁹, [DecoratorTypes](#)¹⁶⁹, [Decorators](#)¹⁷⁰, [DetailPrototypeData](#)¹⁷⁰, [HasColliders](#)¹⁷⁰, [HasHeights](#)¹⁷⁰, [HasMeshes](#)¹⁷¹, [HasRigidbody](#)¹⁷¹, [HasRootCollider](#)¹⁷¹, [HasSubSpawner](#)¹⁷¹, [ID](#)¹⁷¹, [InstancesSpawned](#)¹⁷², [MaxOffset](#)¹⁷², [MaxRotation](#)¹⁷², [MaxScale](#)¹⁷², [MinOffset](#)¹⁷³, [MinRotation](#)¹⁷³, [MinScale](#)¹⁷³, [Name](#)¹⁷³, [NextPosition](#)¹⁷³, [NextRotation](#)¹⁷⁴, [NextScale](#)¹⁷⁴, [NextSuccess](#)¹⁷⁴, [OneChildOf](#)¹⁷⁴, [OneChildOfWeight](#)¹⁷⁵, [Opacity](#)¹⁷⁵, [Palette](#)¹⁷⁵, [ParentID](#)¹⁷⁵, [PhysicsEnabled](#)¹⁷⁶, [Prefab](#)¹⁷⁶, [PrefabPalettID](#)¹⁷⁶, [Prototype](#)¹⁷⁶, [ResourceType](#)¹⁷⁷, [SameScale](#)¹⁷⁷, [ShowSpawnCriteriaOverrides](#)¹⁷⁷, [SnapToGround](#)¹⁷⁷, [SpawnCriteria](#)¹⁷⁷, [SpawnFlags](#)¹⁷⁸, [SpawnerData](#)¹⁷⁸, [SpawnerPalettID](#)¹⁷⁸, [Static](#)¹⁷⁸, [SubSpawnerData](#)¹⁷⁹, [SubSpawnerPalettID](#)¹⁷⁹, [SuccessRate](#)¹⁷⁹, [TargetStrength](#)¹⁷⁹, [Template](#)¹⁷⁹, [TerrainProtoldx](#)¹⁸⁰, [TexturePrototypeData](#)¹⁸⁰, [Type](#)¹⁸⁰

Methods

[AddDecoratorEntry](#)¹⁸⁰, [ClearBrushTextures](#)¹⁸¹, [Deserialize](#)¹⁸¹, [DeserializeDecorators](#)¹⁸¹, [ForEach](#)¹⁸², [HasChildren](#)¹⁸², [HasPhysics](#)¹⁸², [IncludeInMinBounds](#)¹⁸², [IncludeNextBounds](#)¹⁸³, [PrecalculateOffsets](#)¹⁸⁴, [RecalculateBounds](#)¹⁸⁵, [RemoveBrushTexture](#)¹⁸⁵, [ResetInstancesSpawned](#)¹⁸⁵, [Serialize](#)¹⁸⁶, [SetPalette](#)¹⁸⁶, [SetParent](#)¹⁸⁶, [SetPrototype](#)¹⁸⁷, [SetSpawner](#)¹⁸⁷, [SetStatic](#)¹⁸⁷, [UpdateBrushTexture](#)¹⁸⁸, [UpdateSpawnCriteria](#)¹⁸⁸

Fields

[OpenedInGuiHierarchy](#)¹⁸⁹, [m_displayedInEditor](#)¹⁸⁹

Resource([GeNaSpawnerData](#)) Constructor

C#

```
public Resource(  
    GeNaSpawnerData spawnerData  
)
```

Parameters

spawnerData

See Also

Applies to: [Resource](#)₁₆₃

Resource Constructor

Default constructor

C#

```
public Resource()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.AddColliderToAabb Property

C#

```
public bool AddColliderToAabb {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.AssetId Property

C#

```
public string AssetID {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.AssetName Property

C#

```
public string AssetName {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseBrush Property

C#

```
public UBrush BaseBrush {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseColliderCenter Property

C#

```
public Vector3 BaseColliderCenter {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseColliderConstScaleAmount Property

C#

```
public float BaseColliderConstScaleAmount {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseColliderScale Property

C#

```
public Vector3 BaseColliderScale {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseColliderUseConstScale Property

C#

```
public bool BaseColliderUseConstScale {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BasePosition Property

C#

```
public Vector3 BasePosition {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseRotation Property

C#

```
public Vector3 BaseRotation {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseScale Property

C#

```
public Vector3 BaseScale {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BaseSize Property

C#

```
public Vector3 BaseSize {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BoundsCenter Property

C#

```
public Vector3 BoundsCenter {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BrushCache Property

C#

```
public IDictionary<int, UBrush> BrushCache {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BrushIndex Property

Index of the selected Brush Texture in the Texture selection set: BrushTextures.

C#

```
public int BrushIndex {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BrushTXIndex Property

C#

```
public int BrushTXIndex {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BrushTextureArray Property

The array that contains the Texture selection set that can be used as a brush.

C#

```
public Texture2D[] BrushTextureArray {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BrushTextureIDs Property

C#

```
public List<int> BrushTextureIDs {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.BrushTextures Property

C#

```
public List<Texture2D> BrushTextures {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ChildrenIDs Property

C#

```
public List<int> ChildrenIDs {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ConformToSlope Property

C#

```
public bool ConformToSlope {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ContainerOnly Property

C#

```
public bool ContainerOnly {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.DecoratorEntries Property

C#

```
public List<DecoratorEntry> DecoratorEntries {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.DecoratorTypes Property

C#

```
public List<string> DecoratorTypes {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Decorators Property

C#

```
public List<IDecorator> Decorators {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.DetailPrototypeData Property

C#

```
public TerrainDetailPrototypeData DetailPrototypeData {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasColliders Property

C#

```
public bool HasColliders {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasHeights Property

C#

```
public bool HasHeights {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasMeshes Property

C#

```
public bool HasMeshes {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasRigidbody Property

C#

```
public bool HasRigidbody {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasRootCollider Property

C#

```
public bool HasRootCollider {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasSubSpawner Property

C#

```
public bool HasSubSpawner {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ID Property

C#

```
public int ID {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.InstancesSpawned Property

C#

```
public long InstancesSpawned {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.MaxOffset Property

C#

```
public Vector3 MaxOffset {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.MaxRotation Property

C#

```
public Vector3 MaxRotation {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.MaxScale Property

C#

```
public Vector3 MaxScale {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.MinOffset Property

C#

```
public Vector3 MinOffset {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.MinRotation Property

C#

```
public Vector3 MinRotation {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.MinScale Property

C#

```
public Vector3 MinScale {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Name Property

C#

```
public string Name {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.NextPosition Property

The next position offset that will be applied to this Resource.

C#

```
public Vector3 NextPosition {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.NextRotation Property

The next rotation offset that will be applied to this Resource.

C#

```
public Vector3 NextRotation {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.NextScale Property

The next scale offset that will be applied to this Resource.

C#

```
public Vector3 NextScale {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.NextSuccess Property

Will this be spawned by **Spawner.SpawnResourceTree** .

C#

```
public bool NextSuccess {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.OneChildOf Property

C#

```
public bool OneChildOf {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.OneChildOfWeight Property

C#

```
public float OneChildOfWeight {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Opacity Property

C#

```
public float Opacity {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Palette Property

C#

```
public Palette Palette {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ParentID Property

C#

```
public int ParentID {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.PhysicsEnabled Property

C#

```
public bool PhysicsEnabled {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Prefab Property

C#

```
public GameObject Prefab {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.PrefabPaletteID Property

C#

```
public int PrefabPaletteID {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Prototype Property

C#

```
public Prototype Prototype {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ResourceType Property

C#

```
public ResourceType ResourceType {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SameScale Property

C#

```
public bool SameScale {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ShowSpawnCriteriaOverrides Property

C#

```
public bool ShowSpawnCriteriaOverrides {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SnapToGround Property

C#

```
public bool SnapToGround {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SpawnCriteria Property

C#

```
public SpawnCriteria SpawnCriteria {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SpawnFlags Property

C#

```
public SpawnFlags SpawnFlags {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SpawnerData Property

C#

```
public GeNaSpawnerData SpawnerData {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SpawnerPalettID Property

C#

```
public int SpawnerPalettID {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Static Property

C#

```
public ResourceStatic Static {get;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SubSpawnerData Property

C#

```
public GeNaSpawnerData SubSpawnerData {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SubSpawnerPalettID Property

C#

```
public int SubSpawnerPalettID {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.SuccessRate Property

C#

```
public float SuccessRate {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.TargetStrength Property

C#

```
public float TargetStrength {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Template Property

C#

```
public GameObject Template {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.TerrainProtoldx Property

C#

```
public int TerrainProtoldx {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.TexturePrototypeData Property

C#

```
public TerrainTexturePrototypeData TexturePrototypeData {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Type Property

C#

```
public ResourceType Type {get; set;}
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.AddDecoratorEntry Method

C#

```
public void AddDecoratorEntry(  
    IDecorator decorator  
)
```

Parameters

decorator

See Also

Applies to: [Resource](#)₁₆₃

Resource.ClearBrushTextures Method

Clear the Brush texture set.

C#

```
public void ClearBrushTextures()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Deserialize Method

C#

```
public void Deserialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [Resource](#)₁₆₃

Resource.DeserializeDecorators Method

C#

```
public void DeserializeDecorators()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.ForEach Method

C#

```
public void ForEach(  
    Action<Resource> action  
)
```

Parameters

action

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasChildren Method

C#

```
public bool HasChildren()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.HasPhysics Method

C#

```
public bool HasPhysics()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.IncludeInMinBounds Method

Calculate bounds for this resource for minimum bounds and include it in the bounds provided.

C#

```
public void IncludeInMinBounds(  
    ref Bounds minBounds,  
    bool topLevel  
)
```

Parameters

minBounds

topLevel

See Also

Applies to: [Resource](#)₁₆₃

Resource.IncludeNextBounds Method

Calculate bounds for this resource using the precalculated offsets and include it in the bounds provided.

C#

```
public void IncludeNextBounds(  
    ref Bounds nextBounds,  
    bool topLevel  
)
```

Parameters

nextBounds

topLevel

See Also

Applies to: [Resource](#)₁₆₃

Resource.PrecalculateOffsets (Prototype, XorshiftPlus, Vector3, Boolean, Vector3) Method

Trigger resources in the tree to precalculate their offsets in preparation for getting extents for bounds checking and spawning. This is the overload for the top-level as it's called from the Prototype with the precalculated location offset.

C#

```
public void PrecalculateOffsets(  
    Prototype prototype,  
    XorshiftPlus randomGen,  
    Vector3 spawnerScale,  
    bool scaleToNearestInt,  
    Vector3 locationOffset  
)
```

Parameters

prototype

randomGen

spawnerScale

scaleToNearestInt

locationOffset

Override that sets the location offset to this value.

See Also

Applies to: [Resource](#)₁₆₃

Resource.PrecalculateOffsets (Prototype, XorshiftPlus, Vector3, Boolean) Method

Trigger resources in the tree to precalculate their offsets in preparation for getting extents for bounds checking and spawning. This is generally only called for m_children except for Legacy POI Prototypes.

C#

```
public void PrecalculateOffsets(  
    Prototype prototype,  
    XorshiftPlus randomGen,  
    Vector3 spawnerScale,  
    bool scaleToNearestInt  
)
```

Parameters

prototype

randomGen

spawnerScale

scaleToNearestInt

See Also

Applies to: [Resource](#)₁₆₃

Resource.RecalculateBounds Method

Recalculates bounds for the Resource and its ancestors

C#

```
public void RecalculateBounds()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.RemoveBrushTexture Method

Remove a brush texture from the Brush texture set.

C#

```
public void RemoveBrushTexture(  
    int index  
)
```

Parameters

index

Index of the texture to be removed.

