Unfinished Full custom-content integration is not yet verified.

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BALL x PIT verified API browser

Selected declarations from the locally captured game 1.301 interop index (`1.301:d447e578-124b-4133-a5c9-0aa521fb5621`). Search type names or signatures offline. These declarations are not native method bodies or validated hook behavior; recheck on another game version.

Search types and signatures

37 of 37 types shown

Il2Cpp.BallObj

Base: `Il2Cpp.FastPooledObject`; enum: false.

Fields (80)

- `static System.IntPtr NativeFieldInfoPtr_Acceleration`
- `static System.IntPtr NativeFieldInfoPtr_AimDir`
- `static System.IntPtr NativeFieldInfoPtr_BouncedOnAnyWall`
- `static System.IntPtr NativeFieldInfoPtr_BouncedOnBackWall`
- `static System.IntPtr NativeFieldInfoPtr_BuildingOwner`
- `static System.IntPtr NativeFieldInfoPtr_CurLobHeight`
- `static System.IntPtr NativeFieldInfoPtr_CurLobLen`
- `static System.IntPtr NativeFieldInfoPtr_CurLobPct`
- `static System.IntPtr NativeFieldInfoPtr_CurState`
- `static System.IntPtr NativeFieldInfoPtr_FireAttachment`
- `static System.IntPtr NativeFieldInfoPtr_HeldResources`
- `static System.IntPtr NativeFieldInfoPtr_Inst`
- `static System.IntPtr NativeFieldInfoPtr_IsActive`
- `static System.IntPtr NativeFieldInfoPtr_IsLastBounceOnWall`
- `static System.IntPtr NativeFieldInfoPtr_IsOnFire`
- `static System.IntPtr NativeFieldInfoPtr_IsSide`
- `static System.IntPtr NativeFieldInfoPtr_JustAddedTouchingCols`
- `static System.IntPtr NativeFieldInfoPtr_JustTouchedCols`

- static System.IntPtr NativeFieldInfoPtr_LastEnemyBounceTimeUnscaled
- static System.IntPtr NativeFieldInfoPtr_LobStartPos
- static System.IntPtr NativeFieldInfoPtr_LobTgtPos
- static System.IntPtr NativeFieldInfoPtr_MaxBonusFireDamage
- static System.IntPtr NativeFieldInfoPtr_MinBonusFireDamage
- static System.IntPtr NativeFieldInfoPtr_NumBounces
- static System.IntPtr NativeFieldInfoPtr_NumBouncesSinceHit
- static System.IntPtr NativeFieldInfoPtr_NumEnemyBounces
- static System.IntPtr NativeFieldInfoPtr_NumShieldBounces
- static System.IntPtr NativeFieldInfoPtr_NumWallBounces
- static System.IntPtr NativeFieldInfoPtr_OnBounce
- static System.IntPtr NativeFieldInfoPtr_ParentInst
- static System.IntPtr NativeFieldInfoPtr_PartTrail
- static System.IntPtr NativeFieldInfoPtr_PassiveSrc
- static System.IntPtr NativeFieldInfoPtr_PeakSpeed
- static System.IntPtr NativeFieldInfoPtr_PickupRange
- static System.IntPtr NativeFieldInfoPtr_PowerUpAttachment
- static System.IntPtr NativeFieldInfoPtr_ShooterCharIdx
- static System.IntPtr NativeFieldInfoPtr_SpawnTime
- static System.IntPtr NativeFieldInfoPtr_Speed
- static System.IntPtr NativeFieldInfoPtr_SpeedMult
- static System.IntPtr NativeFieldInfoPtr_SrcType
- static System.IntPtr NativeFieldInfoPtr_StateChangeTime
- static System.IntPtr NativeFieldInfoPtr_TouchingCols
- static System.IntPtr NativeFieldInfoPtr_VFX
- static System.IntPtr NativeFieldInfoPtr_WInst
- static System.IntPtr NativeFieldInfoPtr__isBaby
- static System.IntPtr NativeFieldInfoPtr__lastSpecialCheckTime
- static System.IntPtr NativeFieldInfoPtr__loopingSfx
- static System.IntPtr NativeFieldInfoPtr__nextSpecialActionTime
- static System.IntPtr NativeFieldInfoPtr__numSpecials
- static System.IntPtr NativeFieldInfoPtr__pulseAnim
- static System.IntPtr NativeFieldInfoPtr__updateAnim
- static System.IntPtr NativeMethodInfoPtr_AttachPowerUp_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_Bounce_Public_Void_Vector2_0
- static System.IntPtr NativeMethodInfoPtr_ExtinguishFire_Public_Void_0

- static System.IntPtr NativeMethodInfoPtr_ExtinguishPowerUp_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetBabyModifiedProperty_Public_Int32_PropertyType_0
- static System.IntPtr NativeMethodInfoPtr_GetBabyModifiedRangeProperty_Public_Int32_PropertyType_ThreadSafeRandom_0
- static System.IntPtr NativeMethodInfoPtr_GetCurTime_Private_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetDamageType_Public_DamageType_0
- static System.IntPtr NativeMethodInfoPtr_GetSpeed_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_InitWorker_Public_Void_CharMetaInst_Vector2_0
- static System.IntPtr NativeMethodInfoPtr_Init_Public_Void_HeroInst_Boolean_Boolean_Vector2_BallSourceType_0
- static System.IntPtr NativeMethodInfoPtr_IsBaby_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsSideBall_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsWorkerAtHarvestLength_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_LightOnFire_Public_Void_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_MarkBouncedOnAnyWall_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_MarkBouncedOnBackWall_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_MarkLastBounceOnWall_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_MyUpdate_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnAboutToRemove_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_PulseScale_Public_Void_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_SetAimDir_Public_Void_Vector2_0
- static System.IntPtr NativeMethodInfoPtr_SetPos_Public_Void_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_SetState_Public_Void_BallObjState_0
- static System.IntPtr NativeMethodInfoPtr__AccelerateToSpeed_Private_IEnumerator_1_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__PulseScale_Private_IEnumerator_1_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunFlicker_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunLaserCutter_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (51)

- Il2Cpp.BallAttachment FireAttachment { get; set; }
- Il2Cpp.BallAttachment PowerUpAttachment { get; set; }
- Il2Cpp.BallObjState CurState { get; set; }
- Il2Cpp.BallSourceType SrcType { get; set; }

- Il2Cpp.BallVFXController VFX { get; set; }
- Il2Cpp.BuildingObj BuildingOwner { get; set; }
- Il2Cpp.CharMetaInst WInst { get; set; }
- Il2Cpp.Cost HeldResources { get; set; }
- Il2Cpp.DelegateUtl+NoArgsEvent OnBounce { get; set; }
- Il2Cpp.HeroInst Inst { get; set; }
- Il2Cpp.HeroInst ParentInst { get; set; }
- Il2Cpp.PartSys PartTrail { get; set; }
- Il2Cpp.PassiveInst PassiveSrc { get; set; }
- Il2CppFMOD.Studio.EventInstance _loopingSfx { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _nextSpecialActionTime { get; set; }
- Il2CppMEC.CoroutineHandle _pulseAnim { get; set; }
- Il2CppMEC.CoroutineHandle _updateAnim { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] JustAddedTouchingCols { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] JustTouchedCols { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] TouchingCols { get; set; }
- System.Boolean BouncedOnAnyWall { get; set; }
- System.Boolean BouncedOnBackWall { get; set; }
- System.Boolean IsActive { get; set; }
- System.Boolean IsLastBounceOnWall { get; set; }
- System.Boolean IsOnFire { get; set; }
- System.Boolean IsSide { get; set; }
- System.Boolean _isBaby { get; set; }
- System.Int32 MaxBonusFireDamage { get; set; }
- System.Int32 MinBonusFireDamage { get; set; }
- System.Int32 NumBounces { get; set; }
- System.Int32 NumBouncesSinceHit { get; set; }
- System.Int32 NumEnemyBounces { get; set; }
- System.Int32 NumShieldBounces { get; set; }

- System.Int32 NumWallBounces { get; set; }
- System.Int32 ShooterCharIdx { get; set; }
- System.Int32 _numSpecials { get; set; }
- System.Single Acceleration { get; set; }
- System.Single CurLobHeight { get; set; }
- System.Single CurLobLen { get; set; }
- System.Single CurLobPct { get; set; }
- System.Single LastEnemyBounceTimeUnscaled { get; set; }
- System.Single PeakSpeed { get; set; }
- System.Single PickupRange { get; set; }
- System.Single SpawnTime { get; set; }
- System.Single Speed { get; set; }
- System.Single SpeedMult { get; set; }
- System.Single StateChangeTime { get; set; }
- System.Single _lastSpecialCheckTime { get; set; }
- UnityEngine.Vector3 AimDir { get; set; }
- UnityEngine.Vector3 LobStartPos { get; set; }
- UnityEngine.Vector3 LobTgtPos { get; set; }

Methods (130)

- Il2Cpp.BallAttachment get_FireAttachment()
- Il2Cpp.BallAttachment get_PowerUpAttachment()
- Il2Cpp.BallObjState get_CurState()
- Il2Cpp.BallSourceType get_SrcType()
- Il2Cpp.BallVFXController get_VFX()
- Il2Cpp.BuildingObj get_BuildingOwner()
- Il2Cpp.CharMetaInst get_WInst()
- Il2Cpp.Cost get_HeldResources()
- Il2Cpp.DamageType GetDamageType()
- Il2Cpp.DelegateUtl+NoArgsEvent get_OnBounce()
- Il2Cpp.HeroInst get_Inst()
- Il2Cpp.HeroInst get_ParentInst()
- Il2Cpp.PartSys get_PartTrail()
- Il2Cpp.PassiveInst get_PassiveSrc()
- Il2CppFMOD.Studio.EventInstance get__loopingSfx()

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get__nextSpecialActionTime()
- Il2CppMEC.CoroutineHandle get__pulseAnim()
- Il2CppMEC.CoroutineHandle get__updateAnim()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AccelerateToSpeed(System.Single sp, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _PulseScale(System.Single pulseAmt, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunFlicker()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunLaserCutter()
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_JustAddedTouchingCols()
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_JustTouchedCols()
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_TouchingCols()
- System.Boolean IsBaby()
- System.Boolean IsSideBall()
- System.Boolean IsWorkerAtHarvestLength()
- System.Boolean get_BouncedOnAnyWall()
- System.Boolean get_BouncedOnBackWall()
- System.Boolean get_IsActive()
- System.Boolean get_IsLastBounceOnWall()
- System.Boolean get_IsOnFire()
- System.Boolean get_IsSide()
- System.Boolean get__isBaby()
- System.Int32 GetBabyModifiedProperty(Il2Cpp.PropertyType pt)
- System.Int32 GetBabyModifiedRangeProperty(Il2Cpp.PropertyType ptMin, Il2Cpp.ThreadSafeRandom rnd)
- System.Int32 get_MaxBonusFireDamage()

- System.Int32 get_MinBonusFireDamage()
- System.Int32 get_NumBounces()
- System.Int32 get_NumBouncesSinceHit()
- System.Int32 get_NumEnemyBounces()
- System.Int32 get_NumShieldBounces()
- System.Int32 get_NumWallBounces()
- System.Int32 get_ShooterCharIdx()
- System.Int32 get__numSpecials()
- System.Single GetCurTime()
- System.Single GetSpeed()
- System.Single get_Acceleration()
- System.Single get_CurLobHeight()
- System.Single get_CurLobLen()
- System.Single get_CurLobPct()
- System.Single get_LastEnemyBounceTimeUnscaled()
- System.Single get_PeakSpeed()
- System.Single get_PickupRange()
- System.Single get_SpawnTime()
- System.Single get_Speed()
- System.Single get_SpeedMult()
- System.Single get_StateChangeTime()
- System.Single get__lastSpecialCheckTime()
- System.Void AttachPowerUp()
- System.Void Bounce(UnityEngine.Vector2 nextAimDir)
- System.Void ExtinguishFire()
- System.Void ExtinguishPowerUp()
- System.Void Init(Il2Cpp.HeroInst b, System.Boolean isSide, System.Boolean isBaby, UnityEngine.Vector2 aimDir, Il2Cpp.BallSourceType src)
- System.Void InitWorker(Il2Cpp.CharMetaInst w, UnityEngine.Vector2 aimDir)
- System.Void LightOnFire(System.Int32 minDmg, System.Int32 maxDmg)
- System.Void MarkBouncedOnAnyWall()
- System.Void MarkBouncedOnBackWall()
- System.Void MarkLastBounceOnWall()
- System.Void MyUpdate()
- System.Void OnAboutToRemove()
- System.Void PulseScale(System.Single pulseAmt, System.Single len)

- System.Void SetAimDir(UnityEngine.Vector2 aimDir)
- System.Void SetPos(UnityEngine.Vector3 pos)
- System.Void SetState(Il2Cpp.BallObjState s)
- System.Void set_Acceleration(System.Single)
- System.Void set_AimDir(UnityEngine.Vector3)
- System.Void set_BouncedOnAnyWall(System.Boolean)
- System.Void set_BouncedOnBackWall(System.Boolean)
- System.Void set_BuildingOwner(Il2Cpp.BuildingObj)
- System.Void set_CurLobHeight(System.Single)
- System.Void set_CurLobLen(System.Single)
- System.Void set_CurLobPct(System.Single)
- System.Void set_CurState(Il2Cpp.BallObjState)
- System.Void set_FireAttachment(Il2Cpp.BallAttachment)
- System.Void set_HeldResources(Il2Cpp.Cost)
- System.Void set_Inst(Il2Cpp.HeroInst)
- System.Void set_IsActive(System.Boolean)
- System.Void set_IsLastBounceOnWall(System.Boolean)
- System.Void set_IsOnFire(System.Boolean)
- System.Void set_IsSide(System.Boolean)
- System.Void set_JustAddedTouchingCols(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_JustTouchedCols(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_LastEnemyBounceTimeUnscaled(System.Single)
- System.Void set_LobStartPos(UnityEngine.Vector3)
- System.Void set_LobTgtPos(UnityEngine.Vector3)
- System.Void set_MaxBonusFireDamage(System.Int32)
- System.Void set_MinBonusFireDamage(System.Int32)
- System.Void set_NumBounces(System.Int32)
- System.Void set_NumBouncesSinceHit(System.Int32)
- System.Void set_NumEnemyBounces(System.Int32)
- System.Void set_NumShieldBounces(System.Int32)
- System.Void set_NumWallBounces(System.Int32)
- System.Void set_OnBounce(Il2Cpp.DelegateUtl+NoArgsEvent)
- System.Void set_ParentInst(Il2Cpp.HeroInst)

- System.Void set_PartTrail(Il2Cpp.PartSys)
- System.Void set_PassiveSrc(Il2Cpp.PassiveInst)
- System.Void set_PeakSpeed(System.Single)
- System.Void set_PickupRange(System.Single)
- System.Void set_PowerUpAttachment(Il2Cpp.BallAttachment)
- System.Void set_ShooterCharIdx(System.Int32)
- System.Void set_SpawnTime(System.Single)
- System.Void set_Speed(System.Single)
- System.Void set_SpeedMult(System.Single)
- System.Void set_SrcType(Il2Cpp.BallSourceType)
- System.Void set_StateChangeTime(System.Single)
- System.Void set_TouchingCols(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_VFX(Il2Cpp.BallVFXController)
- System.Void set_WInst(Il2Cpp.CharMetaInst)
- System.Void set__isBaby(System.Boolean)
- System.Void set__lastSpecialCheckTime(System.Single)
- System.Void set__loopingSfx(Il2CppFMOD.Studio.EventInstance)
- System.Void set__nextSpecialActionTime(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set__numSpecials(System.Int32)
- System.Void set__pulseAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__updateAnim(Il2CppMEC.CoroutineHandle)
- UnityEngine.Vector3 get_AimDir()
- UnityEngine.Vector3 get_LobStartPos()
- UnityEngine.Vector3 get_LobTgtPos()

Il2Cpp.BattleSaveData

Base: `Il2CppSystem.Object`; enum: false.

Fields (77)

- static System.IntPtr NativeFieldInfoPtr_BabyDamageDealt

- static System.IntPtr NativeFieldInfoPtr_BabyKills
- static System.IntPtr NativeFieldInfoPtr_BabyNumLaunched
- static System.IntPtr NativeFieldInfoPtr_BanishedItems
- static System.IntPtr NativeFieldInfoPtr_Cheated
- static System.IntPtr NativeFieldInfoPtr_CompletedLevel
- static System.IntPtr NativeFieldInfoPtr_CurChar
- static System.IntPtr NativeFieldInfoPtr_CurDifficulty
- static System.IntPtr NativeFieldInfoPtr_CurHealth
- static System.IntPtr NativeFieldInfoPtr_CurLevel
- static System.IntPtr NativeFieldInfoPtr_CurNGPlusLvl
- static System.IntPtr NativeFieldInfoPtr_CurState
- static System.IntPtr NativeFieldInfoPtr_CurTurn
- static System.IntPtr NativeFieldInfoPtr_CurXP
- static System.IntPtr NativeFieldInfoPtr_DidDropFuserBlueprint
- static System.IntPtr NativeFieldInfoPtr_DifficultyModifier
- static System.IntPtr NativeFieldInfoPtr_ElapsedRealTime
- static System.IntPtr NativeFieldInfoPtr_ElapsedTime
- static System.IntPtr NativeFieldInfoPtr_EndlessStartTurn
- static System.IntPtr NativeFieldInfoPtr_FinalBossTurn
- static System.IntPtr NativeFieldInfoPtr_FoundBlueprints
- static System.IntPtr NativeFieldInfoPtr_Heroes
- static System.IntPtr NativeFieldInfoPtr_I
- static System.IntPtr NativeFieldInfoPtr_IgnoredFusions
- static System.IntPtr NativeFieldInfoPtr_IsEndless
- static System.IntPtr NativeFieldInfoPtr_IsFirstTimeCompletingDifficultyWithChar
- static System.IntPtr NativeFieldInfoPtr_IsLatestUnlockedLvlWithGearSpace
- static System.IntPtr NativeFieldInfoPtr_LastBossTime
- static System.IntPtr NativeFieldInfoPtr_LastFissionCount
- static System.IntPtr NativeFieldInfoPtr_LastTurnTime
- static System.IntPtr NativeFieldInfoPtr_NextObstacleTurn
- static System.IntPtr NativeFieldInfoPtr_NumBanishes
- static System.IntPtr NativeFieldInfoPtr_NumBossBlueprintsDropped
- static System.IntPtr NativeFieldInfoPtr_NumBossTurnsElapsed
- static System.IntPtr NativeFieldInfoPtr_NumClearBonuses
- static System.IntPtr NativeFieldInfoPtr_NumCols
- static System.IntPtr NativeFieldInfoPtr_NumCombosFused

- static System.IntPtr NativeFieldInfoPtr_NumEndlessKills
- static System.IntPtr NativeFieldInfoPtr_NumEvosFused
- static System.IntPtr NativeFieldInfoPtr_NumFissionUpgradesReceived
- static System.IntPtr NativeFieldInfoPtr_NumFissionsDone
- static System.IntPtr NativeFieldInfoPtr_NumFreeRerolls
- static System.IntPtr NativeFieldInfoPtr_NumFuserTurnsElapsed
- static System.IntPtr NativeFieldInfoPtr_NumGearsGotten
- static System.IntPtr NativeFieldInfoPtr_NumHeroesGotten
- static System.IntPtr NativeFieldInfoPtr_NumKills
- static System.IntPtr NativeFieldInfoPtr_NumLevelUpsAvail
- static System.IntPtr NativeFieldInfoPtr_NumLvlUpRerolls
- static System.IntPtr NativeFieldInfoPtr_NumNewCharCompletions
- static System.IntPtr NativeFieldInfoPtr_NumRerollsInARow
- static System.IntPtr NativeFieldInfoPtr_NumResources
- static System.IntPtr NativeFieldInfoPtr_NumRevives
- static System.IntPtr NativeFieldInfoPtr_NumRows
- static System.IntPtr NativeFieldInfoPtr_NumTimesExpanded
- static System.IntPtr NativeFieldInfoPtr_NumTreasures
- static System.IntPtr NativeFieldInfoPtr_OldHeroes
- static System.IntPtr NativeFieldInfoPtr_Passives
- static System.IntPtr NativeFieldInfoPtr_Pickups
- static System.IntPtr NativeFieldInfoPtr_Pieces
- static System.IntPtr NativeFieldInfoPtr_PlayerStatusEffects
- static System.IntPtr NativeFieldInfoPtr_PlayerX
- static System.IntPtr NativeFieldInfoPtr_PrevResources
- static System.IntPtr NativeFieldInfoPtr_QueuedFoundBlueprints
- static System.IntPtr NativeFieldInfoPtr_Seed
- static System.IntPtr NativeFieldInfoPtr_SkippedTime
- static System.IntPtr NativeFieldInfoPtr_UpgradeLvl
- static System.IntPtr NativeMethodInfoPtr_GetActiveEnemyArea_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetCurLvlSeed_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetCurTurnSeed_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetElapsedTimeStr_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetLowestEnemyY_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetNumAOEHeroes_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumActiveEnemies_Public_Int32_0

- static System.IntPtr NativeMethodInfoPtr_GetNumResources_Public_Int32_ResourceType_0
- static System.IntPtr NativeMethodInfoPtr_HasBossPiece_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsGameplayOver_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_CharBattleInst_0

Properties (66)

- Il2Cpp.BattleSaveData I { get; set; }
- Il2Cpp.CharBattleInst CurChar { get; set; }
- Il2Cpp.Cost NumResources { get; set; }
- Il2Cpp.Cost PrevResources { get; set; }
- Il2Cpp.GameState CurState { get; set; }
- Il2Cpp.LevelType CurLevel { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] FoundBlueprints { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] QueuedFoundBlueprints { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Pieces { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroCombo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] IgnoredFusions { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Heroes { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] OldHeroes { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Passives { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PickupInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Pickups { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PlayerStatusEffect, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] PlayerStatusEffects { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] BanishedItems { get; set; }
- System.Boolean Cheated { get; set; }
- System.Boolean CompletedLevel { get; set; }
- System.Boolean DidDropFuserBlueprint { get; set; }
- System.Boolean IsEndless { get; set; }
- System.Boolean IsFirstTimeCompletingDifficultyWithChar { get; set; }
- System.Boolean IsLatestUnlockedLvlWithGearSpace { get; set; }

- System.Int32 BabyDamageDealt { get; set; }
- System.Int32 BabyKills { get; set; }
- System.Int32 BabyNumLaunched { get; set; }
- System.Int32 CurDifficulty { get; set; }
- System.Int32 CurNGPlusLvl { get; set; }
- System.Int32 CurTurn { get; set; }
- System.Int32 EndlessStartTurn { get; set; }
- System.Int32 FinalBossTurn { get; set; }
- System.Int32 LastFissionCount { get; set; }
- System.Int32 NextObstacleTurn { get; set; }
- System.Int32 NumBanishes { get; set; }
- System.Int32 NumBossBlueprintsDropped { get; set; }
- System.Int32 NumBossTurnsElapsed { get; set; }
- System.Int32 NumClearBonuses { get; set; }
- System.Int32 NumCols { get; set; }
- System.Int32 NumCombosFused { get; set; }
- System.Int32 NumEndlessKills { get; set; }
- System.Int32 NumEvosFused { get; set; }
- System.Int32 NumFissionUpgradesReceived { get; set; }
- System.Int32 NumFissionsDone { get; set; }
- System.Int32 NumFreeRerolls { get; set; }
- System.Int32 NumFuserTurnsElapsed { get; set; }
- System.Int32 NumGearsGotten { get; set; }
- System.Int32 NumHeroesGotten { get; set; }
- System.Int32 NumKills { get; set; }
- System.Int32 NumLevelUpsAvail { get; set; }
- System.Int32 NumLvlUpRerolls { get; set; }
- System.Int32 NumNewCharCompletions { get; set; }
- System.Int32 NumRerollsInARow { get; set; }
- System.Int32 NumRevives { get; set; }
- System.Int32 NumRows { get; set; }
- System.Int32 NumTimesExpanded { get; set; }
- System.Int32 NumTreasures { get; set; }
- System.Int32 Seed { get; set; }
- System.Int32 UpgradeLvl { get; set; }
- System.Single CurHealth { get; set; }

- System.Single CurXP { get; set; }
- System.Single DifficultyModifier { get; set; }
- System.Single ElapsedRealTime { get; set; }
- System.Single ElapsedTime { get; set; }
- System.Single LastBossTime { get; set; }
- System.Single LastTurnTime { get; set; }
- System.Single PlayerX { get; set; }
- System.Single SkippedTime { get; set; }

Methods (142)

- Il2Cpp.CharBattleInst get_CurChar()
- Il2Cpp.Cost get_NumResources()
- Il2Cpp.Cost get_PrevResources()
- Il2Cpp.GameState get_CurState()
- Il2Cpp.LevelType get_CurLevel()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_FoundBlueprints()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_QueuedFoundBlueprints()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Pieces()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroCombo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_IgnoredFusions()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Heroes()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_OldHeroes()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Passives()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PickupInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Pickups()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PlayerStatusEffect, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_PlayerStatusEffects()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_BanishedItems()
- System.Boolean HasBossPiece()
- System.Boolean IsGameplayOver()
- System.Boolean get_Cheated()

- System.Boolean get_CompletedLevel()
- System.Boolean get_DidDropFuserBlueprint()
- System.Boolean get_IsEndless()
- System.Boolean get_IsFirstTimeCompletingDifficultyWithChar()
- System.Boolean get_IsLatestUnlockedLvlWithGearSpace()
- System.Int32 GetCurLvlSeed()
- System.Int32 GetCurTurnSeed()
- System.Int32 GetNumAOEHeroes()
- System.Int32 GetNumActiveEnemies()
- System.Int32 GetNumResources(Il2Cpp.ResourceType rt)
- System.Int32 get_BabyDamageDealt()
- System.Int32 get_BabyKills()
- System.Int32 get_BabyNumLaunched()
- System.Int32 get_CurDifficulty()
- System.Int32 get_CurNGPlusLvl()
- System.Int32 get_CurTurn()
- System.Int32 get_EndlessStartTurn()
- System.Int32 get_FinalBossTurn()
- System.Int32 get_LastFissionCount()
- System.Int32 get_NextObstacleTurn()
- System.Int32 get_NumBanishes()
- System.Int32 get_NumBossBlueprintsDropped()
- System.Int32 get_NumBossTurnsElapsed()
- System.Int32 get_NumClearBonuses()
- System.Int32 get_NumCols()
- System.Int32 get_NumCombosFused()
- System.Int32 get_NumEndlessKills()
- System.Int32 get_NumEvosFused()
- System.Int32 get_NumFissionUpgradesReceived()
- System.Int32 get_NumFissionsDone()
- System.Int32 get_NumFreeRerolls()
- System.Int32 get_NumFuserTurnsElapsed()
- System.Int32 get_NumGearsGotten()
- System.Int32 get_NumHeroesGotten()
- System.Int32 get_NumKills()
- System.Int32 get_NumLevelUpsAvail()