See Also

Applies to: [Resource](#)₁₆₃

Resource.ResetInstancesSpawned Method

Reset the Instance counters for this resource and its descendants

C#

```
public void ResetInstancesSpawned()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.Serialize Method

C#

```
public void Serialize(  

```

```
DataReader buffer  
)
```

Parameters

buffer

See Also

Applies to: [Resource](#)₁₆₃

Resource.SetPalette Method

```
C#  
  
public void SetPalette(  
    Palette palette  
)
```

Parameters

palette

See Also

Applies to: [Resource](#)₁₆₃

Resource.SetParent Method

Set the parent for this Resource

```
C#  
  
public void SetParent(  
    Resource parent  
)
```

Parameters

parent

See Also

Applies to: [Resource](#)₁₆₃

Resource.SetPrototype Method

C#

```
public void SetPrototype(  
    Prototype prototype  
)
```

Parameters

prototype

See Also

Applies to: [Resource](#)₁₆₃

Resource.SetSpawner Method

This should only ever be used by Spawner version upgrade methods.

C#

```
public void SetSpawner(  
    GeNaSpawnerData spawner  
)
```

Parameters

spawner

See Also

Applies to: [Resource](#)₁₆₃

Resource.SetStatic Method

C#

```
public void SetStatic(  
    Prototype prototype,  
    ResourceStatic isStatic  
)
```

Parameters

prototype

isStatic

See Also

Applies to: [Resource](#)₁₆₃

Resource.UpdateBrushTexture Method

Use when the brush texture needs updating.

C#

```
public void UpdateBrushTexture()
```

See Also

Applies to: [Resource](#)₁₆₃

Resource.UpdateSpawnCriteria Method

C#

```
public void UpdateSpawnCriteria(  
    Prototype prototype,  
    SpawnCriteria original,  
    SpawnCriteria parent = null  
)
```

Parameters

prototype

original

parent

See Also

Applies to: [Resource](#)₁₆₃

OpenedInGuiHierarchy Field

C#

```
public bool OpenedInGuiHierarchy
```

See Also

Applies to: [Resource](#)¹⁶³

m_displayedInEditor Field

C#

```
public bool m_displayedInEditor
```

See Also

Applies to: [Resource](#)¹⁶³

SpawnCall Class

For queued spawn calls

C#

```
[Serializable()]  
public class SpawnCall
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Constructors

[SpawnCall](#)¹⁹⁰

Properties

[AlignChildrenToRotation](#)¹⁹⁰, [AlignToRotation](#)¹⁹⁰, [CanSpawn](#)¹⁹¹, [ConformChildrenToSlope](#)¹⁹¹, [ConformToSlope](#)¹⁹¹, [FlowRate](#)¹⁹¹, [GeNaSample](#)¹⁹², [Generated](#)¹⁹², [InstancesSpawned](#)¹⁹², [InstancesToSpawn](#)¹⁹², [IsActive](#)¹⁹², [IsDisabled](#)¹⁹³, [IsEmpty](#)¹⁹³, [Location](#)¹⁹³, [Milliseconds](#)¹⁹³, [Normal](#)¹⁹⁴, [Offset](#)¹⁹⁴, [ParentRotationY](#)¹⁹⁴, [ParentScale](#)¹⁹⁴, [RandomRotationY](#)¹⁹⁴, [Rotation](#)¹⁹⁵, [SnapChildrenToGround](#)¹⁹⁵, [SnapToGround](#)¹⁹⁵, [SpawnDepth](#)¹⁹⁵, [SpawnDistance](#)¹⁹⁶, [SpawnRange](#)¹⁹⁶, [SpawnType](#)¹⁹⁶, [SpawnedLocation](#)¹⁹⁶, [Spawner](#)¹⁹⁶, [Stopwatch](#)¹⁹⁷, [UseSpawnCriteria](#)¹⁹⁷

Methods

[AddSpawnedEntity](#)¹⁹⁷, [ClearSpawnedEntities](#)¹⁹⁷, [ClearSpawnedInstances](#)¹⁹⁸, [DisableEntities](#)¹⁹⁸, [EnableEntities](#)¹⁹⁸, [GetParent](#)¹⁹⁸, [GetSpawnedEntities](#)¹⁹⁹, [GetTransform](#)¹⁹⁹, [IsWithinRange](#)¹⁹⁹, [SetParent](#)¹⁹⁹, [SetTarget](#)²⁰⁰, [UpdateEntities](#)²⁰⁰, [UpdateEntity](#)²⁰⁰

SpawnCall Constructor

C#

```
public SpawnCall(  
    GeNaSpawnerData spawner  
)
```

Parameters

spawner

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.AlignChildrenToRotation Property

C#

```
public bool AlignChildrenToRotation {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.AlignToRotation Property

C#

```
public bool AlignToRotation {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.CanSpawn Property

C#

```
public bool CanSpawn {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.ConformChildrenToSlope Property

C#

```
public bool ConformChildrenToSlope {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.ConformToSlope Property

C#

```
public bool ConformToSlope {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.FlowRate Property

C#

```
public float FlowRate {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.GeNaSample Property

C#

```
public GeNaSample GeNaSample {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.Generated Property

C#

```
public bool Generated {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.InstancesSpawned Property

C#

```
public long InstancesSpawned {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.InstancesToSpawn Property

C#

```
public long InstancesToSpawn {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.IsActive Property

C#

```
public bool IsActive {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.IsDisabled Property

C#

```
public bool IsDisabled {get;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.IsEmpty Property

C#

```
public bool IsEmpty {get;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.Location Property

C#

```
public Vector3 Location {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.Milliseconds Property

C#

```
public float Milliseconds {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.Normal Property

C#

```
public Vector3 Normal {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.Offset Property

C#

```
public Vector3 Offset {get;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.ParentRotationY Property

C#

```
public float ParentRotationY {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.ParentScale Property

C#

```
public Vector3 ParentScale {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.RandomRotationY Property

C#

```
public float RandomRotationY {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.Rotation Property

C#

```
public Vector3 Rotation {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.SnapChildrenToGround Property

C#

```
public bool SnapChildrenToGround {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.SnapToGround Property

C#

```
public bool SnapToGround {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.SpawnDepth Property

C#

```
public int SpawnDepth {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.SpawnDistance Property

C#

```
public float SpawnDistance {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.SpawnRange Property

C#

```
public float SpawnRange {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.SpawnType Property

C#

```
public SpawnerType SpawnType {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.SpawnedLocation Property

C#

```
public Vector3 SpawnedLocation {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.Spawner Property

C#

```
public GeNaSpawnerData Spawner {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.Stopwatch Property

C#

```
public Stopwatch Stopwatch {get; set;}
```

See Also

Applies to: [SpawnCall₁₈₉](#)

SpawnCall.UseSpawnCriteria Property

C#

```
public bool UseSpawnCriteria {get; set;}
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.AddSpawnedEntity Method

C#

```
public void AddSpawnedEntity(  
    SpawnedEntity spawnedEntity  
)
```

Parameters

spawnedEntity

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.ClearSpawnedEntities Method

C#

```
public void ClearSpawnedEntities()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.ClearSpawnedInstances Method

C#

```
public void ClearSpawnedInstances()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.DisableEntities Method

C#

```
public void DisableEntities()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.EnableEntities Method

C#

```
public void EnableEntities()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.GetParent Method

C#

```
public Transform GetParent()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.GetSpawnedEntities Method

C#

```
public List<SpawnedEntity> GetSpawnedEntities()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.GetTransform Method

C#

```
public Transform GetTransform()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.IsWithinRange Method

C#

```
public bool IsWithinRange(  
    Vector3 location  
)
```

Parameters

location

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.SetParent Method

C#

```
public void SetParent(  
    Transform parent  
)
```

Parameters

parent

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.SetTarget Method

C#

```
public void SetTarget(  
    Transform transform  
)
```

Parameters

transform

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.UpdateEntities Method

C#

```
public void UpdateEntities()
```

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCall.UpdateEntity Method

C#

```
public bool UpdateEntity(  
    SpawnedEntity entity  
)
```

Parameters

entity

See Also

Applies to: [SpawnCall](#)₁₈₉

SpawnCriteria Class

Class that contains all Spawn Criteria settings for GeNa Spawners

C#

```
[Serializable()]  
public class SpawnCriteria : IDataBuffer
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[BlendAmount](#)²⁰², [BottomBoundary](#)²⁰², [BoundsExtents](#)²⁰², [CheckCollisionType](#)²⁰³,
[CheckCollisions](#)²⁰³, [CheckHeight](#)²⁰³, [CheckHeightType](#)²⁰³, [CheckMask](#)²⁰⁴, [CheckMaskType](#)²⁰⁴,
[CheckRange](#)²⁰⁴, [CheckSlope](#)²⁰⁴, [CheckSlopeType](#)²⁰⁵, [CheckTextures](#)²⁰⁵,
[ConstrainWithinMaskedBounds](#)²⁰⁵, [DisableCheckMask](#)²⁰⁵, [ForceSpawn](#)²⁰⁶, [HeightRange](#)²⁰⁶,
[ImageFilterColor](#)²⁰⁶, [ImageFilterFuzzyMatch](#)²⁰⁷, [InvertMaskedAlpha](#)²⁰⁷, [IsDirty](#)²⁰⁷,
[IsMaskDirty](#)²⁰⁷, [MaskFractal](#)²⁰⁸, [MaskFractalRange](#)²⁰⁸, [MaskImage](#)²⁰⁸,
[MaskImagePalettId](#)²⁰⁸, [MaskInvert](#)²⁰⁹, [MaskResolution](#)²⁰⁹, [MaxHeight](#)²⁰⁹,
[MaxMaskFractal](#)²⁰⁹, [MaxScaleOnMaskedAlpha](#)²¹⁰, [MaxSlope](#)²¹⁰, [MaxSpawnHeight](#)²¹⁰,
[MaxSpawnSlope](#)²¹⁰, [MaxTextureStrength](#)²¹¹, [MidMaskFractal](#)²¹¹, [MinHeight](#)²¹¹,
[MinMaskFractal](#)²¹², [MinScaleOnMaskedAlpha](#)²¹², [MinSlope](#)²¹², [MinSpawnHeight](#)²¹²,
[MinSpawnSlope](#)²¹³, [MinTextureStrength](#)²¹³, [OverrideApplies](#)²¹³, [OverrideBoundsBorder](#)²¹³,
[OverrideCheckChildren](#)²¹⁴, [OverrideCheckHeight](#)²¹⁴, [OverrideCheckMask](#)²¹⁴,
[OverrideCheckMaskType](#)²¹⁴, [OverrideCheckSlope](#)²¹⁴, [OverrideCheckTextures](#)²¹⁵,
[OverrideChildren](#)²¹⁵, [OverrideConstrainWithinMaskedBounds](#)²¹⁵, [OverrideForceSpawn](#)²¹⁵,
[OverrideHeightVariance](#)²¹⁶, [OverrideImageFilterColor](#)²¹⁶, [OverrideImageFilterFuzzyMatch](#)²¹⁶,
[OverrideInvertMaskedAlpha](#)²¹⁶, [OverrideMaskFractalFrequency](#)²¹⁶,
[OverrideMaskFractalLacunarity](#)²¹⁷, [OverrideMaskFractalOctaves](#)²¹⁷,
[OverrideMaskFractalPersistence](#)²¹⁷, [OverrideMaskFractalRange](#)²¹⁷,
[OverrideMaskFractalSeed](#)²¹⁸, [OverrideMaskImage](#)²¹⁸, [OverrideMaskInvert](#)²¹⁸,
[OverrideMaxScaleOnMaskedAlpha](#)²¹⁸, [OverrideMidMaskFractal](#)²¹⁸, [OverrideMinMaxHeight](#)²¹⁹,
[OverrideMinMaxSlope](#)²¹⁹, [OverrideMinMaxSpawnHeight](#)²¹⁹, [OverrideMinMaxSpawnSlope](#)²¹⁹,
[OverrideMinScaleOnMaskedAlpha](#)²²⁰, [OverrideRayExtents](#)²²⁰,
[OverrideScaleOnMaskedAlpha](#)²²⁰, [OverrideSelectedTextureIdx](#)²²⁰,
[OverrideSlopeVariance](#)²²⁰, [OverrideSpawnCollisionLayers](#)²²¹,
[OverrideSuccessOnMaskedAlpha](#)²²¹, [OverrideTextureStrength](#)²²¹,
[OverrideTextureVariance](#)²²¹, [OverrideVirginCheckType](#)²²², [ScaleOnMaskedAlpha](#)²²²,
[SelectedTextureIdx](#)²²², [SelectedTextureName](#)²²², [SlopeRange](#)²²³, [SpawnCollisionLayers](#)²²³,
[SuccessOnMaskedAlpha](#)²²³, [TextureRange](#)²²³, [TextureStrength](#)²²⁴, [TopBoundary](#)²²⁴

Methods

[ApplyOverrides](#)²²⁴, [Copy](#)²²⁵, [CopyOverrides](#)²²⁵, [Deserialize](#)²²⁵, [GenerateMaskImageData](#)²²⁶,
[GetMaskImagePixels](#)²²⁶, [Serialize](#)²²⁶

SpawnCriteria.BlendAmount Property

Blends the surrounding object bounds together into a smoother averaged shape.

C#

```
public float BlendAmount {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.BottomBoundary Property

Bottom Boundary Limit for Min Height

C#

```
public float BottomBoundary {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.BoundsExtents Property

This is the distance beyond the edge of the bounds of the object we are placing that is checked against the blended surrounding.