- System.Int32 get_NumLvlUpRerolls()
- System.Int32 get_NumNewCharCompletions()
- System.Int32 get_NumRerollsInARow()
- System.Int32 get_NumRevives()
- System.Int32 get_NumRows()
- System.Int32 get_NumTimesExpanded()
- System.Int32 get_NumTreasures()
- System.Int32 get_Seed()
- System.Int32 get_UpgradeLvl()
- System.Single GetActiveEnemyArea()
- System.Single GetLowestEnemyY()
- System.Single get_CurHealth()
- System.Single get_CurXP()
- System.Single get_DifficultyModifier()
- System.Single get_ElapsedRealTime()
- System.Single get_ElapsedTime()
- System.Single get_LastBossTime()
- System.Single get_LastTurnTime()
- System.Single get_PlayerX()
- System.Single get_SkippedTime()
- System.String GetElapsedTimeStr()
- System.Void set_BabyDamageDealt(System.Int32)
- System.Void set_BabyKills(System.Int32)
- System.Void set_BabyNumLaunched(System.Int32)
- System.Void set_BanishedItems(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Cheated(System.Boolean)
- System.Void set_CompletedLevel(System.Boolean)
- System.Void set_CurChar(Il2Cpp.CharBattleInst)
- System.Void set_CurDifficulty(System.Int32)
- System.Void set_CurHealth(System.Single)
- System.Void set_CurLevel(Il2Cpp.LevelType)
- System.Void set_CurNGPlusLvl(System.Int32)
- System.Void set_CurState(Il2Cpp.GameState)
- System.Void set_CurTurn(System.Int32)
- System.Void set_CurXP(System.Single)

- System.Void set_DidDropFuserBlueprint(System.Boolean)
- System.Void set_DifficultyModifier(System.Single)
- System.Void set_ElapsedRealTime(System.Single)
- System.Void set_ElapsedTime(System.Single)
- System.Void set_EndlessStartTurn(System.Int32)
- System.Void set_FinalBossTurn(System.Int32)
- System.Void set_FoundBlueprints(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Heroes(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_IgnoredFusions(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroCombo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_IsEndless(System.Boolean)
- System.Void set_IsFirstTimeCompletingDifficultyWithChar(System.Boolean)
- System.Void set_IsLatestUnlockedLvlWithGearSpace(System.Boolean)
- System.Void set_LastBossTime(System.Single)
- System.Void set_LastFissionCount(System.Int32)
- System.Void set_LastTurnTime(System.Single)
- System.Void set_NextObstacleTurn(System.Int32)
- System.Void set_NumBanishes(System.Int32)
- System.Void set_NumBossBlueprintsDropped(System.Int32)
- System.Void set_NumBossTurnsElapsed(System.Int32)
- System.Void set_NumClearBonuses(System.Int32)
- System.Void set_NumCols(System.Int32)
- System.Void set_NumCombosFused(System.Int32)
- System.Void set_NumEndlessKills(System.Int32)
- System.Void set_NumEvosFused(System.Int32)
- System.Void set_NumFissionUpgradesReceived(System.Int32)
- System.Void set_NumFissionsDone(System.Int32)
- System.Void set_NumFreeRerolls(System.Int32)
- System.Void set_NumFuserTurnsElapsed(System.Int32)
- System.Void set_NumGearsGotten(System.Int32)
- System.Void set_NumHeroesGotten(System.Int32)
- System.Void set_NumKills(System.Int32)
- System.Void set_NumLevelUpsAvail(System.Int32)
- System.Void set_NumLvlUpRerolls(System.Int32)

- System.Void set_NumNewCharCompletions(System.Int32)
- System.Void set_NumRerollsInARow(System.Int32)
- System.Void set_NumResources(Il2Cpp.Cost)
- System.Void set_NumRevives(System.Int32)
- System.Void set_NumRows(System.Int32)
- System.Void set_NumTimesExpanded(System.Int32)
- System.Void set_NumTreasures(System.Int32)
- System.Void set_OldHeroes(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Passives(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Pickups(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PickupInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Pieces(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_PlayerStatusEffects(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PlayerStatusEffect, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_PlayerX(System.Single)
- System.Void set_PrevResources(Il2Cpp.Cost)
- System.Void set_QueuedFoundBlueprints(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Seed(System.Int32)
- System.Void set_SkippedTime(System.Single)
- System.Void set_UpgradeLvl(System.Int32)
- static Il2Cpp.BattleSaveData get_I()
- static System.Void set_I(Il2Cpp.BattleSaveData)

Il2Cpp.GameMgr

Base: `UnityEngine.MonoBehaviour`; enum: false.

Fields (41)

- static System.IntPtr NativeFieldInfoPtr_CurState
- static System.IntPtr NativeFieldInfoPtr_I

- static System.IntPtr NativeFieldInfoPtr_OnSecondPassed
- static System.IntPtr NativeFieldInfoPtr_OnStateChanged
- static System.IntPtr NativeFieldInfoPtr_PrevState
- static System.IntPtr NativeFieldInfoPtr_QueuedFoundEggs
- static System.IntPtr NativeFieldInfoPtr_QueuedStates
- static System.IntPtr NativeFieldInfoPtr__battleDeltaTime
- static System.IntPtr NativeFieldInfoPtr__enteredGameOver
- static System.IntPtr NativeFieldInfoPtr__isRunningSlomo
- static System.IntPtr NativeFieldInfoPtr__lastBattleTime
- static System.IntPtr NativeFieldInfoPtr__loopingSFX
- static System.IntPtr NativeMethodInfoPtr_AddSeconds_Public_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_CloseSpecialMenu_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_DeregisterLoopingSFX_Public_Void_EventInstance_0
- static System.IntPtr NativeMethodInfoPtr_EnterEndless_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetBattleDeltaTime_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetDefaultGameSpeed_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GoToBase_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_HasSpecialMenu_Private_Boolean_GameState_0
- static System.IntPtr NativeMethodInfoPtr_IsInputAllowed_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_LoseGame_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_MarkLevelComplete_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_MyFixedUpdate_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_MyUpdate_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnBattleLoaded_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnControllerDisconnected_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnDestroy_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnTacticsStateChanged_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_PauseLoopingSFX_Public_Void_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_RegisterLoopingSFX_Public_Void_EventInstance_0
- static System.IntPtr NativeMethodInfoPtr_RunSlomo_Public_Void_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_SetState_Public_Void_GameState_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_Start_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_WaitForBattleSeconds_Public_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__EnterGameOver_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunLevelComplete_Private_IEnumerator_1_Single_0

- static System.IntPtr NativeMethodInfoPtr__RunSlomo_Private_IEnumerator_1_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__WaitForBattleSeconds_Public_IEnumerator_1_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (12)

- Il2Cpp.DelegateUtl+NoArgsEvent OnSecondPassed { get; set; }
- Il2Cpp.DelegateUtl+NoArgsEvent OnStateChanged { get; set; }
- Il2Cpp.GameMgr I { get; set; }
- Il2Cpp.GameState CurState { get; set; }
- Il2Cpp.GameState PrevState { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GameState, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] QueuedStates { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PetType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] QueuedFoundEggs { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2CppFMOD.Studio.EventInstance, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _loopingSFX { get; set; }
- System.Boolean _enteredGameOver { get; set; }
- System.Boolean _isRunningSlomo { get; set; }
- System.Single _battleDeltaTime { get; set; }
- System.Single _lastBattleTime { get; set; }

Methods (52)

- Il2Cpp.DelegateUtl+NoArgsEvent get_OnSecondPassed()
- Il2Cpp.DelegateUtl+NoArgsEvent get_OnStateChanged()
- Il2Cpp.GameState get_CurState()
- Il2Cpp.GameState get_PrevState()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _EnterGameOver()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunLevelComplete()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunSlomo(System.Single speed, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _WaitForBattleSeconds(System.Single secs)

- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GameState, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_QueuedStates()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PetType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_QueuedFoundEggs()
- Il2CppSystem.Collections.Generic.List`1[[Il2CppFMOD.Studio.EventInstance, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__loopingSFX()
- System.Boolean HasSpecialMenu(Il2Cpp.GameState st)
- System.Boolean IsInputAllowed()
- System.Boolean get__enteredGameOver()
- System.Boolean get__isRunningSlomo()
- System.Single GetBattleDeltaTime()
- System.Single GetDefaultGameSpeed()
- System.Single WaitForBattleSeconds(System.Single secs)
- System.Single get__battleDeltaTime()
- System.Single get__lastBattleTime()
- System.Void AddSeconds(System.Single secs)
- System.Void Awake()
- System.Void CloseSpecialMenu()
- System.Void DeregisterLoopingSFX(Il2CppFMOD.Studio.EventInstance inst)
- System.Void EnterEndless()
- System.Void GoToBase()
- System.Void LoseGame()
- System.Void MarkLevelComplete()
- System.Void MyFixedUpdate()
- System.Void MyUpdate()
- System.Void OnBattleLoaded()
- System.Void OnControllerDisconnected()
- System.Void OnDestroy()
- System.Void OnTacticsStateChanged()
- System.Void PauseLoopingSFX(System.Boolean isPaused)
- System.Void RegisterLoopingSFX(Il2CppFMOD.Studio.EventInstance inst)
- System.Void RunSlomo(System.Single speed, System.Single len)
- System.Void SetState(Il2Cpp.GameState st, System.Boolean force)
- System.Void Start()
- System.Void set_CurState(Il2Cpp.GameState)
- System.Void set_OnSecondPassed(Il2Cpp.DelegateUtl+NoArgsEvent)

- System.Void set_OnStateChanged(Il2Cpp.DelegateUtl+NoArgsEvent)
- System.Void set_PrevState(Il2Cpp.GameState)
- System.Void set_QueuedFoundEggs(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PetType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_QueuedStates(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GameState, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__battleDeltaTime(System.Single)
- System.Void set__enteredGameOver(System.Boolean)
- System.Void set__isRunningSlomo(System.Boolean)
- System.Void set__lastBattleTime(System.Single)
- System.Void set__loopingSFX(Il2CppSystem.Collections.Generic.List`1[[Il2CppFMOD.Studio.EventInstance, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- static Il2Cpp.GameMgr get_I()
- static System.Void set_I(Il2Cpp.GameMgr)

Il2Cpp.GameState

Base: System.Enum; enum: true.

Enum names (13)

- kPlaying
- kGameOver
- kLevelUp
- kPaused
- kPickTreasure
- kFoundBlueprint
- kBonusBall
- kBonusPassive
- kFoundEgg
- kRevive
- kEndingGame
- kEnteringLvl
- kNum

Fields (14)

- System.Int32 value__
- static Il2Cpp.GameState kBonusBall
- static Il2Cpp.GameState kBonusPassive
- static Il2Cpp.GameState kEndingGame
- static Il2Cpp.GameState kEnteringLvl
- static Il2Cpp.GameState kFoundBlueprint
- static Il2Cpp.GameState kFoundEgg
- static Il2Cpp.GameState kGameOver
- static Il2Cpp.GameState kLevelUp
- static Il2Cpp.GameState kNum
- static Il2Cpp.GameState kPaused
- static Il2Cpp.GameState kPickTreasure
- static Il2Cpp.GameState kPlaying
- static Il2Cpp.GameState kRevive

Il2Cpp.GameWallPiece

Base: UnityEngine.MonoBehaviour; enum: false.

Fields (3)

- static System.IntPtr NativeFieldInfoPtr_Filt
- static System.IntPtr NativeFieldInfoPtr_Rend
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (2)

- UnityEngine.MeshFilter Filt { get; set; }
- UnityEngine.MeshRenderer Rend { get; set; }

Methods (4)

- System.Void set_Filt(UnityEngine.MeshFilter)
- System.Void set_Rend(UnityEngine.MeshRenderer)
- UnityEngine.MeshFilter get_Filt()
- UnityEngine.MeshRenderer get_Rend()

Il2Cpp.GridMgr

Base: `Il2CppSirenix.OdinInspector.SerializedMonoBehaviour`; enum: false.

Fields (173)

- `static System.IntPtr NativeFieldInfoPtr_AttackY`
- `static System.IntPtr NativeFieldInfoPtr_BotGridRow`
- `static System.IntPtr NativeFieldInfoPtr_BottomBorderY`
- `static System.IntPtr NativeFieldInfoPtr_CurTwitchEvent`
- `static System.IntPtr NativeFieldInfoPtr_FrontEnemyY`
- `static System.IntPtr NativeFieldInfoPtr_I`
- `static System.IntPtr NativeFieldInfoPtr_IsExpanding`
- `static System.IntPtr NativeFieldInfoPtr_IsInited`
- `static System.IntPtr NativeFieldInfoPtr_LeftBorderX`
- `static System.IntPtr NativeFieldInfoPtr_LvlRnd`
- `static System.IntPtr NativeFieldInfoPtr_MiscRnd`
- `static System.IntPtr NativeFieldInfoPtr_MiscRndThreadSafe`
- `static System.IntPtr NativeFieldInfoPtr_ObstacleColDict`
- `static System.IntPtr NativeFieldInfoPtr_OnTacticsStateChanged`
- `static System.IntPtr NativeFieldInfoPtr_OutOfBoundsLeftX`
- `static System.IntPtr NativeFieldInfoPtr_OutOfBoundsRightX`
- `static System.IntPtr NativeFieldInfoPtr_OutOfBoundsTopY`
- `static System.IntPtr NativeFieldInfoPtr_PieceColDict`
- `static System.IntPtr NativeFieldInfoPtr_RightBorderX`
- `static System.IntPtr NativeFieldInfoPtr_ShroomParts`
- `static System.IntPtr NativeFieldInfoPtr_SnowParts`
- `static System.IntPtr NativeFieldInfoPtr_TopBorderY`
- `static System.IntPtr NativeFieldInfoPtr_TopGridRow`
- `static System.IntPtr NativeFieldInfoPtr_WindParts`
- `static System.IntPtr NativeFieldInfoPtr__bSave`
- `static System.IntPtr NativeFieldInfoPtr__curEnviroRoutine`
- `static System.IntPtr NativeFieldInfoPtr__curSpawnRoutine`
- `static System.IntPtr NativeFieldInfoPtr__curUpdateRoutine`
- `static System.IntPtr NativeFieldInfoPtr__curWaves`
- `static System.IntPtr NativeFieldInfoPtr__deltaScroll`