C#

```
public float BoundsExtents {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckCollisionType Property

Controls whether the spawner will spawn its Prototype in a space that is clear of collisions or not.

C#

```
public VirginCheckType CheckCollisionType {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckCollisions Property

Is Check Collisions enabled? (Read-Only)

C#

```
public bool CheckCollisions {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckHeight Property

Determines whether height is a factor in choosing whether the spawner will spawn a Prototype.

C#

```
public bool CheckHeight {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckHeightType Property

Controls whether the spawner will spawn its Prototype in a space that is clear of collisions or not.

C#

```
public CriteriaRangeType CheckHeightType {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckMask Property

Uses a mask to determine where the spawner will spawn its Prototype.

C#

```
public bool CheckMask {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckMaskType Property

The type of mask to use. The mask will be reflected in the visualiser.

C#

```
public MaskType CheckMaskType {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckRange Property

Should the Spawn check for Spawn Range?

C#

```
public bool CheckRange {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckSlope Property

Is Check Slope enabled? (Read-Only)

C#

```
public bool CheckSlope {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckSlopeType Property

Current Check Slope Type mode

C#

```
public CriteriaRangeType CheckSlopeType {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CheckTextures Property

Determines whether the terrain texture will be used as a range in which the spawner will spawn its Prototype.

C#

```
public bool CheckTextures {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.ConstrainWithinMaskedBounds Property

If true, the spawn will be constrained within the Mask Bounds

C#

```
public bool ConstrainWithinMaskedBounds {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.DisableCheckMask Property

C#

```
public bool DisableCheckMask {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.ForceSpawn Property

Forces the Prototypes to Spawn

C#

```
public bool ForceSpawn {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.HeightRange Property

Spawns only within the height range bisected by the height of the point where the visualisation or spawn was initiated i.e., where you shift or ctrl left clicked on the terrain or mesh.

C#

```
public float HeightRange {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.ImageFilterColor Property

Image Filter Color for Mask

C#

```
public Color ImageFilterColor {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.ImageFilterFuzzyMatch Property

Image Filter Fuzzy Match for Mask

C#

```
public float ImageFilterFuzzyMatch {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.InvertMaskedAlpha Property

If true, the mask alpha will be inverted

C#

```
public bool InvertMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.IsDirty Property

Is the Spawn Criteria marked as dirty? (for serialization)

C#

```
public bool IsDirty {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.IsMaskDirty Property

Is the Mask data marked as dirty? (for serialization)

C#

```
public bool IsMaskDirty {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaskFractal Property

Noise Mask Fractal information i.e, Seed, Octaves, Frequency, etc.

C#

```
public Fractal MaskFractal {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaskFractalRange Property

Mask Fractal Range (Read-Only)

C#

```
public float MaskFractalRange {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaskImage Property

The colour image to be used as a mask. The mask will be scaled to the range of the spawner. The primary colours of the image can have Prototypes assigned to them, and the alpha channel of the image if it exists can be used to control spawn size and density. You will select Prototypes against this image in the Spawn Prototypes section (see the relevant image masking section in there).

C#

```
public Texture2D MaskImage {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaskImagePaletteID Property

Palette ID for where to get the Mask Image

C#

```
public int MaskImagePaletteID {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaskInvert Property

Inverts the Mask output

C#

```
public bool MaskInvert {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaskResolution Property

Resolution of the Mask

C#

```
public Vector2 MaskResolution {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaxHeight Property

The maximum height at which something will be spawned.

C#

```
public float MaxHeight {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaxMaskFractal Property

Maximum Mask Fractal Range (Read-Only)

C#

```
public float MaxMaskFractal {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaxScaleOnMaskedAlpha Property

Maximum scale of the mask alpha channel

C#

```
public float MaxScaleOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaxSlope Property

The maximum slope at which something will be spawned

C#

```
public float MaxSlope {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaxSpawnHeight Property

The maximum height at which something will be spawned.

C#

```
public float MaxSpawnHeight {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaxSpawnSlope Property

The maximum slope at which something will be spawned.

C#

```
public float MaxSpawnSlope {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MaxTextureStrength Property

The maximum strength strength of the texture that was clicked on (Read-Only)

C#

```
public float MaxTextureStrength {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MidMaskFractal Property

Mid Mask Fractal Range (Read-Only)

C#

```
public float MidMaskFractal {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MinHeight Property

The minimum height at which something will be spawned.

C#

```
public float MinHeight {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MinMaskFractal Property

Minimum Mask Fractal Range (Read-Only)

C#

```
public float MinMaskFractal {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MinScaleOnMaskedAlpha Property

Minimum scale of the mask alpha channel

C#

```
public float MinScaleOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MinSlope Property

The minimum slope at which something will be spawned

C#

```
public float MinSlope {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MinSpawnHeight Property

The minimum height at which something will be spawned.

C#

```
public float MinSpawnHeight {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MinSpawnSlope Property

The minimum slope at which something will be spawned.

C#

```
public float MinSpawnSlope {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.MinTextureStrength Property

The minimum strength strength of the texture that was clicked on (Read-Only)

C#

```
public float MinTextureStrength {get;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideApplies Property

C#

```
public bool OverrideApplies {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideBoundsBorder Property

C#

```
public bool OverrideBoundsBorder {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideCheckChildren Property

C#

```
public bool OverrideCheckChildren {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideCheckHeight Property

C#

```
public bool OverrideCheckHeight {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideCheckMask Property

C#

```
public bool OverrideCheckMask {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideCheckMaskType Property

C#

```
public bool OverrideCheckMaskType {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideCheckSlope Property

C#

```
public bool OverrideCheckSlope {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideCheckTextures Property

C#

```
public bool OverrideCheckTextures {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideChildren Property

C#

```
public bool OverrideChildren {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideConstrainWithinMaskedBounds Property

C#

```
public bool OverrideConstrainWithinMaskedBounds {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideForceSpawn Property

C#

```
public bool OverrideForceSpawn {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideHeightVariance Property

C#

```
public bool OverrideHeightVariance {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideImageFilterColor Property

C#

```
public bool OverrideImageFilterColor {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideImageFilterFuzzyMatch Property

C#

```
public bool OverrideImageFilterFuzzyMatch {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideInvertMaskedAlpha Property

C#

```
public bool OverrideInvertMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskFractalFrequency Property

C#

```
public bool OverrideMaskFractalFrequency {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskFractalLacunarity Property

C#

```
public bool OverrideMaskFractalLacunarity {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskFractalOctaves Property

C#

```
public bool OverrideMaskFractalOctaves {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskFractalPersistence Property

C#

```
public bool OverrideMaskFractalPersistence {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskFractalRange Property

C#

```
public bool OverrideMaskFractalRange {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskFractalSeed Property

C#

```
public bool OverrideMaskFractalSeed {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskImage Property

C#

```
public bool OverrideMaskImage {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaskInvert Property

C#

```
public bool OverrideMaskInvert {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMaxScaleOnMaskedAlpha Property

C#

```
public bool OverrideMaxScaleOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMidMaskFractal Property

C#

```
public bool OverrideMidMaskFractal {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMinMaxHeight Property

C#

```
public bool OverrideMinMaxHeight {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMinMaxSlope Property

C#

```
public bool OverrideMinMaxSlope {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMinMaxSpawnHeight Property

C#

```
public bool OverrideMinMaxSpawnHeight {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMinMaxSpawnSlope Property

C#

```
public bool OverrideMinMaxSpawnSlope {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideMinScaleOnMaskedAlpha Property

C#

```
public bool OverrideMinScaleOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideRayExtents Property

C#

```
public bool OverrideRayExtents {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideScaleOnMaskedAlpha Property

C#

```
public bool OverrideScaleOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideSelectedTextureIdx Property

C#

```
public bool OverrideSelectedTextureIdx {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideSlopeVariance Property

C#

```
public bool OverrideSlopeVariance {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideSpawnCollisionLayers Property

C#

```
public bool OverrideSpawnCollisionLayers {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideSuccessOnMaskedAlpha Property

C#

```
public bool OverrideSuccessOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideTextureStrength Property

C#

```
public bool OverrideTextureStrength {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideTextureVariance Property

C#

```
public bool OverrideTextureVariance {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.OverrideVirginCheckType Property

C#

```
public bool OverrideVirginCheckType {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.ScaleOnMaskedAlpha Property

If true, the spawn will be scaled based on masked alpha

C#

```
public bool ScaleOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.SelectedTextureIdx Property

The current index of the selected texture

C#

```
public int SelectedTextureIdx {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.SelectedTextureName Property

The current name of the selected texture

C#

```
public string SelectedTextureName {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.SlopeRange Property

Spawns only within in the slope range bisected by the slope of the point where the visualisation or spawn was initiated i.e. where you shift or ctrl left clicked on the terrain or mesh.

C#

```
public float SlopeRange {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.SpawnCollisionLayers Property

Use this to control which layers are tested when Point and Bounds collision checking is selected.

C#

```
public LayerMask SpawnCollisionLayers {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.SuccessOnMaskedAlpha Property

If true, the spawn will success on the alpha channel of the mask

C#

```
public bool SuccessOnMaskedAlpha {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.TextureRange Property

Spawns only within in the texture strength range bisected by the dominant texture of the point where the visualisation or spawn was initiated i.e., where you shift or ctrl left clicked on the terrain. This does not work for meshes.

C#

```
public float TextureRange {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.TextureStrength Property

The strength of the texture that was clicked on. Can be modified to select for other strengths.

C#

```
public float TextureStrength {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.TopBoundary Property

Top Boundary Limit for Max Height

C#

```
public float TopBoundary {get; set;}
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.ApplyOverrides Method

Applies overrides to the given original Spawn Criteria with given override Spawn Criteria

```
C#  
  
public SpawnCriteria ApplyOverrides(  
    SpawnCriteria original,  
    SpawnCriteria @override  
)
```

Parameters

original

@override

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.Copy Method

Returns a copy of the given Original Spawn Criteria

```
C#  
  
public void Copy(  
    SpawnCriteria original  
)
```

Parameters

original

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.CopyOverrides Method

Copies the Overrides from the given Original Spawn Criteria

C#

```
public void CopyOverrides(  
    SpawnCriteria original  
)
```

Parameters

original

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.Deserialize Method

C#

```
public void Deserialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.GenerateMaskImageData Method

Generates Mask Image Data

C#

```
public float[,] GenerateMaskImageData()
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.GetMaskImagePixels Method

Generates Mask Image Pixels

C#

```
public Color[] GetMaskImagePixels()
```

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnCriteria.Serialize Method

C#

```
public void Serialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [SpawnCriteria](#)₂₀₁

SpawnFlags Class

C#

```
[Serializable()]  
public class SpawnFlags : IDataBuffer
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[FlagBatchingStatic](#)₂₂₇, [FlagCanBeOptimised](#)₂₂₇, [FlagForceOptimise](#)₂₂₈,
[FlagsOutdoorObject](#)₂₂₈, [FlagLightmapStatic](#)₂₂₈, [FlagMovingObject](#)₂₂₈,
[FlagNavigationStatic](#)₂₂₉, [FlagOccludeeStatic](#)₂₂₉, [FlagOccluderStatic](#)₂₂₉,
[FlagOffMeshLinkGeneration](#)₂₂₉, [FlagReflectionProbeStatic](#)₂₂₉, [UseColliderBounds](#)₂₃₀

Methods

[Copy](#)₂₃₀, [Deserialize](#)₂₃₀, [Serialize](#)₂₃₁

SpawnFlags.FlagBatchingStatic Property

C#

```
public bool FlagBatchingStatic {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagCanBeOptimised Property

C#

```
public bool FlagCanBeOptimised {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagForceOptimise Property

C#

```
public bool FlagForceOptimise {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagsIsOutdoorObject Property

C#

```
public bool FlagsIsOutdoorObject {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagLightmapStatic Property

C#

```
public bool FlagLightmapStatic {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagMovingObject Property

C#

```
public bool FlagMovingObject {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagNavigationStatic Property

C#

```
public bool FlagNavigationStatic {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagOccludeeStatic Property

C#

```
public bool FlagOccludeeStatic {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagOccluderStatic Property

C#

```
public bool FlagOccluderStatic {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagOffMeshLinkGeneration Property

C#

```
public bool FlagOffMeshLinkGeneration {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.FlagReflectionProbeStatic Property

C#

```
public bool FlagReflectionProbeStatic {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.UseColliderBounds Property