- static System.IntPtr NativeFieldInfoPtr__expandPrevCols
- static System.IntPtr NativeFieldInfoPtr__expandPrevRows
- static System.IntPtr NativeFieldInfoPtr__expandStartCamPos
- static System.IntPtr NativeFieldInfoPtr__expandStartFakeLightPos
- static System.IntPtr NativeFieldInfoPtr__expandStartPlayerMaxY
- static System.IntPtr NativeFieldInfoPtr__expandTgtCamPos
- static System.IntPtr NativeFieldInfoPtr__expandTgtPlayerMaxY
- static System.IntPtr NativeFieldInfoPtr__expandTimer
- static System.IntPtr NativeFieldInfoPtr__expansionSFX
- static System.IntPtr NativeFieldInfoPtr__filt
- static System.IntPtr NativeFieldInfoPtr__isAwaitingTwitchPoll
- static System.IntPtr NativeFieldInfoPtr__isGeneratingWave
- static System.IntPtr NativeFieldInfoPtr__isSpawningPaused
- static System.IntPtr NativeFieldInfoPtr__isSpawningWave
- static System.IntPtr NativeFieldInfoPtr__isSpawningWaves
- static System.IntPtr NativeFieldInfoPtr__justSpawned
- static System.IntPtr NativeFieldInfoPtr__lastTwitchPollTime
- static System.IntPtr NativeFieldInfoPtr__lastWaitLen
- static System.IntPtr NativeFieldInfoPtr__mSave
- static System.IntPtr NativeFieldInfoPtr__moveDistMarker
- static System.IntPtr NativeFieldInfoPtr__numAnims
- static System.IntPtr NativeFieldInfoPtr__numExpansions
- static System.IntPtr NativeFieldInfoPtr__numWavesSpawning
- static System.IntPtr NativeFieldInfoPtr__rowsToGenerate
- static System.IntPtr NativeFieldInfoPtr__scrollPos
- static System.IntPtr NativeFieldInfoPtr__scrollSpeedMult
- static System.IntPtr NativeFieldInfoPtr__tacticsAnim
- static System.IntPtr NativeFieldInfoPtr__tacticsBlockers
- static System.IntPtr NativeFieldInfoPtr__tacticsState
- static System.IntPtr NativeFieldInfoPtr__timeFrozen
- static System.IntPtr NativeFieldInfoPtr__windXDir
- static System.IntPtr NativeFieldInfoPtr_kBombThickness
- static System.IntPtr NativeFieldInfoPtr_kFakeLightOffset
- static System.IntPtr NativeFieldInfoPtr_kGrowLen
- static System.IntPtr NativeFieldInfoPtr_kSpaceHeight
- static System.IntPtr NativeFieldInfoPtr_kSpaceSize

- static System.IntPtr NativeFieldInfoPtr_kSpaceSize3
- static System.IntPtr NativeFieldInfoPtr_kSpaceWidth
- static System.IntPtr NativeFieldInfoPtr_kWallWrapLength
- static System.IntPtr NativeMethodInfoPtr_AddTacticsBlocker_Public_Void_GridPieceObj_0
- static System.IntPtr NativeMethodInfoPtr_ApplyHitEffects_Public_Void_GridPieceObj_BallObj_HitEffectSrc_0
- static System.IntPtr NativeMethodInfoPtr_ApplyHitEffects_Public_Void_GridPieceObj_HeroInst_Boolean_Vector3_HitEffectSrc_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_CreateBlockingCloud_Private_BlockingCloudObj_Int32_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_CreateObstacle_Public_ObstacleObj_ObstacleType_BallObj_0
- static System.IntPtr NativeMethodInfoPtr_CreateObstacle_Public_ObstacleObj_ObstacleType_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_CreatePiece_Public_GridPieceObj_GridPieceInst_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DamageAreaRange_Public_Int32_Vector2_Vector2_Int32_Int32_DamageType_HeroInst_Boolean_Vector3_HitEffectSrc_0
- static System.IntPtr NativeMethodInfoPtr_DamageArea_Public_Void_Vector2_Vector2_Int32_Int32_DamageType_BallObj_0
- static System.IntPtr NativeMethodInfoPtr_DamageBox_Public_Void_Vector2_Vector2_Single_Int32_DamageType_BallObj_0
- static System.IntPtr NativeMethodInfoPtr_DamageCircle_Public_Void_Vector2_Single_Int32_Int32_DamageType_HeroInst_Boolean_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_DamageCollider_Public_Boolean_Collider2D_Int32_DamageType_BallObj_HitEffectSrc_0
- static System.IntPtr NativeMethodInfoPtr_DamageCollider_Public_Boolean_Collider2D_Int32_DamageType_HeroInst_Boolean_Vector3_HitEffectSrc_0
- static System.IntPtr NativeMethodInfoPtr_DamageCollider_Public_Void_Collider2D_BallObj_Vector2_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DamagePiece_Public_Boolean_GridPieceObj_Int32_DamageType_BallObj_HitEffectSrc_0

- static System.IntPtr NativeMethodInfoPtr_DamagePiece_Public_Boolean_GridPieceObj_Int32_DamageType_HeroInst_Boolean_Vector3_HitEffectSrc_0
- static System.IntPtr NativeMethodInfoPtr_DamagePiece_Public_Void_GridPieceObj_BallObj_Vector2_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_EmitThorns_Public_Void_Vector3_Int32_0
- static System.IntPtr NativeMethodInfoPtr_Expand_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_FixedUpdate_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_FreezeTime_Public_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetClosestEnemy_Public_GridPieceObj_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetClosestPiece_Public_GridPieceObj_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetCurSpawningWaves_Public_List_1_LevelWave_0
- static System.IntPtr NativeMethodInfoPtr_GetDefaultMoveSpeed_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetDeltaScroll_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetGridPosInt_Public_Vector2Int_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetGridPos_Public_Vector2_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetLightningPieces_Public_Void_List_1_GridPieceInst_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumWavesSpawning_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetPieceFromCol_Public_GridPieceObj_Collider2D_0
- static System.IntPtr NativeMethodInfoPtr_GetScrollSpeedMult_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetScrollSpeed_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetTacticsState_Public_TurnBasedState_0
- static System.IntPtr NativeMethodInfoPtr_GetWindXDir_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetWorldPos_Public_Vector3_Single_Single_Single_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetWorldPos_Public_Vector3_Vector2Int_0
- static System.IntPtr NativeMethodInfoPtr_GetWorldX_Public_Single_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetWorldY_Public_Single_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_HasObjAtGridPos_Public_Boolean_Single_Single_Single_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr_HasObjInWorldBounds_Public_Boolean_Single_Single_Single_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr_HasPieceAtWorldPos_Public_Boolean_Single_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_HasPieceInWorldBounds_Public_Boolean_Single_Single_Single_Single_0

- static System.IntPtr NativeMethodInfoPtr_HitObstacle_Public_Void_BallObj_Collider2D_0
- static System.IntPtr NativeMethodInfoPtr_InitGrid_Public_Void_LoadMode_0
- static System.IntPtr NativeMethodInfoPtr_IsEveryoneDead_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsGeneratingWave_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsGridClear_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsPieceInJustSpawned_Private_Boolean_Single_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_IsSpawningPaused_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsTimeFrozen_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_KillPiece_Public_Void_GridPieceObj_0
- static System.IntPtr NativeMethodInfoPtr_MoveAndAttack_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_MyFixedUpdate_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_MyUpdate_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnDestroy_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnPollClosed_Private_Void_List_1_PollResult_Int32_0
- static System.IntPtr NativeMethodInfoPtr_PickSpawnablePoints_Public_Void_Vector3_GridPieceInfo_Single_List_1_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_PickSpawnablePoints_Public_Void_Vector3_GridPieceInfo_Vector2_Vector2_List_1_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_RefreshBoardValuesExpansion_Public_Void_Int32_Int32_Single_0
- static System.IntPtr NativeMethodInfoPtr_RefreshBoardValues_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RemoveObstacle_Public_Void_ObstacleObj_0
- static System.IntPtr NativeMethodInfoPtr_RemovePiece_Public_Void_GridPieceObj_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_RemoveTacticsBlocker_Public_Void_GridPieceObj_0
- static System.IntPtr NativeMethodInfoPtr_RunAOE_Public_Void_GridPieceObj_HeroInst_Vector3_Vector3_Boolean_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_RunAdvance_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunClearBonus_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunDeathBonus_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunEnviroRoutines_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunGenerate_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunRay_Public_Void_LineFXType_Vector3_Vector3_Int32_Int32_HeroInst_Boole

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- static System.IntPtr NativeMethodInfoPtr_ScrollBoard_Public_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_SetScrollSpeedMult_Public_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_SetSpawningPaused_Public_Void_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SetTacticsState_Public_Void_TurnBasedState_0
- static System.IntPtr NativeMethodInfoPtr_ShouldTimeMoveForward_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SpawnFromBossWorldPos_Public_Int32_GridPieceObj_Int32_GridPieceInfo_Vector2_Vector2_List_1_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_SpawnFromBoss_Private_Int32_GridPieceObj_Int32_GridPieceInfo_List_1_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_SpawnFromBoss_Public_Int32_GridPieceObj_Int32_GridPieceInfo_Single_List_1_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_SpawnFromBoss_Public_Int32_GridPieceObj_Int32_GridPieceInfo_Vector2_Vector2_List_1_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_SpawnFromPiece_Public_Void_GridPieceObj_Int32_GridPieceInfo_Single_List_1_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_StartSpawningWaves_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_StartTwitchPoll_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_Start_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_StopRoutines_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_TryStartExpanding_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_UpdatePieceStatusEffects_Private_Void_GridPieceInst_Single_0
- static System.IntPtr NativeMethodInfoPtr_WaitForBattleSeconds_Public_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_WaitForTurns_Public_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__AdvanceTactics_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__DamagePieceRoutine_Private_IEnumerator_GridPieceObj_BallObj_HeroInst_Boolean_Vector2_Vector3_Vector2_Boolean_0
- static System.IntPtr NativeMethodInfoPtr__IncreaseLevelProgress_Private_IEnumerator_1_Single_Int32_Int32_Single_0
- static System.IntPtr NativeMethodInfoPtr__InitGridOnLoad_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunAdvance_Private_IEnumerator_1_Single_0

- static System.IntPtr NativeMethodInfoPtr__RunCloudClouds_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunEnteringLvl_Private_IEnumerator_1_Single_Boolean_0
- static System.IntPtr NativeMethodInfoPtr__RunSavannaWind_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunTimeFreeze_Private_IEnumerator_1_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunTwitchEvent_Private_IEnumerator_1_Single_TwitchRandomEventType_0
- static System.IntPtr NativeMethodInfoPtr__SpawnWave_Private_IEnumerator_1_Single_LevelWave_Int32_0
- static System.IntPtr NativeMethodInfoPtr__SpawnWaves_Private_IEnumerator_1_Single_List_1_LevelWave_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr__WaitForBattleSeconds_Public_IEnumerator_1_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (69)

- Il2Cpp.BattleSaveData _bSave { get; set; }
- Il2Cpp.DelegateUtl+NoArgsEvent OnTacticsStateChanged { get; set; }
- Il2Cpp.GridMgr I { get; set; }
- Il2Cpp.MetaSaveData _mSave { get; set; }
- Il2Cpp.PartSys ShroomParts { get; set; }
- Il2Cpp.PartSys SnowParts { get; set; }
- Il2Cpp.PartSys WindParts { get; set; }
- Il2Cpp.RangeViz _moveDistMarker { get; set; }
- Il2Cpp.ThreadSafeRandom MiscRndThreadSafe { get; set; }
- Il2Cpp.TurnBasedState _tacticsState { get; set; }
- Il2Cpp.TwitchRandomEventType CurTwitchEvent { get; set; }
- Il2CppFMOD.Studio.EventInstance _expansionSFX { get; set; }
- Il2CppMEC.CoroutineHandle _curEnviroRoutine { get; set; }
- Il2CppMEC.CoroutineHandle _curSpawnRoutine { get; set; }
- Il2CppMEC.CoroutineHandle _curUpdateRoutine { get; set; }
- Il2CppMEC.CoroutineHandle _tacticsAnim { get; set; }
- Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.GridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] PieceColDict { get; set; }

- Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.ObstacleObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] ObstacleColDict { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _justSpawned { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _tacticsBlockers { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.LevelWave, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _curWaves { get; set; }
- Il2CppSystem.Random LvlRnd { get; set; }
- Il2CppSystem.Random MiscRnd { get; set; }
- System.Boolean IsExpanding { get; set; }
- System.Boolean IsInited { get; set; }
- System.Boolean _isAwaitingTwitchPoll { get; set; }
- System.Boolean _isGeneratingWave { get; set; }
- System.Boolean _isSpawningPaused { get; set; }
- System.Boolean _isSpawningWave { get; set; }
- System.Boolean _isSpawningWaves { get; set; }
- System.Boolean _timeFrozen { get; set; }
- System.Int32 BotGridRow { get; set; }
- System.Int32 TopGridRow { get; set; }
- System.Int32 _expandPrevCols { get; set; }
- System.Int32 _expandPrevRows { get; set; }
- System.Int32 _numAnims { get; set; }
- System.Int32 _numExpansions { get; set; }
- System.Int32 _numWavesSpawning { get; set; }
- System.Int32 _rowsToGenerate { get; set; }
- System.Int32 kWallWrapLength { get; set; }
- System.Single AttackY { get; set; }
- System.Single BottomBorderY { get; set; }
- System.Single FrontEnemyY { get; set; }
- System.Single LeftBorderX { get; set; }
- System.Single OutOfBoundsLeftX { get; set; }
- System.Single OutOfBoundsRightX { get; set; }
- System.Single OutOfBoundsTopY { get; set; }
- System.Single RightBorderX { get; set; }

- System.Single TopBorderY { get; set; }
- System.Single _deltaScroll { get; set; }
- System.Single _expandStartPlayerMaxY { get; set; }
- System.Single _expandTgtPlayerMaxY { get; set; }
- System.Single _expandTimer { get; set; }
- System.Single _lastTwitchPollTime { get; set; }
- System.Single _lastWaitLen { get; set; }
- System.Single _scrollPos { get; set; }
- System.Single _scrollSpeedMult { get; set; }
- System.Single _windXDir { get; set; }
- System.Single kBombThickness { get; set; }
- System.Single kGrowLen { get; set; }
- System.Single kSpaceHeight { get; set; }
- System.Single kSpaceWidth { get; set; }
- UnityEngine.ContactFilter2D _filt { get; set; }
- UnityEngine.Vector2 kSpaceSize { get; set; }
- UnityEngine.Vector3 _expandStartCamPos { get; set; }
- UnityEngine.Vector3 _expandStartFakeLightPos { get; set; }
- UnityEngine.Vector3 _expandTgtCamPos { get; set; }
- UnityEngine.Vector3 kFakeLightOffset { get; set; }
- UnityEngine.Vector3 kSpaceSize3 { get; set; }

Methods (241)

- Il2Cpp.BattleSaveData get__bSave()
- Il2Cpp.BlockingCloudObj CreateBlockingCloud(System.Int32 dir, System.Boolean isInitial)
- Il2Cpp.DelegateUtl+NoArgsEvent get_OnTacticsStateChanged()
- Il2Cpp.GridPieceObj CreatePiece(Il2Cpp.GridPieceInst p, System.Boolean isLoading)
- Il2Cpp.GridPieceObj GetClosestEnemy(UnityEngine.Vector3 pos)
- Il2Cpp.GridPieceObj GetClosestPiece(UnityEngine.Vector3 pos)
- Il2Cpp.GridPieceObj GetPieceFromCol(UnityEngine.Collider2D col)
- Il2Cpp.MetaSaveData get__mSave()
- Il2Cpp.ObstacleObj CreateObstacle(Il2Cpp.ObstacleType at, Il2Cpp.BallObj b)
- Il2Cpp.ObstacleObj CreateObstacle(Il2Cpp.ObstacleType at, System.Single x, System.Single y, System.Single size)
- Il2Cpp.PartSys get_ShroomParts()
- Il2Cpp.PartSys get_SnowParts()

- Il2Cpp.PartSys get_WindParts()
- Il2Cpp.RangeViz get__moveDistMarker()
- Il2Cpp.ThreadSafeRandom get_MiscRndThreadSafe()
- Il2Cpp.TurnBasedState GetTacticsState()
- Il2Cpp.TurnBasedState get__tacticsState()
- Il2Cpp.TwitchRandomEventType get_CurTwitchEvent()
- Il2CppFMOD.Studio.EventInstance get__expansionSFX()
- Il2CppMEC.CoroutineHandle get__curEnviroRoutine()
- Il2CppMEC.CoroutineHandle get__curSpawnRoutine()
- Il2CppMEC.CoroutineHandle get__curUpdateRoutine()
- Il2CppMEC.CoroutineHandle get__tacticsAnim()
- Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.GridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_PieceColDict()
- Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.ObstacleObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_ObstacleColDict()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AdvanceTactics()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _IncreaseLevelProgress(System.Int32 startProg, System.Int32 tgtProg, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _InitGridOnLoad()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunAdvance()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunCloudClouds()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunEnteringLvl(System.Boolean isLoading)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunSavannaWind()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunTimeFreeze(System.Single len)

- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunTwitchEvent(Il2Cpp.TwitchRandomEventType evType)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _SpawnWave(Il2Cpp.LevelWave wave, System.Int32 y)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _SpawnWaves(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.LevelWave, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] waves, System.Int32 numWaves, System.Int32 y)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _WaitForBattleSeconds(System.Single secs)
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__justSpawned()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__tacticsBlockers()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.LevelWave, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetCurSpawningWaves()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.LevelWave, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__curWaves()
- Il2CppSystem.Collections.IEnumerator _DamagePieceRoutine(Il2Cpp.GridPieceObj p, Il2Cpp.BallObj b, Il2Cpp.HeroInst h, System.Boolean isBaby, UnityEngine.Vector2 hitNormal, UnityEngine.Vector3 hitPos, UnityEngine.Vector2 hitAimDir, System.Boolean isGhost)
- Il2CppSystem.Random get_LvlRnd()
- Il2CppSystem.Random get_MiscRnd()
- System.Boolean DamageCollider(UnityEngine.Collider2D col, System.Int32 amt, Il2Cpp.DamageType dt, Il2Cpp.BallObj ballSrc, Il2Cpp.HitEffectSrc src)
- System.Boolean DamageCollider(UnityEngine.Collider2D col, System.Int32 amt, Il2Cpp.DamageType dt, Il2Cpp.HeroInst h, System.Boolean isBaby, UnityEngine.Vector3 pos, Il2Cpp.HitEffectSrc src)
- System.Boolean DamagePiece(Il2Cpp.GridPieceObj p, System.Int32 amt, Il2Cpp.DamageType dt, Il2Cpp.BallObj ballSrc, Il2Cpp.HitEffectSrc src)
- System.Boolean DamagePiece(Il2Cpp.GridPieceObj p, System.Int32 amt, Il2Cpp.DamageType dt, Il2Cpp.HeroInst h, System.Boolean isBaby, UnityEngine.Vector3 pos, Il2Cpp.HitEffectSrc src)
- System.Boolean HasObjAtGridPos(System.Single x, System.Single y, System.Single w, System.Single h, System.Int32 layerMask)

- System.Boolean HasObjInWorldBounds(System.Single minX, System.Single minY, System.Single maxX, System.Single maxY, System.Int32 layerMask)
- System.Boolean HasPieceAtWorldPos(System.Single x, System.Single y, System.Single w, System.Single h)
- System.Boolean HasPieceInWorldBounds(System.Single minX, System.Single minY, System.Single maxX, System.Single maxY)
- System.Boolean IsEveryoneDead()
- System.Boolean IsGeneratingWave()
- System.Boolean IsGridClear()
- System.Boolean IsPieceInJustSpawned(System.Single x, System.Single y, System.Single w, System.Single h)
- System.Boolean IsSpawningPaused()
- System.Boolean IsTimeFrozen()
- System.Boolean ShouldTimeMoveForward()
- System.Boolean get_IsExpanding()
- System.Boolean get_IsInited()
- System.Boolean get__isAwaitingTwitchPoll()
- System.Boolean get__isGeneratingWave()
- System.Boolean get__isSpawningPaused()
- System.Boolean get__isSpawningWave()
- System.Boolean get__isSpawningWaves()
- System.Boolean get__timeFrozen()
- System.Int32 DamageAreaRange(UnityEngine.Vector2 ptA, UnityEngine.Vector2 ptB, System.Int32 minAmt, System.Int32 maxAmt, Il2Cpp.DamageType dt, Il2Cpp.HeroInst h, System.Boolean isBaby, UnityEngine.Vector3 pos, Il2Cpp.HitEffectSrc src)
- System.Int32 GetNumWavesSpawning()
- System.Int32 SpawnFromBoss(Il2Cpp.GridPieceObj boss, System.Int32 nToSpawn, Il2Cpp.GridPieceInfo spawnedInf, Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Vector3, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outPos)
- System.Int32 SpawnFromBoss(Il2Cpp.GridPieceObj boss, System.Int32 nToSpawn, Il2Cpp.GridPieceInfo spawnedInf, System.Single range, Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Vector3, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outPos)
- System.Int32 SpawnFromBoss(Il2Cpp.GridPieceObj boss, System.Int32 nToSpawn, Il2Cpp.GridPieceInfo spawnedInf, UnityEngine.Vector2 minOffset, UnityEngine.Vector2 maxOffset, Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Vector3, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outPos)

- System.Int32 SpawnFromBossWorldPos(Il2Cpp.GridPieceObj boss, System.Int32 nToSpawn, Il2Cpp.GridPieceInfo spawnedInf, UnityEngine.Vector2 minWorld, UnityEngine.Vector2 maxWorld, Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Vector3, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outPos)
- System.Int32 get_BotGridRow()
- System.Int32 get_TopGridRow()
- System.Int32 get__expandPrevCols()
- System.Int32 get__expandPrevRows()
- System.Int32 get__numAnims()
- System.Int32 get__numExpansions()
- System.Int32 get__numWavesSpawning()
- System.Int32 get__rowsToGenerate()
- System.Single GetDefaultMoveSpeed()
- System.Single GetDeltaScroll()
- System.Single GetScrollSpeed()
- System.Single GetScrollSpeedMult()
- System.Single GetWindXDir()
- System.Single GetWorldX(System.Single x, System.Single width, System.Single gridCols)
- System.Single GetWorldY(System.Single y, System.Single height, System.Single gridRows)
- System.Single WaitForBattleSeconds(System.Single secs)
- System.Single WaitForTurns(System.Single turns)
- System.Single get_AttackY()
- System.Single get_BottomBorderY()
- System.Single get_FrontEnemyY()
- System.Single get_LeftBorderX()
- System.Single get_OutOfBoundsLeftX()
- System.Single get_OutOfBoundsRightX()
- System.Single get_OutOfBoundsTopY()
- System.Single get_RightBorderX()
- System.Single get_TopBorderY()
- System.Single get__deltaScroll()
- System.Single get__expandStartPlayerMaxY()
- System.Single get__expandTgtPlayerMaxY()
- System.Single get__expandTimer()
- System.Single get__lastTwitchPollTime()
- System.Single get__lastWaitLen()

- System.Single get__scrollPos()
- System.Single get__scrollSpeedMult()
- System.Single get__windXDir()
- System.Void AddTacticsBlocker(Il2Cpp.GridPieceObj p)
- System.Void ApplyHitEffects(Il2Cpp.GridPieceObj p, Il2Cpp.BallObj b, Il2Cpp.HitEffectSrc src)
- System.Void ApplyHitEffects(Il2Cpp.GridPieceObj p, Il2Cpp.HeroInst h, System.Boolean isBaby, UnityEngine.Vector3 srcPos, Il2Cpp.HitEffectSrc src)
- System.Void Awake()
- System.Void DamageArea(UnityEngine.Vector2 ptA, UnityEngine.Vector2 ptB, System.Int32 minAmt, System.Int32 maxAmt, Il2Cpp.DamageType dt, Il2Cpp.BallObj ballSrc)
- System.Void DamageBox(UnityEngine.Vector2 pt, UnityEngine.Vector2 size, System.Single angle, System.Int32 amt, Il2Cpp.DamageType dt, Il2Cpp.BallObj ballSrc)
- System.Void DamageCircle(UnityEngine.Vector2 pt, System.Single radius, System.Int32 minAmt, System.Int32 maxAmt, Il2Cpp.DamageType dt, Il2Cpp.HeroInst h, System.Boolean isBaby, UnityEngine.Vector3 pos)
- System.Void DamageCollider(UnityEngine.Collider2D col, Il2Cpp.BallObj b, UnityEngine.Vector2 hitNormal, System.Boolean isGhost)
- System.Void DamagePiece(Il2Cpp.GridPieceObj p, Il2Cpp.BallObj b, UnityEngine.Vector2 hitNormal, System.Boolean isGhost)
- System.Void EmitThorns(UnityEngine.Vector3 srcPos, System.Int32 amt)
- System.Void Expand()
- System.Void FixedUpdate()
- System.Void FreezeTime(System.Single len)
- System.Void GetLightningPieces(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outList, System.Int32 limit, System.Int32 searchIdx)
- System.Void HitObstacle(Il2Cpp.BallObj b, UnityEngine.Collider2D col)
- System.Void InitGrid(Il2Cpp.LoadMode loadMode)
- System.Void KillPiece(Il2Cpp.GridPieceObj p)
- System.Void MoveAndAttack()
- System.Void MyFixedUpdate()
- System.Void MyUpdate()
- System.Void OnDestroy()
- System.Void OnPollClosed(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PollResult, Il2Cppdevolver.extensions.runtime, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] results, System.Int32 totalVotes)

- System.Void PickSpawnablePoints(UnityEngine.Vector3 pos, Il2Cpp.GridPieceInfo spawnedInf, System.Single range, Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Vector3, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outPos)
- System.Void PickSpawnablePoints(UnityEngine.Vector3 pos, Il2Cpp.GridPieceInfo spawnedInf, UnityEngine.Vector2 minOffset, UnityEngine.Vector2 maxOffset, Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Vector3, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outPos)
- System.Void RefreshBoardValues()
- System.Void RefreshBoardValuesExpansion(System.Int32 prevRows, System.Int32 prevCols, System.Single pct)
- System.Void RemoveObstacle(Il2Cpp.ObstacleObj ob)
- System.Void RemovePiece(Il2Cpp.GridPieceObj p, System.Boolean disable)
- System.Void RemoveTacticsBlocker(Il2Cpp.GridPieceObj p)
- System.Void RunAOE(Il2Cpp.GridPieceObj p, Il2Cpp.HeroInst h, UnityEngine.Vector3 pos, UnityEngine.Vector3 aimDir, System.Boolean isBaby, System.Boolean isDirect)
- System.Void RunAdvance()
- System.Void RunClearBonus()
- System.Void RunDeathBonus()
- System.Void RunEnviroRoutines()
- System.Void RunGenerate()
- System.Void RunRay(Il2Cpp.LineFXType fxType, UnityEngine.Vector3 pos, UnityEngine.Vector3 aimDir, System.Int32 minDmg, System.Int32 maxDmg, Il2Cpp.HeroInst h, System.Boolean isBaby)
- System.Void ScrollBoard(System.Single scrollDelta)
- System.Void SetScrollSpeedMult(System.Single mult)
- System.Void SetSpawningPaused(System.Boolean isPaused)
- System.Void SetTacticsState(Il2Cpp.TurnBasedState tb)
- System.Void SpawnFromPiece(Il2Cpp.GridPieceObj src, System.Int32 nToSpawn, Il2Cpp.GridPieceInfo spawnedInf, System.Single range, Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Vector3, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] outPos)
- System.Void Start()
- System.Void StartSpawningWaves()
- System.Void StartTwitchPoll()
- System.Void StopRoutines()
- System.Void TryStartExpanding()
- System.Void UpdatePieceStatusEffects(Il2Cpp.GridPieceInst p, System.Single dt)
- System.Void set_AttackY(System.Single)
- System.Void set_BotGridRow(System.Int32)