C#

```
public bool UseColliderBounds {get; set;}
```

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.Copy Method

C#

```
public void Copy(  
    SpawnFlags original  
)
```

Parameters

original

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.Deserialize Method

C#

```
public void Deserialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnFlags.Serialize Method

C#

```
public void Serialize(  
    DataBuffer buffer  
)
```

Parameters

buffer

See Also

Applies to: [SpawnFlags](#)²²⁷

SpawnedChild Class

Meta data for all Spawned Children generated from GeNa Spawners

C#

```
[Serializable()]  
public class SpawnedChild
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[GameObject](#)₂₃₁, [Offset](#)₂₃₂, [SpawnOriginObjectID](#)₂₃₂, [SpawnedCenter](#)₂₃₂, [SpawnedPosition](#)₂₃₂, [SpawnedRotation](#)₂₃₂, [Transform](#)₂₃₃

SpawnedChild.GameObject Property

C#

```
public GameObject GameObject {get; set;}
```

See Also

Applies to: [SpawnedChild](#)₂₃₁

SpawnedChild.Offset Property

C#

```
public Vector3 Offset {get;}
```

See Also

Applies to: [SpawnedChild](#)₂₃₁

SpawnedChild.SpawnOriginObjectID Property

C#

```
public int SpawnOriginObjectID {get; set;}
```

See Also

Applies to: [SpawnedChild](#)₂₃₁

SpawnedChild.SpawnedCenter Property

C#

```
public Vector3 SpawnedCenter {get; set;}
```

See Also

Applies to: [SpawnedChild](#)₂₃₁

SpawnedChild.SpawnedPosition Property

C#

```
public Vector3 SpawnedPosition {get; set;}
```

See Also

Applies to: [SpawnedChild](#)₂₃₁

SpawnedChild.SpawnedRotation Property

C#

```
public Quaternion SpawnedRotation {get; set;}
```

See Also

Applies to: [SpawnedChild](#)₂₃₁

SpawnedChild.Transform Property

C#

```
public Transform Transform {get; set;}
```

See Also

Applies to: [SpawnedChild](#)₂₃₁

SpawnedEntity Class

Metadata Container for Entities Spawned via GeNa Spawner

C#

```
[Serializable()]  
public class SpawnedEntity
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[Bounds](#)²³³, [GameObject](#)²³⁴, [GroundLayer](#)²³⁴, [IsReferenced](#)²³⁴, [Offset](#)²³⁴, [OffsetX](#)²³⁵, [SpawnDistance](#)²³⁵, [SpawnOffsetPosition](#)²³⁵, [SpawnOffsetRotation](#)²³⁵, [SpawnOriginObjectID](#)²³⁶, [SpawnedChildren](#)²³⁶, [SpawnedPosition](#)²³⁶, [SpawnedRotation](#)²³⁷, [SpawnedScale](#)²³⁷, [SpawnerData](#)²³⁷, [SplinePosition](#)²³⁷, [Transform](#)²³⁸

Methods

[ApplyYOffset](#)²³⁸

SpawnedEntity.Bounds Property

Bounds of entity

C#

```
public Bounds Bounds {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)²³³

SpawnedEntity.GameObject Property

GameObject of Spawned entity (null if not a prefab)

C#

```
public GameObject GameObject {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)²³³

SpawnedEntity.GroundLayer Property

Ground Layer that this object spawned on

C#

```
public LayerMask GroundLayer {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)²³³

SpawnedEntity.IsReferenced Property

Is the Spawned Entity a GameObject Reference?

C#

```
public bool IsReferenced {get;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.Offset Property

Offset of entity from Spawned position

C#

```
public Vector3 Offset {get;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.OffsetX Property

Offset of entity in the X axis

C#

```
public float OffsetX {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnDistance Property

Spawn distance from origin

C#

```
public float SpawnDistance {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnOffsetPosition Property

Spawn Offset Position to Apply

C#

```
public Vector3 SpawnOffsetPosition {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnOffsetRotation Property

Spawn Offset Rotation to Apply

C#

```
public Vector3 SpawnOffsetRotation {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnOriginObjectID Property

Spawn origin object id (only if spawn target is not a terrain)

C#

```
public int SpawnOriginObjectID {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnedChildren Property

List of Spawned Children under Spawned Entity

C#

```
public List<SpawnedChild> SpawnedChildren {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnedPosition Property

Spawned position of entity

C#

```
public Vector3 SpawnedPosition {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnedRotation Property

Spawned rotation of entity

C#

```
public Quaternion SpawnedRotation {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnedScale Property

Scale of Entity

C#

```
public Vector3 SpawnedScale {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SpawnerData Property

Spawner Data reference that this entity came from

C#

```
public GeNaSpawnerData SpawnerData {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.SplinePosition Property

Spline position that this entity spawned in

C#

```
public Vector3 SplinePosition {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.Transform Property

Transform of Spawned Entity (null if not a prefab)

C#

```
public Transform Transform {get; set;}
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnedEntity.ApplyYOffset Method

Applies an offset in the given Y next.

C#

```
public void ApplyYOffset()
```

See Also

Applies to: [SpawnedEntity](#)₂₃₃

SpawnerEntry Class

Custom Class for Connected Spawners

C#

```
[Serializable()]  
public class SpawnerEntry
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Constructors

[SpawnerEntry](#)²³⁹

Properties

[Description](#)²³⁹, [FlowRate](#)²³⁹, [Info](#)²⁴⁰, [Initialize](#)²⁴⁰, [IsActive](#)²⁴⁰, [IsSelected](#)²⁴⁰, [OffsetPosition](#)²⁴¹, [OffsetRotation](#)²⁴¹, [RecordUndo](#)²⁴¹, [RootSpawnCall](#)²⁴¹, [SpawnCalls](#)²⁴¹, [SpawnRange](#)²⁴², [Spawner](#)²⁴², [SpawnerData](#)²⁴², [Target](#)²⁴², [ThrowDistance](#)²⁴³, [Title](#)²⁴³

Methods

[Deserialize](#)²⁴³, [Serialize](#)²⁴³

SpawnerEntry Constructor

C#

```
public SpawnerEntry()
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry(GeNaSpawner) Constructor

C#

```
public SpawnerEntry(  
    GeNaSpawner spawner  
)
```

Parameters

spawner

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.Description Property

C#

```
public string Description {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)₂₃₈

SpawnerEntry.FlowRate Property

C#

```
public float FlowRate {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)₂₃₈

SpawnerEntry.Info Property

C#

```
public string Info {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)₂₃₈

SpawnerEntry.Initialize Property

C#

```
public bool Initialize {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)₂₃₈

SpawnerEntry.IsActive Property

C#

```
public bool IsActive {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)₂₃₈

SpawnerEntry.IsSelected Property

C#

```
public bool IsSelected {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.OffsetPosition Property

C#

```
public Vector3 OffsetPosition {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.OffsetRotation Property

C#

```
public Vector3 OffsetRotation {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.RecordUndo Property

C#

```
public bool RecordUndo {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.RootSpawnCall Property

C#

```
public SpawnCall RootSpawnCall {get; set;}
```


See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.SpawnCalls Property

C#

```
public List<SpawnCall> SpawnCalls {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.SpawnRange Property

C#

```
public float SpawnRange {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.Spawner Property

C#

```
public GeNaSpawner Spawner {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.SpawnerData Property

C#

```
public GeNaSpawnerData SpawnerData {get;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.Target Property

C#

```
public Transform Target {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.ThrowDistance Property

C#

```
public float ThrowDistance {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.Title Property

C#

```
public string Title {get; set;}
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.Deserialize Method

C#

```
public void Deserialize()
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerEntry.Serialize Method

C#

```
public void Serialize()
```

See Also

Applies to: [SpawnerEntry](#)²³⁸

SpawnerShader Class

C#

```
[Serializable()]  
public class SpawnerShader
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[AnyMaskBufferIsNull](#)²⁴⁴, [BlendDistance](#)²⁴⁴, [ComputeShader](#)²⁴⁴, [MaskShader](#)²⁴⁵,

[MaxRaySteps](#)²⁴⁵, [RayHitThreshold](#)²⁴⁵

Methods

[Dispose](#)²⁴⁵, [GenerateAabbBuffer](#)²⁴⁶, [ProcessAabbTests](#)²⁴⁶, [Setup](#)²⁴⁶, [SetupSpawnCriteria](#)²⁴⁷,

[UpdateBuffers](#)²⁴⁷

Structures

[Variables](#)²⁴⁸

SpawnerShader.AnyMaskBufferIsNull Property

C#

```
public bool AnyMaskBufferIsNull {get;}
```

See Also

Applies to: [SpawnerShader](#)²⁴³

SpawnerShader.BlendDistance Property

C#

```
public float BlendDistance {get; set;}
```

See Also

Applies to: [SpawnerShader](#)₂₄₃

SpawnerShader.ComputeShader Property

C#

```
public ComputeShader ComputeShader {get;}
```

See Also

Applies to: [SpawnerShader](#)₂₄₃

SpawnerShader.MaskShader Property

C#

```
public ComputeShader MaskShader {get;}
```

See Also

Applies to: [SpawnerShader](#)₂₄₃

SpawnerShader.MaxRaySteps Property

C#

```
public int MaxRaySteps {get; set;}
```

See Also

Applies to: [SpawnerShader](#)₂₄₃

SpawnerShader.RayHitThreshold Property

C#

```
public float RayHitThreshold {get; set;}
```

See Also

Applies to: [SpawnerShader](#)₂₄₃

SpawnerShader.Dispose Method

C#

```
public void Dispose()
```

See Also

Applies to: [SpawnerShader](#)²⁴³

SpawnerShader.GenerateAabbBuffer Method

C#

```
public void GenerateAabbBuffer(  
    SpawnCriteria spawnCriteria  
)
```

Parameters

spawnCriteria

See Also

Applies to: [SpawnerShader](#)²⁴³

SpawnerShader.ProcessAabbTests Method

C#

```
public void ProcessAabbTests(  
    GeNaSpawnerData spawner,  
    Array aabbTests,  
    SpawnCriteria spawncriteria  
)
```

Parameters

spawner

aabbTests

spawncriteria

See Also

Applies to: [SpawnerShader](#)²⁴³

SpawnerShader.Setup Method

C#

```
public void Setup(  
    GeNaSpawnerData spawner,  
    Array aabbTests,  
    SpawnCriteria spawnCriteria  
)
```

Parameters

spawner

aabbTests

spawnCriteria

See Also

Applies to: [SpawnerShader](#)²⁴³

SpawnerShader.SetupSpawnCriteria Method

C#

```
public void SetupSpawnCriteria(  
    SpawnCriteria spawnCriteria  
)
```

Parameters

spawnCriteria

See Also

Applies to: [SpawnerShader](#)²⁴³

SpawnerShader.UpdateBuffers Method

C#

```
public void UpdateBuffers(  

```

```
SpawnCriteria spawnCriteria  
)
```

Parameters

spawnCriteria

See Also

Applies to: [SpawnerShader](#)²⁴³

Variables Structure

```
C#  
  
public struct Variables
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Fields

[AabbTree](#)²⁴⁸, [AabbTreeRoot](#)²⁴⁹, [AlphamapResolution](#)²⁴⁹, [BlendDistance](#)²⁴⁹,
[BoundsBorder](#)²⁴⁹, [CheckHeightType](#)²⁵⁰, [CheckKernel](#)²⁵⁰, [CheckMask](#)²⁵⁰, [CheckMaskType](#)²⁵⁰,
[CheckRange](#)²⁵⁰, [CheckSlopeType](#)²⁵¹, [CheckTextures](#)²⁵¹, [CollisionLayer](#)²⁵¹,
[ConstrainWithinMaskedBounds](#)²⁵¹, [ForceSpawn](#)²⁵², [FractalType](#)²⁵², [Frequency](#)²⁵²,
[ImageFilterColor](#)²⁵², [ImageFilterFuzzyMatch](#)²⁵², [InvertMask](#)²⁵³, [InvertMaskedAlpha](#)²⁵³,
[Kernels](#)²⁵³, [Lacunarity](#)²⁵³, [MaskAlphaData](#)²⁵⁴, [MaskFractalRange](#)²⁵⁴, [MaskImageData](#)²⁵⁴,
[MaskImagePixels](#)²⁵⁴, [MaskInvert](#)²⁵⁴, [MaskResolution](#)²⁵⁵, [MaxHeight](#)²⁵⁵, [MaxMaskFractal](#)²⁵⁵,
[MaxScaleOnMaskedAlpha](#)²⁵⁵, [MaxSlope](#)²⁵⁶, [MaxSpawnHeight](#)²⁵⁶, [MaxSpawnSlope](#)²⁵⁶,
[MaxTextureStrength](#)²⁵⁶, [MidMaskFractal](#)²⁵⁶, [Midpoint](#)²⁵⁷, [MinHeight](#)²⁵⁷, [MinMaskFractal](#)²⁵⁷,
[MinScaleOnMaskedAlpha](#)²⁵⁷, [MinSlope](#)²⁵⁸, [MinSpawnHeight](#)²⁵⁸, [MinSpawnSlope](#)²⁵⁸,
[MinTextureStrength](#)²⁵⁸, [NumSdfShapes](#)²⁵⁸, [Octaves](#)²⁵⁹, [Persistence](#)²⁵⁹, [Range](#)²⁵⁹,
[RayExtents](#)²⁵⁹, [RayMarchParams](#)²⁶⁰, [ScaleOnMaskedAlpha](#)²⁶⁰, [SdfShapes](#)²⁶⁰, [Seed](#)²⁶⁰,
[SelectedTextureIdx](#)²⁶⁰, [SpawnOriginBoundsMax](#)²⁶¹, [SpawnOriginBoundsMin](#)²⁶¹,
[SpawnOriginLocation](#)²⁶¹, [SpawnOriginRotation](#)²⁶¹, [SpawnRange](#)²⁶², [SpawnRangeShape](#)²⁶²,
[SplatmapCount](#)²⁶², [SplatmapDimensions](#)²⁶², [Splatmaps](#)²⁶², [SuccessBuffer](#)²⁶³,
[SuccessOnMaskedAlpha](#)²⁶³, [TerrainPosition](#)²⁶³, [TerrainSize](#)²⁶³, [VirginCheckType](#)²⁶⁴

See Also

Applies to: [SpawnerShader](#)²⁴³

AabbTree Field

C#