- System.Void set_BottomBorderY(System.Single)
- System.Void set_CurTwitchEvent(Il2Cpp.TwitchRandomEventType)
- System.Void set_FrontEnemyY(System.Single)
- System.Void set_IsExpanding(System.Boolean)
- System.Void set_IsInited(System.Boolean)
- System.Void set_LeftBorderX(System.Single)
- System.Void set_LvlRnd(Il2CppSystem.Random)
- System.Void set_MiscRnd(Il2CppSystem.Random)
- System.Void set_MiscRndThreadSafe(Il2Cpp.ThreadSafeRandom)
- System.Void set_ObstacleColDict(Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.ObstacleObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_OnTacticsStateChanged(Il2Cpp.DelegateUtl+NoArgsEvent)
- System.Void set_OutOfBoundsLeftX(System.Single)
- System.Void set_OutOfBoundsRightX(System.Single)
- System.Void set_OutOfBoundsTopY(System.Single)
- System.Void set_PieceColDict(Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.GridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_RightBorderX(System.Single)
- System.Void set_ShroomParts(Il2Cpp.PartSys)
- System.Void set_SnowParts(Il2Cpp.PartSys)
- System.Void set_TopBorderY(System.Single)
- System.Void set_TopGridRow(System.Int32)
- System.Void set_WindParts(Il2Cpp.PartSys)
- System.Void set__bSave(Il2Cpp.BattleSaveData)
- System.Void set__curEnviroRoutine(Il2CppMEC.CoroutineHandle)
- System.Void set__curSpawnRoutine(Il2CppMEC.CoroutineHandle)
- System.Void set__curUpdateRoutine(Il2CppMEC.CoroutineHandle)
- System.Void set__curWaves(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.LevelWave, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__deltaScroll(System.Single)
- System.Void set__expandPrevCols(System.Int32)

- System.Void set__expandPrevRows(System.Int32)
- System.Void set__expandStartCamPos(UnityEngine.Vector3)
- System.Void set__expandStartFakeLightPos(UnityEngine.Vector3)
- System.Void set__expandStartPlayerMaxY(System.Single)
- System.Void set__expandTgtCamPos(UnityEngine.Vector3)
- System.Void set__expandTgtPlayerMaxY(System.Single)
- System.Void set__expandTimer(System.Single)
- System.Void set__expansionSFX(Il2CppFMOD.Studio.EventInstance)
- System.Void set__filt(UnityEngine.ContactFilter2D)
- System.Void set__isAwaitingTwitchPoll(System.Boolean)
- System.Void set__isGeneratingWave(System.Boolean)
- System.Void set__isSpawningPaused(System.Boolean)
- System.Void set__isSpawningWave(System.Boolean)
- System.Void set__isSpawningWaves(System.Boolean)
- System.Void set__justSpawned(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__lastTwitchPollTime(System.Single)
- System.Void set__lastWaitLen(System.Single)
- System.Void set__mSave(Il2Cpp.MetaSaveData)
- System.Void set__moveDistMarker(Il2Cpp.RangeViz)
- System.Void set__numAnims(System.Int32)
- System.Void set__numExpansions(System.Int32)
- System.Void set__numWavesSpawning(System.Int32)
- System.Void set__rowsToGenerate(System.Int32)
- System.Void set__scrollPos(System.Single)
- System.Void set__scrollSpeedMult(System.Single)
- System.Void set__tacticsAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__tacticsBlockers(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__tacticsState(Il2Cpp.TurnBasedState)
- System.Void set__timeFrozen(System.Boolean)
- System.Void set__windXDir(System.Single)
- UnityEngine.ContactFilter2D get__filt()
- UnityEngine.Vector2 GetGridPos(UnityEngine.Vector3 worldPos)
- UnityEngine.Vector2Int GetGridPosInt(UnityEngine.Vector3 worldPos)

- UnityEngine.Vector3 GetWorldPos(System.Single x, System.Single y, System.Single width, System.Single height, System.Single gridCols, System.Single gridRows)
- UnityEngine.Vector3 GetWorldPos(UnityEngine.Vector2Int gridPos)
- UnityEngine.Vector3 get__expandStartCamPos()
- UnityEngine.Vector3 get__expandStartFakeLightPos()
- UnityEngine.Vector3 get__expandTgtCamPos()
- static Il2Cpp.GridMgr get_I()
- static System.Int32 get_kWallWrapLength()
- static System.Single get_kBombThickness()
- static System.Single get_kGrowLen()
- static System.Single get_kSpaceHeight()
- static System.Single get_kSpaceWidth()
- static System.Void set_I(Il2Cpp.GridMgr)
- static System.Void set_kBombThickness(System.Single)
- static System.Void set_kFakeLightOffset(UnityEngine.Vector3)
- static System.Void set_kGrowLen(System.Single)
- static System.Void set_kSpaceHeight(System.Single)
- static System.Void set_kSpaceSize(UnityEngine.Vector2)
- static System.Void set_kSpaceSize3(UnityEngine.Vector3)
- static System.Void set_kSpaceWidth(System.Single)
- static System.Void set_kWallWrapLength(System.Int32)
- static UnityEngine.Vector2 get_kSpaceSize()
- static UnityEngine.Vector3 get_kFakeLightOffset()
- static UnityEngine.Vector3 get_kSpaceSize3()

Il2Cpp.GridPieceInst

Base: `Il2CppSystem.Object`; enum: false.

Fields (55)

- static System.IntPtr NativeFieldInfoPtr_AbovePiece
- static System.IntPtr NativeFieldInfoPtr_BelowPiece
- static System.IntPtr NativeFieldInfoPtr_ChildIdx
- static System.IntPtr NativeFieldInfoPtr_CurHealth
- static System.IntPtr NativeFieldInfoPtr_CurSpeed

- static System.IntPtr NativeFieldInfoPtr_CurState
- static System.IntPtr NativeFieldInfoPtr_ExtraNum
- static System.IntPtr NativeFieldInfoPtr_IsFlippedX
- static System.IntPtr NativeFieldInfoPtr_IsFlippedY
- static System.IntPtr NativeFieldInfoPtr_MaxHealth
- static System.IntPtr NativeFieldInfoPtr_MaxSpeed
- static System.IntPtr NativeFieldInfoPtr_Obj
- static System.IntPtr NativeFieldInfoPtr_RemainingXP
- static System.IntPtr NativeFieldInfoPtr_SpawnTurn
- static System.IntPtr NativeFieldInfoPtr_StackPos
- static System.IntPtr NativeFieldInfoPtr_StackSize
- static System.IntPtr NativeFieldInfoPtr_StatusEffectHash
- static System.IntPtr NativeFieldInfoPtr_StatusEffects
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeFieldInfoPtr_X
- static System.IntPtr NativeFieldInfoPtr_XPVal
- static System.IntPtr NativeFieldInfoPtr_Y
- static System.IntPtr NativeMethodInfoPtr_ApplyStatusEffect_Public_Void_StatusEffect_HeroInst_0
- static System.IntPtr NativeMethodInfoPtr_CalculateXPValue_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_CanBeDamaged_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_Damage_Public_Boolean_Int32_DamageType_HitType_0
- static System.IntPtr NativeMethodInfoPtr_GetAbovePieces_Public_IEnumerable_1_GridPieceInst_0
- static System.IntPtr NativeMethodInfoPtr_GetArrowDamage_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetBelowPieces_Public_IEnumerable_1_GridPieceInst_0
- static System.IntPtr NativeMethodInfoPtr_GetGoldValue_Public_Int32_Random_0
- static System.IntPtr NativeMethodInfoPtr_GetInfo_Public_GridPieceInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetMeleeDamage_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetStackBot_Public_GridPieceInst_0
- static System.IntPtr NativeMethodInfoPtr_GetStackTopHeight_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetStackTop_Public_GridPieceInst_0
- static System.IntPtr NativeMethodInfoPtr_GetStatusEffectHash_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetStatusEffectIdx_Public_Int32_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatusEffect_Public_StatusEffect_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_GetTouchDamage_Public_Int32_0

- static System.IntPtr NativeMethodInfoPtr_HasStatusEffect_Public_Boolean_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_Heal_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_InitChild_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_InstantKill_Public_Void_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsChild_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsFrozen_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_OnKilled_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_RefreshStatusEffectHash_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RemoveStatusEffect_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_SetHealthMult_Public_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_SetMaxHealth_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_SetState_Public_Void_PieceState_0
- static System.IntPtr NativeMethodInfoPtr_ToString_Public_Virtual_String_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_GridPieceType_Single_Single_Int32_Single_0
- static System.IntPtr NativeMethodInfoPtr_get_GridPos_Public_get_Vector2_0
- static System.IntPtr NativeMethodInfoPtr_set_GridPos_Public_set_Void_Vector2_0

Properties (23)

- Il2Cpp.GridPieceInst AbovePiece { get; set; }
- Il2Cpp.GridPieceInst BelowPiece { get; set; }
- Il2Cpp.GridPieceObj Obj { get; set; }
- Il2Cpp.GridPieceType Type { get; set; }
- Il2Cpp.PieceState CurState { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffect, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] StatusEffects { get; set; }
- System.Boolean IsFlippedX { get; set; }
- System.Boolean IsFlippedY { get; set; }
- System.Int32 ChildIdx { get; set; }
- System.Int32 CurHealth { get; set; }
- System.Int32 ExtraNum { get; set; }
- System.Int32 MaxHealth { get; set; }
- System.Int32 RemainingXP { get; set; }
- System.Int32 SpawnTurn { get; set; }
- System.Int32 StackPos { get; set; }
- System.Int32 StackSize { get; set; }

- System.Int32 StatusEffectHash { get; set; }
- System.Int32 XPVal { get; set; }
- System.Single CurSpeed { get; set; }
- System.Single MaxSpeed { get; set; }
- System.Single X { get; set; }
- System.Single Y { get; set; }
- UnityEngine.Vector2 GridPos { get; set; }

Methods (76)

- Il2Cpp.GridPieceInfo GetInfo()
- Il2Cpp.GridPieceInst GetStackBot()
- Il2Cpp.GridPieceInst GetStackTop()
- Il2Cpp.GridPieceInst get_AbovePiece()
- Il2Cpp.GridPieceInst get_BelowPiece()
- Il2Cpp.GridPieceObj get_Obj()
- Il2Cpp.GridPieceType get_Type()
- Il2Cpp.PieceState get_CurState()
- Il2Cpp.StatusEffect GetStatusEffect(Il2Cpp.StatusEffectType t)
- Il2CppSystem.Collections.Generic.IEnumerable`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetAbovePieces()
- Il2CppSystem.Collections.Generic.IEnumerable`1[[Il2Cpp.GridPieceInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetBelowPieces()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffect, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_StatusEffects()
- System.Boolean CanBeDamaged()
- System.Boolean Damage(System.Int32 amt, Il2Cpp.DamageType dt, Il2Cpp.HitType hitType)
- System.Boolean HasStatusEffect(Il2Cpp.StatusEffectType t)
- System.Boolean IsChild()
- System.Boolean IsFrozen()
- System.Boolean get_IsFlippedX()
- System.Boolean get_IsFlippedY()
- System.Int32 CalculateXPValue()
- System.Int32 GetArrowDamage()
- System.Int32 GetGoldValue(Il2CppSystem.Random rnd)
- System.Int32 GetMeleeDamage()
- System.Int32 GetStackTopHeight()
- System.Int32 GetStatusEffectHash()

- System.Int32 GetStatusEffectIdx(Il2Cpp.StatusEffectType t)
- System.Int32 GetTouchDamage()
- System.Int32 get_ChildIdx()
- System.Int32 get_CurHealth()
- System.Int32 get_ExtraNum()
- System.Int32 get_MaxHealth()
- System.Int32 get_RemainingXP()
- System.Int32 get_SpawnTurn()
- System.Int32 get_StackPos()
- System.Int32 get_StackSize()
- System.Int32 get_StatusEffectHash()
- System.Int32 get_XPVal()
- System.Single get_CurSpeed()
- System.Single get_MaxSpeed()
- System.Single get_X()
- System.Single get_Y()
- System.String ToString()
- System.Void ApplyStatusEffect(Il2Cpp.StatusEffect ef, Il2Cpp.HeroInst src)
- System.Void Heal(System.Int32 amt)
- System.Void InitChild(System.Int32 idx)
- System.Void InstantKill(System.Boolean force)
- System.Void OnKilled()
- System.Void RefreshStatusEffectHash()
- System.Void RemoveStatusEffect(System.Int32 idx)
- System.Void SetHealthMult(System.Single mult)
- System.Void SetMaxHealth(System.Int32 h)
- System.Void SetState(Il2Cpp.PieceState st)
- System.Void set_AbovePiece(Il2Cpp.GridPieceInst)
- System.Void set_BelowPiece(Il2Cpp.GridPieceInst)
- System.Void set_ChildIdx(System.Int32)
- System.Void set_CurHealth(System.Int32)
- System.Void set_CurSpeed(System.Single)
- System.Void set_CurState(Il2Cpp.PieceState)
- System.Void set_ExtraNum(System.Int32)
- System.Void set_GridPos(UnityEngine.Vector2 value)
- System.Void set_IsFlippedX(System.Boolean)

- System.Void set_IsFlippedY(System.Boolean)
- System.Void set_MaxHealth(System.Int32)
- System.Void set_MaxSpeed(System.Single)
- System.Void set_Obj(Il2Cpp.GridPieceObj)
- System.Void set_RemainingXP(System.Int32)
- System.Void set_SpawnTurn(System.Int32)
- System.Void set_StackPos(System.Int32)
- System.Void set_StackSize(System.Int32)
- System.Void set_StatusEffectHash(System.Int32)
- System.Void set_StatusEffects(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffect, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Type(Il2Cpp.GridPieceType)
- System.Void set_X(System.Single)
- System.Void set_XPVal(System.Int32)
- System.Void set_Y(System.Single)
- UnityEngine.Vector2 get_GridPos()

Il2Cpp.GridPieceObj

Base: `Il2CppSirenix.OdinInspector.SerializedMonoBehaviour`; enum: false.