```
public int AabbTree
```

See Also

Applies to: [Variables](#)₂₄₈

AabbTreeRoot Field

C#

```
public int AabbTreeRoot
```

See Also

Applies to: [Variables](#)₂₄₈

AlphamapResolution Field

C#

```
public int AlphamapResolution
```

See Also

Applies to: [Variables](#)₂₄₈

BlendDistance Field

C#

```
public int BlendDistance
```

See Also

Applies to: [Variables](#)₂₄₈

BoundsBorder Field

C#

```
public int BoundsBorder
```


See Also

Applies to: [Variables](#)²⁴⁸

CheckHeightType Field

C#

```
public int CheckHeightType
```

See Also

Applies to: [Variables](#)²⁴⁸

CheckKernel Field

C#

```
public int CheckKernel
```

See Also

Applies to: [Variables](#)²⁴⁸

CheckMask Field

C#

```
public int CheckMask
```

See Also

Applies to: [Variables](#)²⁴⁸

CheckMaskType Field

C#

```
public int CheckMaskType
```

See Also

Applies to: [Variables](#)²⁴⁸

CheckRange Field

C#

```
public int CheckRange
```

See Also

Applies to: [Variables](#)²⁴⁸

CheckSlopeType Field

C#

```
public int CheckSlopeType
```

See Also

Applies to: [Variables](#)²⁴⁸

CheckTextures Field

C#

```
public int CheckTextures
```

See Also

Applies to: [Variables](#)²⁴⁸

CollisionLayer Field

C#

```
public int CollisionLayer
```

See Also

Applies to: [Variables](#)²⁴⁸

ConstrainWithinMaskedBounds Field

C#

```
public int ConstrainWithinMaskedBounds
```

See Also

Applies to: [Variables](#)²⁴⁸

ForceSpawn Field

C#

```
public int ForceSpawn
```

See Also

Applies to: [Variables](#)²⁴⁸

FractalType Field

C#

```
public int FractalType
```

See Also

Applies to: [Variables](#)²⁴⁸

Frequency Field

C#

```
public int Frequency
```

See Also

Applies to: [Variables](#)²⁴⁸

ImageFilterColor Field

C#

```
public int ImageFilterColor
```

See Also

Applies to: [Variables](#)²⁴⁸

ImageFilterFuzzyMatch Field

C#

```
public int ImageFilterFuzzyMatch
```

See Also

Applies to: [Variables](#)₂₄₈

InvertMask Field

C#

```
public int InvertMask
```

See Also

Applies to: [Variables](#)₂₄₈

InvertMaskedAlpha Field

C#

```
public int InvertMaskedAlpha
```

See Also

Applies to: [Variables](#)₂₄₈

Kernels Field

C#

```
public ICollection<int> Kernels
```

See Also

Applies to: [Variables](#)₂₄₈

Lacunarity Field

C#

```
public int Lacunarity
```

See Also

Applies to: [Variables](#)²⁴⁸

MaskAlphaData Field

C#

```
public int MaskAlphaData
```

See Also

Applies to: [Variables](#)²⁴⁸

MaskFractalRange Field

C#

```
public int MaskFractalRange
```

See Also

Applies to: [Variables](#)²⁴⁸

MaskImageData Field

C#

```
public int MaskImageData
```

See Also

Applies to: [Variables](#)²⁴⁸

MaskImagePixels Field

C#

```
public int MaskImagePixels
```

See Also

Applies to: [Variables](#)²⁴⁸

MaskInvert Field

C#

```
public int MaskInvert
```

See Also

Applies to: [Variables](#)₂₄₈

MaskResolution Field

C#

```
public int MaskResolution
```

See Also

Applies to: [Variables](#)₂₄₈

MaxHeight Field

C#

```
public int MaxHeight
```

See Also

Applies to: [Variables](#)₂₄₈

MaxMaskFractal Field

C#

```
public int MaxMaskFractal
```

See Also

Applies to: [Variables](#)₂₄₈

MaxScaleOnMaskedAlpha Field

C#

```
public int MaxScaleOnMaskedAlpha
```

See Also

Applies to: [Variables](#)²⁴⁸

MaxSlope Field

C#

```
public int MaxSlope
```

See Also

Applies to: [Variables](#)²⁴⁸

MaxSpawnHeight Field

C#

```
public int MaxSpawnHeight
```

See Also

Applies to: [Variables](#)²⁴⁸

MaxSpawnSlope Field

C#

```
public int MaxSpawnSlope
```

See Also

Applies to: [Variables](#)²⁴⁸

MaxTextureStrength Field

C#

```
public int MaxTextureStrength
```

See Also

Applies to: [Variables](#)²⁴⁸

MidMaskFractal Field

C#

```
public int MidMaskFractal
```

See Also

Applies to: [Variables](#)₂₄₈

Midpoint Field

C#

```
public int Midpoint
```

See Also

Applies to: [Variables](#)₂₄₈

MinHeight Field

C#

```
public int MinHeight
```

See Also

Applies to: [Variables](#)₂₄₈

MinMaskFractal Field

C#

```
public int MinMaskFractal
```

See Also

Applies to: [Variables](#)₂₄₈

MinScaleOnMaskedAlpha Field

C#

```
public int MinScaleOnMaskedAlpha
```


See Also

Applies to: [Variables](#)²⁴⁸

MinSlope Field

C#

```
public int MinSlope
```

See Also

Applies to: [Variables](#)²⁴⁸

MinSpawnHeight Field

C#

```
public int MinSpawnHeight
```

See Also

Applies to: [Variables](#)²⁴⁸

MinSpawnSlope Field

C#

```
public int MinSpawnSlope
```

See Also

Applies to: [Variables](#)²⁴⁸

MinTextureStrength Field

C#

```
public int MinTextureStrength
```

See Also

Applies to: [Variables](#)²⁴⁸

NumSdfShapes Field

C#

```
public int NumSdfShapes
```

See Also

Applies to: [Variables](#)₂₄₈

Octaves Field

C#

```
public int Octaves
```

See Also

Applies to: [Variables](#)₂₄₈

Persistence Field

C#

```
public int Persistence
```

See Also

Applies to: [Variables](#)₂₄₈

Range Field

C#

```
public int Range
```

See Also

Applies to: [Variables](#)₂₄₈

RayExtents Field

C#

```
public int RayExtents
```

See Also

Applies to: [Variables](#)₂₄₈

RayMarchParams Field

C#

```
public int RayMarchParams
```

See Also

Applies to: [Variables](#)₂₄₈

ScaleOnMaskedAlpha Field

C#

```
public int ScaleOnMaskedAlpha
```

See Also

Applies to: [Variables](#)₂₄₈

SdfShapes Field

C#

```
public int SdfShapes
```

See Also

Applies to: [Variables](#)₂₄₈

Seed Field

C#

```
public int Seed
```

See Also

Applies to: [Variables](#)₂₄₈

SelectedTextureIdx Field

C#

```
public int SelectedTextureIdx
```

See Also

Applies to: [Variables](#)₂₄₈

SpawnOriginBoundsMax Field

C#

```
public int SpawnOriginBoundsMax
```

See Also

Applies to: [Variables](#)₂₄₈

SpawnOriginBoundsMin Field

C#

```
public int SpawnOriginBoundsMin
```

See Also

Applies to: [Variables](#)₂₄₈

SpawnOriginLocation Field

C#

```
public int SpawnOriginLocation
```

See Also

Applies to: [Variables](#)₂₄₈

SpawnOriginRotation Field

C#

```
public int SpawnOriginRotation
```

See Also

Applies to: [Variables](#)²⁴⁸

SpawnRange Field

C#

```
public int SpawnRange
```

See Also

Applies to: [Variables](#)²⁴⁸

SpawnRangeShape Field

C#

```
public int SpawnRangeShape
```

See Also

Applies to: [Variables](#)²⁴⁸

SplatmapCount Field

C#

```
public int SplatmapCount
```

See Also

Applies to: [Variables](#)²⁴⁸

SplatmapDimensions Field

C#

```
public int SplatmapDimensions
```

See Also

Applies to: [Variables](#)²⁴⁸

Splatmaps Field

C#

```
public int Splatmaps
```

See Also

Applies to: [Variables](#)₂₄₈

SuccessBuffer Field

C#

```
public int SuccessBuffer
```

See Also

Applies to: [Variables](#)₂₄₈

SuccessOnMaskedAlpha Field

C#

```
public int SuccessOnMaskedAlpha
```

See Also

Applies to: [Variables](#)₂₄₈

TerrainPosition Field

C#

```
public int TerrainPosition
```

See Also

Applies to: [Variables](#)₂₄₈

TerrainSize Field

C#

```
public int TerrainSize
```

See Also

Applies to: [Variables](#)²⁴⁸

VirginCheckType Field

C#

```
public int VirginCheckType
```

See Also

Applies to: [Variables](#)²⁴⁸

TerrainModifier Class

Modifier class for handling Terrain Modifications

C#

```
[Serializable()]  
public class TerrainModifier
```

Requirements

Namespace: [GeNa.Core](#)³⁰

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[AreaOfEffect](#)²⁶⁴, [BrushIndex](#)²⁶⁵, [BrushTexture](#)²⁶⁵, [BrushTextureIDs](#)²⁶⁵, [BrushTextures](#)²⁶⁵,
[EffectType](#)²⁶⁵, [Enabled](#)²⁶⁶, [Position](#)²⁶⁶, [RotationY](#)²⁶⁶, [Strength](#)²⁶⁶, [UpdateTerrain](#)²⁶⁷,
[UseAlpha](#)²⁶⁷

Methods

[AddBrushTexture](#)²⁶⁷, [ApplyToTerrain](#)²⁶⁷, [ClearBrushTextures](#)²⁶⁸, [CopyFrom](#)²⁶⁸,
[RemoveBrushTexture](#)²⁶⁸

TerrainModifier.AreaOfEffect Property

C#

```
public int AreaOfEffect {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.BrushIndex Property

C#

```
public int BrushIndex {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.BrushTexture Property

C#

```
public Texture2D BrushTexture {get;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.BrushTextureIDs Property

C#

```
public List<int> BrushTextureIDs {get;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.BrushTextures Property

C#

```
public List<Texture2D> BrushTextures {get;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.EffectType Property

C#

```
public EffectType EffectType {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.Enabled Property

C#

```
public bool Enabled {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.Position Property

C#

```
public Vector3 Position {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.RotationY Property

C#

```
public float RotationY {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.Strength Property

C#

```
public float Strength {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.UpdateTerrain Property

C#

```
public bool UpdateTerrain {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.UseAlpha Property

C#

```
public bool UseAlpha {get; set;}
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.AddBrushTexture Method

Add a brush texture to the Brush texture set.

C#

```
public void AddBrushTexture(  
    Texture2D texture  
)
```

Parameters

texture

Texture to be added.

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.ApplyToTerrain Method

Applies the current changes to the Terrain (note: this cannot be undone)

C#

```
public void ApplyToTerrain()
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.ClearBrushTextures Method

Clear the Brush texture set.

C#

```
public void ClearBrushTextures()
```

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.CopyFrom Method

C#

```
public void CopyFrom(  
    TerrainModifier terrainModifier  
)
```

Parameters

terrainModifier

See Also

Applies to: [TerrainModifier](#)₂₆₄

TerrainModifier.RemoveBrushTexture Method

Remove a brush texture from the Brush texture set.

C#

```
public void RemoveBrushTexture(  
    int index  
)
```

Parameters

index

Index of the texture to be removed.

See Also

Applies to: [TerrainModifier](#)₂₆₄

IBakeable Interface

Interface for removing a MonoBehaviour when Baking

C#

```
public interface IBakeable
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Methods

[OnBake](#)₂₆₉

IBakeable.OnBake Method

Called when the Object gets Baked by GeNa

C#

```
void OnBake()
```

See Also

Applies to: [IBakeable](#)₂₆₉

IDecorator Interface

Interface for adding Decorators to Objects (must be a MonoBehaviour)

C#

```
public interface IDecorator
```

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Properties

[UnpackPrefab](#)²⁷⁰

Methods

[OnChildrenSpawned](#)²⁷⁰, [OnIngest](#)²⁷⁰, [OnSelfSpawned](#)²⁷¹

IDecorator.UnpackPrefab Property

C#

```
bool UnpackPrefab {get;}
```

See Also

Applies to: [IDecorator](#)²⁶⁹

IDecorator.OnChildrenSpawned Method

Runs directly after Spawning Children Decorators

C#

```
void OnChildrenSpawned(  
    Resource resource  
)
```

Parameters

resource

See Also

Applies to: [IDecorator](#)²⁶⁹

IDecorator.OnIngest Method

Called when Decorator is Ingested into GeNa

C#

```
void OnIngest(  
    Resource resource  
)
```

Parameters

resource

See Also

Applies to: [IDecorator](#)₂₆₉

IDecorator.OnSelfSpawned Method

Runs once this Decorator is Spawned

C#