Fields (177)

- static System.IntPtr NativeFieldInfoPtr_AttachedInds
- static System.IntPtr NativeFieldInfoPtr_AttackTgt
- static System.IntPtr NativeFieldInfoPtr_CenterPos
- static System.IntPtr NativeFieldInfoPtr_Children
- static System.IntPtr NativeFieldInfoPtr_Col
- static System.IntPtr NativeFieldInfoPtr_ColType
- static System.IntPtr NativeFieldInfoPtr_Inst
- static System.IntPtr NativeFieldInfoPtr_IsActive
- static System.IntPtr NativeFieldInfoPtr_IsGonnaGetThorned
- static System.IntPtr NativeFieldInfoPtr_MeshController
- static System.IntPtr NativeFieldInfoPtr_RemainingEntryTime
- static System.IntPtr NativeFieldInfoPtr_Shadow
- static System.IntPtr NativeFieldInfoPtr_SpawnTime

- static System.IntPtr NativeFieldInfoPtr_SpriteObj
- static System.IntPtr NativeFieldInfoPtr_StateChangePhysTime
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeFieldInfoPtr__alertSprite
- static System.IntPtr NativeFieldInfoPtr__attackAnim
- static System.IntPtr NativeFieldInfoPtr__curBounceAnim
- static System.IntPtr NativeFieldInfoPtr__curColorAnim
- static System.IntPtr NativeFieldInfoPtr__curEntryDelay
- static System.IntPtr NativeFieldInfoPtr__curMarker
- static System.IntPtr NativeFieldInfoPtr__curTiltAnim
- static System.IntPtr NativeFieldInfoPtr__deathAnim
- static System.IntPtr NativeFieldInfoPtr__defaultColSize
- static System.IntPtr NativeFieldInfoPtr__defaultMeshPos
- static System.IntPtr NativeFieldInfoPtr__defaultSpritePos
- static System.IntPtr NativeFieldInfoPtr__distToCustomPos
- static System.IntPtr NativeFieldInfoPtr__entryAnim
- static System.IntPtr NativeFieldInfoPtr__entryTrail
- static System.IntPtr NativeFieldInfoPtr__gotSpiked
- static System.IntPtr NativeFieldInfoPtr__hitFlashStartTime
- static System.IntPtr NativeFieldInfoPtr__hitTiltLen
- static System.IntPtr NativeFieldInfoPtr__hitTiltRotAmt
- static System.IntPtr NativeFieldInfoPtr__hitTiltStartTime
- static System.IntPtr NativeFieldInfoPtr__isBouncing
- static System.IntPtr NativeFieldInfoPtr__isHitFlashing
- static System.IntPtr NativeFieldInfoPtr__isRunningCurse
- static System.IntPtr NativeFieldInfoPtr__isTilting
- static System.IntPtr NativeFieldInfoPtr__lastAttackTime
- static System.IntPtr NativeFieldInfoPtr__lastHitNormal
- static System.IntPtr NativeFieldInfoPtr__lastHitOffset
- static System.IntPtr NativeFieldInfoPtr__matBlock
- static System.IntPtr NativeFieldInfoPtr__numTimesAttackedPlayer
- static System.IntPtr NativeFieldInfoPtr__simpleAnim
- static System.IntPtr NativeFieldInfoPtr__size
- static System.IntPtr NativeFieldInfoPtr__tgtTortoise
- static System.IntPtr NativeFieldInfoPtr__walkBounceSpeed
- static System.IntPtr NativeFieldInfoPtr__walkTime

- static System.IntPtr NativeFieldInfoPtr_kAttackLen
- static System.IntPtr NativeFieldInfoPtr_kBounceLen
- static System.IntPtr NativeFieldInfoPtr_kDeathLen
- static System.IntPtr NativeFieldInfoPtr_kDropLen
- static System.IntPtr NativeFieldInfoPtr_kPieceAttackLen
- static System.IntPtr NativeFieldInfoPtr_kShadowAlpha
- static System.IntPtr NativeFieldInfoPtr_kSpawnLen
- static System.IntPtr NativeFieldInfoPtr_kSqueezeScale
- static System.IntPtr NativeFieldInfoPtr_kTiltLen
- static System.IntPtr NativeMethodInfoPtr_AlwaysPlayHitSFX_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_AnimateEntry_Public_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_AttackPlayer_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_AttackTortoise_Public_Virtual_New_Void_PetObjTortoise_0
- static System.IntPtr NativeMethodInfoPtr_CacheDistToPos_Public_Void_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_CanApplyStatusEffect_Public_Virtual_New_Boolean_StatusEffect_0
- static System.IntPtr NativeMethodInfoPtr_CanBeAttackedByAlly_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_CanBeDamaged_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_CanBePushedByWind_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_CanChant_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_CancelEntryAnim_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_CancelPieceAttack_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_CreateDeathParts_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_Damage_Public_Virtual_New_Boolean_Int32_DamageType_HitType_0
- static System.IntPtr NativeMethodInfoPtr_DeregisterColliders_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_DestroyTouchingPieces_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_DetachStackTopStatusEffInds_Private_Void_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_DetermineColType_Protected_Void_0
- static System.IntPtr NativeMethodInfoPtr_Die_Public_Virtual_New_Void_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DropDeathStuff_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetBotY_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetCenterPos_Public_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetCharLocalTopZ_Public_Virtual_New_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetCharTopZ_Public_Virtual_New_Single_0

- static System.IntPtr NativeMethodInfoPtr_GetDefaultHitType_Public_Virtual_New_HitType_0
- static System.IntPtr NativeMethodInfoPtr_GetDistSqrToCustomPos_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetDropPos_Public_Virtual_New_Vector3_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetFXSortLayer_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetFrontYAtXPct_Public_Virtual_New_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetHealthPct_Public_Virtual_New_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetLocalCenterPos_Public_Virtual_New_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetLocalPlatformTopZ_Public_Virtual_New_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetMeshCrackPct_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetMoveDir_Public_Virtual_New_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetNumActiveChildren_Public_Virtual_New_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetPlatformTopZ_Public_Virtual_New_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetScale_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetSize_Public_Vector2_0
- static System.IntPtr NativeMethodInfoPtr_GetStackState_Public_StackState_0
- static System.IntPtr NativeMethodInfoPtr_GetStatusEffectIndPos_Public_Virtual_New_Vector3_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_GetTiltRot_Public_Vector3_Vector2_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetTopY_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetVFXZ_Public_Virtual_New_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetWorldCenterPos_Public_Virtual_New_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_GetWorldTopZ_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_HasUnevenFront_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_HitFlash_Public_Virtual_New_Void_DamageType_0
- static System.IntPtr NativeMethodInfoPtr_InitChildren_Protected_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_InitEditor_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_InitShadow_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_InitShadow_Public_Void_Sprite_0
- static System.IntPtr NativeMethodInfoPtr_Init_Public_Virtual_New_Void_GridPieceInst_0
- static System.IntPtr NativeMethodInfoPtr_IsAlly_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsBottomOfStack_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsChild_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsPlayerInRange_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsShielded_Public_Virtual_New_Boolean_Vector2_0
- static System.IntPtr NativeMethodInfoPtr_IsTopOfStack_Public_Virtual_New_Boolean_0

- static System.IntPtr NativeMethodInfoPtr_OnAboutToHit_Public_Virtual_New_Boolean_BallObj_Vector2_0
- static System.IntPtr NativeMethodInfoPtr_OnAttackPlayer_Private_EnemyAttackResult_0
- static System.IntPtr NativeMethodInfoPtr_OnAttackTortoise_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnChildDied_Public_Virtual_New_Void_SubGridPieceObj_0
- static System.IntPtr NativeMethodInfoPtr_OnDamaged_Public_Void_DamageType_0
- static System.IntPtr NativeMethodInfoPtr_OnDeathComplete_Protected_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnEntryComplete_Protected_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnGameSpeedChanged_Protected_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnHit_Public_Virtual_New_Void_Vector3_Vector2_DamageType_0
- static System.IntPtr NativeMethodInfoPtr_OnStackDropComplete_Protected_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnStateChanged_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnStatusEffectApplied_Public_Void_StatusEffect_0
- static System.IntPtr NativeMethodInfoPtr_OnStatusEffectRemoved_Public_Void_StatusEffect_0
- static System.IntPtr NativeMethodInfoPtr_PlayBreakSFX_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_PlayChantFX_Public_Virtual_New_Boolean_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_PlayDeathVox_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_PlayHitSFX_Public_Virtual_New_Void_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_PlayHitVox_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_RecalculateColBounds_Protected_Void_0
- static System.IntPtr NativeMethodInfoPtr_RefreshMat_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_RefreshSimplifiedGraphics_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RegisterColliders_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_Remove_Protected_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_ResetRot_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_ResetScale_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_ResetSprite_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_Reset_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunAttack_Public_Virtual_New_Void_GridPieceObj_0
- static System.IntPtr NativeMethodInfoPtr_RunBounceUnscaled_Public_Void_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_RunBounce_Public_Virtual_New_Void_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_RunCurseImpact_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunFrozenSpikes_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunHitTilt_Public_Virtual_New_Void_Vector2_Vector3_Single_Single_0

- static System.IntPtr NativeMethodInfoPtr_RunJustSpawned_Public_Void_Vector3_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_RunStackDrop_Public_Void_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_SetColor_Public_Void_Color_0
- static System.IntPtr NativeMethodInfoPtr_SetPosition_Public_Void_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_ShouldAIIgnore_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ShouldAffectFrontEnemyY_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ShouldCancelPieceAttack_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ShouldDestroyPieceOnTouch_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ShouldPushPlayerBack_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ShouldSpawnMesh_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SkipEntryDelay_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_UpdateWalk_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr__AnimateEntry_Public_Virtual_New_IEnumerator_1_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__AttackEnemy_Protected_IEnumerator_1_Single_GridPieceObj_0
- static System.IntPtr NativeMethodInfoPtr__FadeStatusEffect_Private_IEnumerator_1_Single_String_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__HitFlash_Protected_Virtual_New_IEnumerator_1_Single_DamageType_0
- static System.IntPtr NativeMethodInfoPtr__QueueRemove_Protected_Virtual_New_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunAttack_Protected_Virtual_New_IEnumerator_1_Single_Transform_Func_1_EnemyAttackResult_0
- static System.IntPtr NativeMethodInfoPtr__RunBounceUnscaled_Private_IEnumerator_1_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunBounce_Private_IEnumerator_1_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunCurseImpact_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunDeath_Protected_Virtual_New_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunDelayedChant_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunHitTilt_Protected_Virtual_New_IEnumerator_1_Single_Vector2_Vector3_S

ingle_Single_0

- static System.IntPtr NativeMethodInfoPtr__RunJustSpawned_Private_IEnumerator_1_Single_Vector3_Vector3_0
- static System.IntPtr NativeMethodInfoPtr__RunSimpleAnim_Protected_Virtual_New_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunStackDrop_Private_IEnumerator_1_Single_Vector3_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (58)

- Il2Cpp.AlertSprite _alertSprite { get; set; }
- Il2Cpp.ColliderType ColType { get; set; }
- Il2Cpp.EnemyMeshController MeshController { get; set; }
- Il2Cpp.GridPieceInst Inst { get; set; }
- Il2Cpp.GridPieceMarker _curMarker { get; set; }
- Il2Cpp.GridPieceObj AttackTgt { get; set; }
- Il2Cpp.GridPieceShadow Shadow { get; set; }
- Il2Cpp.GridPieceType Type { get; set; }
- Il2Cpp.GridSpriteObj SpriteObj { get; set; }
- Il2Cpp.PetObjTortoise _tgtTortoise { get; set; }
- Il2Cpp.TrailVFX _entryTrail { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.SubGridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Children { get; set; }
- Il2CppMEC.CoroutineHandle _attackAnim { get; set; }
- Il2CppMEC.CoroutineHandle _curBounceAnim { get; set; }
- Il2CppMEC.CoroutineHandle _curColorAnim { get; set; }
- Il2CppMEC.CoroutineHandle _curTiltAnim { get; set; }
- Il2CppMEC.CoroutineHandle _deathAnim { get; set; }
- Il2CppMEC.CoroutineHandle _entryAnim { get; set; }
- Il2CppMEC.CoroutineHandle _simpleAnim { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffInd, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] AttachedInds { get; set; }
- System.Boolean IsActive { get; set; }
- System.Boolean IsGonnaGetThorned { get; set; }
- System.Boolean _gotSpiked { get; set; }
- System.Boolean _isBouncing { get; set; }