```
IEnumerator OnSelfSpawned(  
    Resource resource  
)
```

Parameters

resource

See Also

Applies to: [IDecorator](#)₂₆₉

TerrainChangedEvent Enumeration

Class that Auto-Attaches to Active Terrains and Tests for Change Events

| Constant | Value | Description |
|-------------------------------|-------|--|
| DelayedHeightmapUpdate | 4 | Indicates a change to the heightmap data without computing LOD. |
| DelayedHolesUpdate | 128 | Indicates a change to the Terrain holes data, which doesn't include LOD calculations and tree/vegetation updates. |
| FlushEverythingImmediately | 8 | Indicates that a change was made to the terrain that was so significant that the internal rendering data need to be flushed and recreated. |
| Heightmap | 0 | Indicates a change to the heightmap data. |
| HeightmapResolution | 32 | Indicates a change to the heightmap resolution. |
| Holes | 64 | Indicates a change to the Terrain holes data. |
| RemoveDirtyDetailsImmediately | 16 | Indicates a change to the detail data. |
| TreeInstances | 2 | Indicates a change to the tree data. |

| | | |
|-----------------|-----|---|
| WillBeDestroyed | 256 | Indicates that the TerrainData object is about to be destroyed. |
|-----------------|-----|---|

Requirements

Namespace: [GeNa.Core](#)₃₀

Assembly: GeNa.Scripts.Core (in GeNa.Scripts.Core.dll)

Index

- AabbLoading Method 61
- AabbManager Property 56
- AabbTree Field 248
- AabbTreeRoot Field 249
- AddBrushTexture Method 267
- AddChild Method 154
- AddColliderToAabb Property 164
- AddCurve Method 123
- AddDecoratorEntry Method 180
- AddExtension Method 124
- AddExtension<T> Method 124
- AddGrassProto Method 84
- AddNode (GeNaNode) Method 125
- AddNode (GeNaNode, GeNaNode) Method 125
- AddProto Method 84
- AddResource Method 155
- AddSpawnedEntity Method 197
- AddTextureProto Method 84
- AddTreeInstance Method 61
- AddTreeProto Method 84
- AlignChildrenToRotation Property 190
- AlignToRotation Property 190
- AlphamapResolution Field 249
- AnyMaskBufferIsNull Property 244
- ApplyOverrides Method 224
- ApplyToTerrain Method 267
- ApplyYOffset Method 238
- AreaOfEffect Property 264
- AssertTimeInBounds Method 37
- AssetID Property 164
- AssetName Property 165
- AutoOptimiseGameObject Method 85
- AutoProbeGameObject Method 85
- AutoSmooth Property 119
- AutoSnapOnSubdivide Property 120
- Bake Method 126
- Bake (ExtensionEntry) Method 126
- Bake (GeNaSplineExtension) Method {GeNa.Core.GeNaSpline} 126
- Bake Method {GeNa.Core.GeNaSplineExtension} 142
- BakeSpline Property 41
- BaseBrush Property 165
- BaseColliderCenter Property 165
- BaseColliderConstScaleAmount Property 165
- BaseColliderScale Property 166
- BaseColliderUseConstScale Property 166
- BasePosition Property 166
- BaseRotation Property 166
- BaseScale Property 166
- BaseSize Property 167
- BlendAmount Property 202
- BlendDistance Field 249
- BlendDistance Property 244
- BottomBoundary Property 202
- Bounds Property 233
- BoundsBorder Field 249
- BoundsBorder Property 151
- BoundsCenter Property 167
- BoundsExtents Property 202
- BoundsModifier Class 30
- BrushCache Property 167
- BrushIndex Property {GeNa.Core.Resource} 167
- BrushIndex Property {GeNa.Core.TerrainModifier} 265
- BrushTXIndex Property 168
- BrushTexture Property 265
- BrushTextureArray Property 168
- BrushTextureIDs Property {GeNa.Core.Resource} 168
- BrushTextureIDs Property {GeNa.Core.TerrainModifier} 265
- BrushTextures Property {GeNa.Core.Resource} 168
- BrushTextures Property {GeNa.Core.TerrainModifier} 265
- CalculateMinExtents Method 86
- CanPerformUndo Method 86
- CanSpawn Property 191
- CanUnSubdivide Property 120
- Cancel Property 56
- Center Property 30
- Changed Method {GeNa.Core.GeNaCurve} 38
- Changed Method {GeNa.Core.GeNaNode} 76
- CheckCollisionType Property 203
- CheckCollisions Property 203
- CheckHeight Property 203
- CheckHeightType Field 250
- CheckHeightType Property 203
- CheckKernel Field 250
- CheckLocationForSpawn Method 86
- CheckMask Field 250
- CheckMask Property 204
- CheckMaskType Field 250
- CheckMaskType Property 204

CheckRange Field 250
 CheckRange Property 204
 CheckSlope Property 204
 CheckSlopeType Field 251
 CheckSlopeType Property 205
 CheckTextures Field 251
 CheckTextures Property 205
 CheckThrowDistance Method 87
 ChildrenIDs Property 169
 Clear Method 48
 ClearBrushTextures Method {GeNa.Core.Resource}
 181
 ClearBrushTextures Method
 {GeNa.Core.TerrainModifier} 268
 ClearSpawnedEntities Method 197
 ClearSpawnedInstances Method 198
 CollisionLayer Field 251
 ComputeMesh Method 71
 ComputeSamples Method 38
 ComputeShader Property 244
 ConformChildrenToSlope Property 191
 ConformToSlope Property {GeNa.Core.Resource}
 169
 ConformToSlope Property {GeNa.Core.SpawnCall}
 191
 ConnectEnd Method 38
 ConnectStart Method 39
 ConstrainWithinMaskedBounds Field 251
 ConstrainWithinMaskedBounds Property 205
 ContainerOnly Property 169
 Copy Method {GeNa.Core.SpawnCriteria} 225
 Copy Method {GeNa.Core.SpawnFlags} 230
 CopyExtension Method 127
 CopyFrom Method {GeNa.Core.BoundsModifier} 32
 CopyFrom Method {GeNa.Core.TerrainModifier}
 268
 CopyOverrides Method 225
 CreateBufferManager Property 42
 CreateNewNode Method 127
 CreateSpline Method 127
 CullingWaitForFrames Property 56
 CurrentBakeSplineNames Property 56
 Curve Property 69
 Curves Property 120
 DebugEnabled Property 57
 DebugLabel Property 57
 DecoratorEntries Property 169
 DecoratorTypes Property 169
 Decorators Property 170
 Delete Method 142
 Description Property 239
 Deserialize Method {GeNa.Core.BoundsModifier}
 32
 Deserialize Method {GeNa.Core.GeNaSpawner} 87
 Deserialize Method {GeNa.Core.PlacementCriteria}
 149
 Deserialize Method {GeNa.Core.Prototype} 155
 Deserialize Method {GeNa.Core.Resource} 181
 Deserialize Method {GeNa.Core.SpawnCriteria} 225
 Deserialize Method {GeNa.Core.SpawnFlags} 230
 Deserialize Method {GeNa.Core.SpawnerEntry}
 243
 DeserializeDecorators Method 181
 DeserializeV1 Method 155
 DespawnAllPrefabs Method 87
 DespawnEmptyParents Method 87
 DespawnGrass Method 88
 DespawnParentIfEmpty Method 88
 DespawnProbes Method 88
 DespawnTree Method 89
 Destroy Method 72
 Destroy Property 42
 DetailPrototypeData Property 170
 DetectGround (Ray, out RaycastHit,
 Nullable<Single>, Nullable<LayerMask>) Method
 90
 DetectGround (Vector3, out RaycastHit,
 Nullable<Single>, Nullable<LayerMask>) Method
 89
 DetectGroundAll (Ray, out RaycastHit,
 Nullable<Single>, Nullable<LayerMask>) Method
 90
 DetectGroundAll (Vector3, out RaycastHit,
 Nullable<Single>, Nullable<LayerMask>) Method
 91
 DetectGroundHeight Method 92
 DetectGroundHeightAll Method 92
 DetectGroundNormal Method 93
 DetectGroundNormalAll Method 94
 Die Method 52
 DisableCheckMask Property 205
 DisableEntities Method 198
 DisplayedInEditor Property 151
 Dispose Method 245
 DistanceInCurve Property 78
 DrawGizmos Method 142
 DrawGizmosSelected Method 142
 DrawVisualization Method 94
 EffectType Property 265
 EnableEntities Method 198
 EnableRotationDragUpdate Property 145
 EnableTimeOfDayLightSync Property 57

Enabled Property 266
 EndNode Property 34
 EndNodeID Property 35
 EndTangent Property 35
 ErrorDialogue Property 42
 Execute Method 142
 Extensions Property 120
 Extents Property 151
 FlagBatchingStatic Property 227
 FlagCanBeOptimised Property 227
 FlagForceOptimise Property 228
 FlagsOutdoorObject Property 228
 FlagLightmapStatic Property 228
 FlagMovingObject Property 228
 FlagNavigationStatic Property 229
 FlagOccludeeStatic Property 229
 FlagOccluderStatic Property 229
 FlagOffMeshLinkGeneration Property 229
 FlagReflectionProbeStatic Property 229
 FlowRate Property {GeNa.Core.SpawnCall} 191
 FlowRate Property {GeNa.Core.SpawnerEntry} 239
 ForEach Method 182
 ForEachProtoResource Method 94
 ForEachResource Method 156
 ForceSpawn Field 252
 ForceSpawn Property 206
 Forward Property 78
 ForwardRotation Property 151
 FractalType Field 252
 Frequency Field 252
 GameObject Property {GeNa.Core.GeNaMesh} 69
 GameObject Property {GeNa.Core.SpawnedChild} 231
 GameObject Property {GeNa.Core.SpawnedEntity} 234
 GeNa.Core Namespace 30
 GeNa.Scripts.Core Reference 29
 GeNaCurve Class 33
 GeNaCurve Constructor 34
 GeNaEvents Class 41
 GeNaGrowthScript Class 51
 GeNaManager Class 54
 GeNaMesh Class 68
 GeNaMeshVertex Constructor 73
 GeNaMeshVertex (Vector3, Vector3, Vector2) Constructor 73
 GeNaMeshVertex Class 73
 GeNaNode Class 74
 GeNaSample Class 77
 GeNaSample Constructor 77
 GeNaSample Property 192
 GeNaSpawner Class 81
 GeNaSpline Class 118
 GeNaSplineExtension Class 140
 GeNaTerrainEvents Class 143
 GenerateAabbBuffer Method 246
 GenerateAabbTest Method 95
 GenerateGlobalSpawnCalls Method 95
 GenerateMaskImageData Method 226
 GenerateParent Method 96
 GenerateRandomData (List<SpawnCall>) Method 96
 GenerateRandomData (SpawnCall()) Method 97
 GenerateRandomData (SpawnCall) Method 96
 GenerateSpawnCall (RaycastHit) Method 97
 GenerateSpawnCall (Transform, Vector3, Vector3) Method 98
 GenerateSpawnCall (Vector3) Method 98
 GenerateSpawnerData Method 98
 Generated Property 192
 GetAabbObject Method 32
 GetAabbmanager Method 61
 GetBent Method 80
 GetChildren Method 156
 GetConnectedCurves Method 128
 GetCurveAtDistance Method 128
 GetCurveFromNode Method 129
 GetEdgeHeight Method 99
 GetExtension Method 129
 GetExtension<T> Method 129
 GetHashCode Method 62
 GetInstance Method 62
 GetInstanceCount Method 99
 GetInstancesTopLimit Method 100
 GetLength Method 130
 GetMaskImagePixels Method 226
 GetMinExtents Method 156
 GetNextExtents Method 157
 GetNode Method 130
 GetOrCreateNearestProbeGroup Property 42
 GetOrderedCurves Method 130
 GetParent Method {GeNa.Core.GeNaSpawner} 100
 GetParent Method {GeNa.Core.Prototype} 157
 GetParent Method {GeNa.Core.SpawnCall} 198
 GetProbeManager Method 62
 GetQuadMaterial Property 42
 GetResources Method 157
 GetRotationFromLocation Method 100
 GetSample Method 39
 GetSampleAtDistance Method {GeNa.Core.GeNaCurve} 39

GetSampleAtDistance Method
 {GeNa.Core.GeNaSpline} 131
 GetSampleAtTime Method 131
 GetSealLevel Property 43
 GetSpawnProgressParent Method 101
 GetSpawnedEntities Method 199
 GetSuccessChance Method 157
 GetTerrainTools Method 62
 GetTimeOfDayLightSyncSettings Method 63
 GetTopLevelResources Method 158
 GetTransform Method 199
 GetTreePrototype (GameObject) Method 101
 GetTreePrototype (Int32) Method 101
 GetTreePrototypeIndex Method 102
 GetTrees Method 132
 GetVertices Method 72
 GlobalSpawnJitterPct Property 145
 GroundLayer Property 234
 HasChildren Method 182
 HasColliders Method 158
 HasColliders Property 170
 HasHeights Method 158
 HasHeights Property 170
 HasMeshes Method 158
 HasMeshes Property 171
 HasModifier Method 159
 HasName Property 121
 HasNode Method 40
 HasNodes Property 121
 HasPhysics Method {GeNa.Core.Prototype} 159
 HasPhysics Method {GeNa.Core.Resource} 182
 HasRigidbody Method 159
 HasRigidbody Property 171
 HasRootCollider Property 171
 HasSubSpawner Property 171
 HasType Method 159
 Height Property 31
 HeightOffset Property 69
 HeightRange Property 206
 IBakeable Interface 269
 ID Property {GeNa.Core.GeNaNode} 75
 ID Property {GeNa.Core.Resource} 171
 IDecorator Interface 269
 Id Property 151
 IdCode Property 152
 Ignore Property 31
 ImageFilterColor Field 252
 ImageFilterColor Property 206
 ImageFilterFuzzyMatch Field 252
 ImageFilterFuzzyMatch Property 207
 IncludeInMinBounds Method 182
 IncludeNextBounds Method 183
 Info Property 240
 Initialise Method {GeNa.Core.GeNaGrowthScript} 52
 Initialise Method {GeNa.Core.GeNaSpawner} 102
 Initialize Method 63
 Initialize Property 240
 InsertNode Method 132
 Instance Property 57
 InstancesSpawned Property {GeNa.Core.Prototype} 152
 InstancesSpawned Property {GeNa.Core.Resource} 172
 InstancesSpawned Property {GeNa.Core.SpawnCall} 192
 InstancesToSpawn Property 192
 Instantiate Property 43
 InvertMask Field 253
 InvertMaskedAlpha Field 253
 InvertMaskedAlpha Property 207
 IsActive Property {GeNa.Core.GeNaSplineExtension} 141
 IsActive Property {GeNa.Core.Prototype} 152
 IsActive Property {GeNa.Core.SpawnCall} 192
 IsActive Property {GeNa.Core.SpawnerEntry} 240
 IsDirty Property {GeNa.Core.GeNaSpawner} 83
 IsDirty Property {GeNa.Core.GeNaSpline} 121
 IsDirty Property {GeNa.Core.SpawnCriteria} 207
 IsDisabled Property 193
 IsEmpty Property 193
 IsIntersection Method 132
 IsLoop Property 121
 IsMaskDirty Property 207
 IsReferenced Property 234
 IsSelected Property
 {GeNa.Core.GeNaSplineExtension} 141
 IsSelected Property {GeNa.Core.SpawnerEntry} 240
 IsWithinRange Method 199
 Kernels Field 253
 Lacunarity Field 253
 LegacyPOI Property 152
 Length Property {GeNa.Core.GeNaCurve} 35
 Length Property {GeNa.Core.GeNaSpline} 121
 Lerp Method 80
 LightCullingDistance Property 57
 LightCullingMode Property 58
 LoadAabbManager Method 64
 LoadProbesFromScene Property 43
 LoadTerrainData Method 64
 Location Property {GeNa.Core.GeNaSample} 79

Location Property {GeNa.Core.SpawnCall} 193
 MaskAlphaData Field 254
 MaskFractal Property 208
 MaskFractalRange Field 254
 MaskFractalRange Property 208
 MaskImage Property 208
 MaskImageData Field 254
 MaskImagePaletteld Property 208
 MaskImagePixels Field 254
 MaskInvert Field 254
 MaskInvert Property 209
 MaskResolution Field 255
 MaskResolution Property 209
 MaskShader Property 245
 MaxFailCount Property 145
 MaxHeight Field 255
 MaxHeight Property 209
 MaxMaskFractal Field 255
 MaxMaskFractal Property 209
 MaxOffset Property 172
 MaxRaySteps Property 245
 MaxRotation Property 172
 MaxRotationY Property 146
 MaxScale Property {GeNa.Core.PlacementCriteria} 146
 MaxScale Property {GeNa.Core.Resource} 172
 MaxScaleOnMaskedAlpha Field 255
 MaxScaleOnMaskedAlpha Property 210
 MaxSlope Field 256
 MaxSlope Property 210
 MaxSpawnHeight Field 256
 MaxSpawnHeight Property 210
 MaxSpawnSlope Field 256
 MaxSpawnSlope Property 210
 MaxTextureStrength Field 256
 MaxTextureStrength Property 211
 MeshCollider Property 69
 MeshFilter Property 69
 MeshRenderer Property 70
 MidMaskFractal Field 256
 MidMaskFractal Property 211
 Midpoint Field 257
 Milliseconds Property 193
 MinHeight Field 257
 MinHeight Property 211
 MinMaskFractal Field 257
 MinMaskFractal Property 212
 MinOffset Property 173
 MinRotation Property 173
 MinRotationY Property 146
 MinScale Property {GeNa.Core.PlacementCriteria} 146
 MinScale Property {GeNa.Core.Resource} 173
 MinScaleOnMaskedAlpha Field 257
 MinScaleOnMaskedAlpha Property 212
 MinSlope Field 258
 MinSlope Property 212
 MinSpawnHeight Field 258
 MinSpawnHeight Property 212
 MinSpawnSlope Field 258
 MinSpawnSlope Property 213
 MinTextureStrength Field 258
 MinTextureStrength Property 213
 Name Property {GeNa.Core.GeNaSpline} 122
 Name Property {GeNa.Core.Prototype} 153
 Name Property {GeNa.Core.Resource} 173
 NextBoundsCenter Property 153
 NextPosition Property 173
 NextRotation Property 174
 NextScale Property 174
 NextSuccess Property 174
 Nodes Property 122
 Normal Property {GeNa.Core.GeNaMeshVertex} 74
 Normal Property {GeNa.Core.SpawnCall} 194
 NumSdfShapes Field 258
 Octaves Field 259
 Offset Property {GeNa.Core.SpawnCall} 194
 Offset Property {GeNa.Core.SpawnedChild} 232
 Offset Property {GeNa.Core.SpawnedEntity} 234
 OffsetPosition Property 241
 OffsetRotation Property 241
 OffsetX Property 235
 OnAfterDeserialize Method {GeNa.Core.GeNaSpline} 133
 OnAfterDeserialize Method {GeNa.Core.Prototype} 160
 OnAfterUndo Method 64
 OnBake Method 269
 OnBeforeSerialize Method {GeNa.Core.GeNaSpline} 133
 OnBeforeSerialize Method {GeNa.Core.Prototype} 160
 OnBeforeUndo Method 65
 OnChange Event 77
 OnChanged Property 35
 OnChildrenSpawned Method 270
 OnDestroy Method 65
 OnDispose Method 65
 OnIngest Method 270
 OnPostSpawn Method 103
 OnPreSpawn Method 103

OnSceneGUI Method 133
 OnSelfSpawned Method 271
 OnSpawnerCreated Method 65
 OnSpawnerDestroyed Method 66
 OnSplineCreated Method 66
 OnSplineDestroyed Method 66
 OnSplineEndChanged Method 134
 OnSubscribe Method 134
 OnUnSubscribe Method 134
 OneChildOf Property 174
 OneChildOfWeight Property 175
 Opacity Property 175
 OpenedInGuiHierarchy Field 189
 OptimiseGameObject Property 43
 OverrideApplies Property 213
 OverrideBoundsBorder Property 213
 OverrideCheckChildren Property 214
 OverrideCheckHeight Property 214
 OverrideCheckMask Property 214
 OverrideCheckMaskType Property 214
 OverrideCheckSlope Property 214
 OverrideCheckTextures Property 215
 OverrideChildren Property 215
 OverrideConstrainWithinMaskedBounds Property 215
 OverrideForceSpawn Property 215
 OverrideHeightVariance Property 216
 OverrideImageFilterColor Property 216
 OverrideImageFilterFuzzyMatch Property 216
 OverrideInvertMaskedAlpha Property 216
 OverrideMaskFractalFrequency Property 216
 OverrideMaskFractalLacunarity Property 217
 OverrideMaskFractalOctaves Property 217
 OverrideMaskFractalPersistence Property 217
 OverrideMaskFractalRange Property 217
 OverrideMaskFractalSeed Property 218
 OverrideMaskImage Property 218
 OverrideMaskInvert Property 218
 OverrideMaxScaleOnMaskedAlpha Property 218
 OverrideMidMaskFractal Property 218
 OverrideMinMaxHeight Property 219
 OverrideMinMaxSlope Property 219
 OverrideMinMaxSpawnHeight Property 219
 OverrideMinMaxSpawnSlope Property 219
 OverrideMinScaleOnMaskedAlpha Property 220
 OverrideRayExtents Property 220
 OverrideScaleOnMaskedAlpha Property 220
 OverrideSelectedTextureIdx Property 220
 OverrideSlopeVariance Property 220
 OverrideSpawnCollisionLayers Property 221
 OverrideSuccessOnMaskedAlpha Property 221
 OverrideTextureStrength Property 221
 OverrideTextureVariance Property 221
 OverrideVirginCheckType Property 222
 P0 Property 36
 P1 Property 36
 P2 Property 36
 P3 Property 36
 Paint Method 67
 Palette Property {GeNa.Core.GeNaSpawner} 83
 Palette Property {GeNa.Core.Resource} 175
 Palettes Property 58
 Parent Property 70
 ParentID Property 175
 ParentRotationY Property 194
 ParentScale Property 194
 Persistence Field 259
 PhysicsEnabled Property 176
 PlacementCriteria Class 144
 Position Property {GeNa.Core.GeNaMeshVertex} 74
 Position Property {GeNa.Core.GeNaNode} 75
 Position Property {GeNa.Core.TerrainModifier} 266
 PreExecute Method 143
 PrecalculateOffsets (Prototype, XorshiftPlus, Vector3, Boolean) Method {GeNa.Core.Resource} 184
 PrecalculateOffsets (Prototype, XorshiftPlus, Vector3, Boolean, Vector3) Method {GeNa.Core.Resource} 183
 PrecalculateOffsets Method {GeNa.Core.Prototype} 160
 Prefab Property 176
 PrefabPaletteID Property 176
 PreviewSyncLightCullingInEditor Property 58
 ProbeGameObject Method 103
 ProbeGameObject Property 44
 ProbeGameObjectLPG Property 44
 ProbeManager Property 58
 ProcessAabbTests Method {GeNa.Core.GeNaSpawner} 103
 ProcessAabbTests Method {GeNa.Core.SpawnerShader} 246
 ProcessingQueue Property 59
 ProgressBegin Property 44
 ProgressCheck Property 44
 ProgressEnd Property 45
 Prototype Constructor 150
 Prototype (GeNaSpawnerData) Constructor 150
 Prototype Class 149
 Prototype Property 176
 Radius Property 31

RandomRotationY Property 194
 Range Field 259
 RayExtents Field 259
 RayHitThreshold Property 245
 RayMarchParams Field 260
 RecalculateBounds Method 185
 RecordUndo Method {GeNa.Core.GeNaSpawner}
 104
 RecordUndo Method {GeNa.Core.GeNaSpline} 134
 RecordUndo Property 241
 Refresh Method {GeNa.Core.GeNaCurve} 40
 Refresh Method {GeNa.Core.GeNaSpawner} 104
 RefreshDictionary Method 161
 RefreshNodeToCurveDictionary Method 135
 RemoveAllNodes Method 135
 RemoveBrushTexture Method
 {GeNa.Core.Resource} 185
 RemoveBrushTexture Method
 {GeNa.Core.TerrainModifier} 268
 RemoveCurve Method 135
 RemoveExtension (GeNaSplineExtension) Method
 136
 RemoveExtension (Int32) Method 136
 RemoveExtensionEntry Method 136
 RemoveNode Method 137
 RemoveProto Method 105
 RemoveSpawnProgressParent Method 105
 RenderType Property 59
 ResetInstancesSpawned Method 185
 ResetParent Method 105
 Resource Constructor 164
 Resource (GeNaSpawnerData) Constructor 164
 Resource Class 163
 ResourceType Property 177
 Right Property 79
 Roll Property {GeNa.Core.GeNaNode} 75
 Roll Property {GeNa.Core.GeNaSample} 79
 RootSpawnCall Property 241
 Rotation Property 195
 RotationAlgorithm Property 147
 RotationY Property 266
 RunCoroutine Property 45
 SDFDrawWireCapsule Property 45
 SDFDrawWireCylinder Property 45
 SDFDrawWireLine Property 45
 SameScale Property {GeNa.Core.PlacementCriteria}
 147
 SameScale Property {GeNa.Core.Resource} 177
 Samples Property 37
 Scale Property {GeNa.Core.GeNaNode} 76
 Scale Property {GeNa.Core.GeNaSample} 79
 ScaleFalloff Property 147
 ScaleOnMaskedAlpha Field 260
 ScaleOnMaskedAlpha Property 222
 ScaleToNearestInt Property 148
 SceneGUI Method 143
 ScheduleIterate Method 67
 ScheduleSpawn (List<SpawnCall>) Method
 {GeNa.Core.GeNaSpawner} 106
 ScheduleSpawn (SpawnCall) Method
 {GeNa.Core.GeNaSpawner} 106
 ScheduleSpawn Method {GeNa.Core.GeNaManager}
 67
 ScheduleTerrainModifier Method 68
 SdfShapes Field 260
 Seed Field 260
 SeedThrowJitter Property 148
 SelectedExtensionIndex Property 122
 SelectedTextureIdx Field 260
 SelectedTextureIdx Property 222
 SelectedTextureName Property 222
 Serialize Method {GeNa.Core.BoundsModifier} 33
 Serialize Method {GeNa.Core.GeNaSpawner} 106
 Serialize Method {GeNa.Core.PlacementCriteria}
 149
 Serialize Method {GeNa.Core.Prototype} 161
 Serialize Method {GeNa.Core.Resource} 186
 Serialize Method {GeNa.Core.SpawnCriteria} 226
 Serialize Method {GeNa.Core.SpawnFlags} 231
 Serialize Method {GeNa.Core.SpawnerEntry} 243
 SerializeV1 Method 161
 SetDefaults Method 107
 SetDirty Method 137
 SetNavigationStatic Property 46
 SetPalette Method {GeNa.Core.Prototype} 162
 SetPalette Method {GeNa.Core.Resource} 186
 SetParent Method {GeNa.Core.Resource} 186
 SetParent Method {GeNa.Core.SpawnCall} 199
 SetPrototype Method 187
 SetSeaLevel Property 46
 SetSpawnOrigin Method 107
 SetSpawner Method {GeNa.Core.Prototype} 162
 SetSpawner Method {GeNa.Core.Resource} 187
 SetStatic Method 187
 SetTarget Method 200
 Settings Property {GeNa.Core.GeNaManager} 59
 Settings Property {GeNa.Core.GeNaSpline} 122
 Setup Method 246
 SetupRiverWeatherSync Property 46
 SetupSpawnCriteria Method 247
 ShapeType Property 31
 SharedMaterial Property 70

SharedMesh Property 70
 ShowAdvancedOptions Property 153
 ShowSpawnCriteriaOverrides Property 177
 SimplifyEpsilon Property 123
 SimplifyNodesAndCurves Method 137
 SimplifyScale Property 123
 Simulate Property 46
 Size Property {GeNa.Core.BoundsModifier} 32
 Size Property {GeNa.Core.Prototype} 153
 SlopeRange Property 223
 Smooth Method 138
 SmoothStrength Property 123
 Smoothness Property 71
 SnapChildrenToGround Property 195
 SnapNodesToGround Method 138
 SnapToGround Property {GeNa.Core.GeNaMesh} 71
 SnapToGround Property {GeNa.Core.Resource} 177
 SnapToGround Property {GeNa.Core.SpawnCall} 195
 SortPrototypesAZ Method 107
 Spawn (RaycastHit) Method 108
 Spawn (SpawnCall) Method 108
 Spawn (Vector3) Method 108
 SpawnAlgorithm Property 148
 SpawnCall Class 189
 SpawnCall Constructor 190
 SpawnCalls Property 241
 SpawnCollisionLayers Property 223
 SpawnCriteria Class 201
 SpawnCriteria Property 177
 SpawnDepth Property 195
 SpawnDistance Property {GeNa.Core.SpawnCall} 196
 SpawnDistance Property {GeNa.Core.SpawnedEntity} 235
 SpawnEntryQueue Property 59
 SpawnFlags Class 227
 SpawnFlags Property 178
 SpawnOffsetPosition Property 235
 SpawnOffsetRotation Property 235
 SpawnOriginBoundsMax Field 261
 SpawnOriginBoundsMin Field 261
 SpawnOriginLocation Field 261
 SpawnOriginObjectID Property {GeNa.Core.SpawnedChild} 232
 SpawnOriginObjectID Property {GeNa.Core.SpawnedEntity} 236
 SpawnOriginRotation Field 261
 SpawnRange Field 262
 SpawnRange Property {GeNa.Core.SpawnCall} 196
 SpawnRange Property {GeNa.Core.SpawnerEntry} 242
 SpawnRangeShape Field 262
 SpawnType Property 196
 SpawnedCenter Property 232
 SpawnedChild Class 231
 SpawnedChildren Property 236
 SpawnedEntity Class 233
 SpawnedLocation Property 196
 SpawnedPosition Property {GeNa.Core.SpawnedChild} 232
 SpawnedPosition Property {GeNa.Core.SpawnedEntity} 236
 SpawnedRotation Property {GeNa.Core.SpawnedChild} 232
 SpawnedRotation Property {GeNa.Core.SpawnedEntity} 237
 SpawnedScale Property 237
 SpawnedSomething Method 109
 Spawner Property {GeNa.Core.SpawnCall} 196
 Spawner Property {GeNa.Core.SpawnerEntry} 242
 SpawnerData Property {GeNa.Core.GeNaSpawner} 83
 SpawnerData Property {GeNa.Core.Prototype} 153
 SpawnerData Property {GeNa.Core.Resource} 178
 SpawnerData Property {GeNa.Core.SpawnedEntity} 237
 SpawnerData Property {GeNa.Core.SpawnerEntry} 242
 SpawnerEntry Constructor 239
 SpawnerEntry (GeNaSpawner) Constructor 239
 SpawnerEntry Class 238
 SpawnerPalettID Property {GeNa.Core.Prototype} 154
 SpawnerPalettID Property {GeNa.Core.Resource} 178
 SpawnerShader Class 243
 SpawnerShader Property 59
 Spawners Property 60
 SplatmapCount Field 262
 SplatmapDimensions Field 262
 Splatmaps Field 262
 Spline Property 141
 SplineDirty Method 143
 SplinePosition Property 237
 Splines Property 60
 StartCoroutine Property 47
 StartNode Property 37
 StartNodeID Property 37
 StartTangent Property 37
 Static Property 178

- Stopwatch Property 197
- Strength Property 266
- SubSpawnerData Property 179
- SubSpawnerPaletteID Property 179
- Subdivide Method 139
- SuccessBuffer Field 263
- SuccessOnMaskedAlpha Field 263
- SuccessOnMaskedAlpha Property 223
- SuccessRate Property 179
- Tangent Property 79
- Target Property 242
- TargetStrength Property 179
- Template Property 179
- TerrainChangedEvent Enumeration 271
- TerrainModifier Class 264
- TerrainPosition Field 263
- TerrainProtoldx Property 180
- TerrainSize Field 263
- TerrainTools Property 60
- TexturePrototypeData Property 180
- TextureRange Property 223
- TextureStrength Property 224
- ThrowDistance Property 243
- TimeInCurve Property 80
- TimeOfDayLightSyncShadowMode Property 60
- Title Property 243
- TopBoundary Property 224
- TopRotation Property 154
- Transform Property {GeNa.Core.SpawnedChild} 233
- Transform Property {GeNa.Core.SpawnedEntity} 238
- TreeInstances Property 61
- Type Property 180
- UV Property 74
- UnOptimiseGameObject Property 47
- Undo Method 109
- Undo Method {GeNa.Core.GeNaSpline} 139
- Undo (Int32) Method {GeNa.Core.GeNaSpawner} 109
- Undo (Int32) Method {GeNa.Core.GeNaSpline} 139
- UndoAll Method {GeNa.Core.GeNaSpawner} 110
- UndoAll Method {GeNa.Core.GeNaSpline} 139
- UndoStack Property 123
- UnpackPrefab Property 270
- Up Property {GeNa.Core.GeNaNode} 76
- Up Property {GeNa.Core.GeNaSample} 80
- Update Method 72
- UpdateBounds Method 110
- UpdateBrushTexture Method 188
- UpdateBuffers Method 247
- UpdateDetailPrototypeData Method 111
- UpdateEntities Method 200
- UpdateEntity Method 200
- UpdateGoName Method {GeNa.Core.GeNaSpawner} 111
- UpdateGoName Method {GeNa.Core.GeNaSpline} 140
- UpdateMinMaxHeight Method 111
- UpdateMinMaxSlope Method 112
- UpdatePrototypes Method 112
- UpdateRandom Method 112
- UpdateResources Method 113
- UpdateRotation Method 113
- UpdateScale Method 114
- UpdateSpawnCritOverrides Method 114
- UpdateSpawnCriteria Method 188
- UpdateSpawnSettings Method 114
- UpdateSpawnerDataName Method 115
- UpdateSpline Method 140
- UpdateSubSpawners Method 115
- UpdateTargetSpawnerRanges (Boolean) Method 115
- UpdateTargetSpawnerRanges (RaycastHit, Boolean) Method 116
- UpdateTerrain Property 267
- UpdateTexture Method 116
- UpdateTexturePrototypeData Method 117
- UpdateTimeOfDayLightSync Property 47
- UpdateTimeOfDayLightSyncShadows Property 47
- UpdateTimeOfDaySyncCulling Property 47
- UpdateVisualization Method 117
- Upgrade Method 118
- UseAlpha Property 267
- UseColliderBounds Property 230
- UseGravity Property 148
- UseSpawnCriteria Property 197
- Variables Structure 248
- VersionNumber Property 83
- VirginCheckType Field 264
- Width Property 71
- m_destroyObjectAtEndOfLife Field 52
- m_disableScriptAtEndOfLife Field 53
- m_displayedInEditor Field 189
- m_endScale Field 53
- m_growthTime Field 53
- m_lifeTime Field 53
- m_scaleVariance Field 54
- m_startScale Field 54
- onAfterSpawn Field 48
- onAfterUndo Field 48
- onBeforeSpawn Field 48

onBeforeUndo Field 49
onDispose Field 49
onSpawnFinished Field 49
onSpawnerCreated Field 49
onSpawnerDestroyed Field 50
onSplineCreated Field 50
onSplineDestroyed Field 50
onTerrainChanged Field 50
onTerrainChangedFlags Field 51