- System.Boolean _isHitFlashing { get; set; }
- System.Boolean _isRunningCurse { get; set; }
- System.Boolean _isTilting { get; set; }
- System.Int32 _numTimesAttackedPlayer { get; set; }
- System.Single RemainingEntryTime { get; set; }
- System.Single SpawnTime { get; set; }
- System.Single StateChangePhysTime { get; set; }
- System.Single _curEntryDelay { get; set; }
- System.Single _distToCustomPos { get; set; }
- System.Single _hitFlashStartTime { get; set; }
- System.Single _hitTiltLen { get; set; }
- System.Single _hitTiltStartTime { get; set; }
- System.Single _lastAttackTime { get; set; }
- System.Single _walkBounceSpeed { get; set; }
- System.Single _walkTime { get; set; }
- System.Single kAttackLen { get; set; }
- System.Single kBounceLen { get; set; }
- System.Single kDeathLen { get; set; }
- System.Single kDropLen { get; set; }
- System.Single kPieceAttackLen { get; set; }
- System.Single kShadowAlpha { get; set; }
- System.Single kSpawnLen { get; set; }
- System.Single kSqueezeScale { get; set; }
- System.Single kTiltLen { get; set; }
- UnityEngine.Collider2D Col { get; set; }
- UnityEngine.MaterialPropertyBlock _matBlock { get; set; }
- UnityEngine.Vector2 _defaultColSize { get; set; }
- UnityEngine.Vector2 _lastHitNormal { get; set; }
- UnityEngine.Vector2 _size { get; set; }
- UnityEngine.Vector3 CenterPos { get; set; }
- UnityEngine.Vector3 _defaultMeshPos { get; set; }
- UnityEngine.Vector3 _defaultSpritePos { get; set; }
- UnityEngine.Vector3 _hitTiltRotAmt { get; set; }
- UnityEngine.Vector3 _lastHitOffset { get; set; }

Methods (234)

- Il2Cpp.AlertSprite get__alertSprite()
- Il2Cpp.ColliderType get_ColType()
- Il2Cpp.EnemyAttackResult OnAttackPlayer()
- Il2Cpp.EnemyMeshController get_MeshController()
- Il2Cpp.GridPieceInst get_Inst()
- Il2Cpp.GridPieceMarker get__curMarker()
- Il2Cpp.GridPieceObj get_AttackTgt()
- Il2Cpp.GridPieceShadow get_Shadow()
- Il2Cpp.GridPieceType get_Type()
- Il2Cpp.GridSpriteObj get_SpriteObj()
- Il2Cpp.HitType GetDefaultHitType()
- Il2Cpp.PetObjTortoise get__tgtTortoise()
- Il2Cpp.StackState GetStackState()
- Il2Cpp.TrailVFX get__entryTrail()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.SubGridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Children()
- Il2CppMEC.CoroutineHandle get__attackAnim()
- Il2CppMEC.CoroutineHandle get__curBounceAnim()
- Il2CppMEC.CoroutineHandle get__curColorAnim()
- Il2CppMEC.CoroutineHandle get__curTiltAnim()
- Il2CppMEC.CoroutineHandle get__deathAnim()
- Il2CppMEC.CoroutineHandle get__entryAnim()
- Il2CppMEC.CoroutineHandle get__simpleAnim()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateEntry(System.Single delay)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AttackEnemy(Il2Cpp.GridPieceObj tgt)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _FadeStatusEffect(System.String property, System.Single startVal, System.Single endVal, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _HitFlash(Il2Cpp.DamageType dmgType)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _QueueRemove()

- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunAttack(UnityEngine.Transform tgt, Il2CppSystem.Func`1[[Il2Cpp.EnemyAttackResult, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] onAttackComplete)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunBounce(System.Single zIntensity, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunBounceUnscaled(System.Single zIntensity, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunCurseImpact()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunDeath()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunDelayedChant()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunHitTilt(UnityEngine.Vector2 hitNormal, UnityEngine.Vector3 hitOffset, System.Single intensity, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunJustSpawned(UnityEngine.Vector3 spawnPos, UnityEngine.Vector3 tgtPos)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunSimpleAnim()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunStackDrop(UnityEngine.Vector3 tgtPos)
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffInd, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_AttachedInds()
- System.Boolean AlwaysPlayHitSFX()
- System.Boolean CanApplyStatusEffect(Il2Cpp.StatusEffect ef)
- System.Boolean CanBeAttackedByAlly()
- System.Boolean CanBeDamaged()
- System.Boolean CanBePushedByWind()
- System.Boolean CanChant()
- System.Boolean Damage(System.Int32 amt, Il2Cpp.DamageType dt, Il2Cpp.HitType hitType)
- System.Boolean HasUnevenFront()
- System.Boolean IsAlly()

- System.Boolean IsBottomOfStack()
- System.Boolean IsChild()
- System.Boolean IsPlayerInRange()
- System.Boolean IsShielded(UnityEngine.Vector2 hitNormal)
- System.Boolean IsTopOfStack()
- System.Boolean OnAboutToHit(Il2Cpp.BallObj b, UnityEngine.Vector2 hitNormal)
- System.Boolean PlayChantFX(System.Boolean playSFX)
- System.Boolean ShouldAIIgnore()
- System.Boolean ShouldAffectFrontEnemyY()
- System.Boolean ShouldCancelPieceAttack()
- System.Boolean ShouldDestroyPieceOnTouch()
- System.Boolean ShouldPushPlayerBack()
- System.Boolean ShouldSpawnMesh()
- System.Boolean get_IsActive()
- System.Boolean get_IsGonnaGetThorned()
- System.Boolean get__gotSpiked()
- System.Boolean get__isBouncing()
- System.Boolean get__isHitFlashing()
- System.Boolean get__isRunningCurse()
- System.Boolean get__isTilting()
- System.Int32 GetFXSortLayer()
- System.Int32 GetNumActiveChildren()
- System.Int32 get__numTimesAttackedPlayer()
- System.Single GetBotY()
- System.Single GetCharLocalTopZ()
- System.Single GetCharTopZ()
- System.Single GetDistSqrToCustomPos()
- System.Single GetFrontYAtXPct(System.Single pct)
- System.Single GetHealthPct()
- System.Single GetLocalPlatformTopZ()
- System.Single GetMeshCrackPct()
- System.Single GetMoveDir()
- System.Single GetPlatformTopZ()
- System.Single GetScale()
- System.Single GetTopY()
- System.Single GetVFXZ()

- System.Single GetWorldTopZ()
- System.Single get_RemainingEntryTime()
- System.Single get_SpawnTime()
- System.Single get_StateChangePhysTime()
- System.Single get__curEntryDelay()
- System.Single get__distToCustomPos()
- System.Single get__hitFlashStartTime()
- System.Single get__hitTiltLen()
- System.Single get__hitTiltStartTime()
- System.Single get__lastAttackTime()
- System.Single get__walkBounceSpeed()
- System.Single get__walkTime()
- System.Void AnimateEntry(System.Single delay)
- System.Void AttackPlayer()
- System.Void AttackTortoise(Il2Cpp.PetObjTortoise tortoise)
- System.Void CacheDistToPos(UnityEngine.Vector3 pos)
- System.Void CancelEntryAnim()
- System.Void CancelPieceAttack()
- System.Void CreateDeathParts()
- System.Void DeregisterColliders()
- System.Void DestroyTouchingPieces()
- System.Void DetachStackTopStatusEffInds(Il2Cpp.StatusEffectType t)
- System.Void DetermineColType()
- System.Void Die(System.Boolean runDeathAnim)
- System.Void DropDeathStuff()
- System.Void HitFlash(Il2Cpp.DamageType dmgType)
- System.Void Init(Il2Cpp.GridPieceInst inst)
- System.Void InitChildren()
- System.Void InitEditor()
- System.Void InitShadow()
- System.Void InitShadow(UnityEngine.Sprite sprShadow)
- System.Void OnAttackTortoise()
- System.Void OnChildDied(Il2Cpp.SubGridPieceObj child)
- System.Void OnDamaged(Il2Cpp.DamageType dt)
- System.Void OnDeathComplete()
- System.Void OnEntryComplete()

- System.Void OnGameSpeedChanged()
- System.Void OnHit(UnityEngine.Vector3 hitPos, UnityEngine.Vector2 hitNormal, Il2Cpp.DamageType dmgType)
- System.Void OnStackDropComplete()
- System.Void OnStateChanged()
- System.Void OnStatusEffectApplied(Il2Cpp.StatusEffect ef)
- System.Void OnStatusEffectRemoved(Il2Cpp.StatusEffect ef)
- System.Void PlayBreakSFX()
- System.Void PlayDeathVox()
- System.Void PlayHitSFX(UnityEngine.Vector3 pos)
- System.Void PlayHitVox()
- System.Void RecalculateColBounds()
- System.Void RefreshMat()
- System.Void RefreshSimplifiedGraphics()
- System.Void RegisterColliders()
- System.Void Remove()
- System.Void Reset()
- System.Void ResetRot()
- System.Void ResetScale()
- System.Void ResetSprite()
- System.Void RunAttack(Il2Cpp.GridPieceObj tgt)
- System.Void RunBounce(System.Single zIntensity, System.Single len)
- System.Void RunBounceUnscaled(System.Single zIntensity, System.Single len)
- System.Void RunCurseImpact()
- System.Void RunFrozenSpikes()
- System.Void RunHitTilt(UnityEngine.Vector2 hitNormal, UnityEngine.Vector3 hitOffset, System.Single intensity, System.Single len)
- System.Void RunJustSpawned(UnityEngine.Vector3 spawnPos, UnityEngine.Vector3 tgtPos)
- System.Void RunStackDrop(UnityEngine.Vector3 tgtPos)
- System.Void SetColor(UnityEngine.Color c)
- System.Void SetPosition(UnityEngine.Vector3 pos)
- System.Void SkipEntryDelay()
- System.Void UpdateWalk()
- System.Void set_AttachedInds(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffInd, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_AttackTgt(Il2Cpp.GridPieceObj)

- System.Void set_CenterPos(UnityEngine.Vector3)
- System.Void set_Children(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.SubGridPieceObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Col(UnityEngine.Collider2D)
- System.Void set_ColType(Il2Cpp.ColliderType)
- System.Void set_Inst(Il2Cpp.GridPieceInst)
- System.Void set_IsActive(System.Boolean)
- System.Void set_IsGonnaGetThorned(System.Boolean)
- System.Void set_MeshController(Il2Cpp.EnemyMeshController)
- System.Void set_RemainingEntryTime(System.Single)
- System.Void set_Shadow(Il2Cpp.GridPieceShadow)
- System.Void set_SpawnTime(System.Single)
- System.Void set_SpriteObj(Il2Cpp.GridSpriteObj)
- System.Void set_StateChangePhysTime(System.Single)
- System.Void set_Type(Il2Cpp.GridPieceType)
- System.Void set__alertSprite(Il2Cpp.AlertSprite)
- System.Void set__attackAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__curBounceAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__curColorAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__curEntryDelay(System.Single)
- System.Void set__curMarker(Il2Cpp.GridPieceMarker)
- System.Void set__curTiltAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__deathAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__defaultColSize(UnityEngine.Vector2)
- System.Void set__defaultMeshPos(UnityEngine.Vector3)
- System.Void set__defaultSpritePos(UnityEngine.Vector3)
- System.Void set__distToCustomPos(System.Single)
- System.Void set__entryAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__entryTrail(Il2Cpp.TrailVFX)
- System.Void set__gotSpiked(System.Boolean)
- System.Void set__hitFlashStartTime(System.Single)
- System.Void set__hitTiltLen(System.Single)
- System.Void set__hitTiltRotAmt(UnityEngine.Vector3)
- System.Void set__hitTiltStartTime(System.Single)
- System.Void set__isBouncing(System.Boolean)

- System.Void set__isHitFlashing(System.Boolean)
- System.Void set__isRunningCurse(System.Boolean)
- System.Void set__isTilting(System.Boolean)
- System.Void set__lastAttackTime(System.Single)
- System.Void set__lastHitNormal(UnityEngine.Vector2)
- System.Void set__lastHitOffset(UnityEngine.Vector3)
- System.Void set__matBlock(UnityEngine.MaterialPropertyBlock)
- System.Void set__numTimesAttackedPlayer(System.Int32)
- System.Void set__simpleAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__size(UnityEngine.Vector2)
- System.Void set__tgtTortoise(Il2Cpp.PetObjTortoise)
- System.Void set__walkBounceSpeed(System.Single)
- System.Void set__walkTime(System.Single)
- UnityEngine.Collider2D get_Col()
- UnityEngine.MaterialPropertyBlock get__matBlock()
- UnityEngine.Vector2 GetSize()
- UnityEngine.Vector2 get__defaultColSize()
- UnityEngine.Vector2 get__lastHitNormal()
- UnityEngine.Vector2 get__size()
- UnityEngine.Vector3 GetCenterPos()
- UnityEngine.Vector3 GetDropPos(System.Int32 idx)
- UnityEngine.Vector3 GetLocalCenterPos()
- UnityEngine.Vector3 GetStatusEffectIndPos(Il2Cpp.StatusEffectType t)
- UnityEngine.Vector3 GetTiltRot(UnityEngine.Vector2 hitNormal, UnityEngine.Vector3 hitOffset)
- UnityEngine.Vector3 GetWorldCenterPos()
- UnityEngine.Vector3 get_CenterPos()
- UnityEngine.Vector3 get__defaultMeshPos()
- UnityEngine.Vector3 get__defaultSpritePos()
- UnityEngine.Vector3 get__hitTiltRotAmt()
- UnityEngine.Vector3 get__lastHitOffset()
- static System.Single get_kAttackLen()
- static System.Single get_kBounceLen()
- static System.Single get_kDeathLen()
- static System.Single get_kDropLen()
- static System.Single get_kPieceAttackLen()
- static System.Single get_kShadowAlpha()

- `static System.Single get_kSpawnLen()`
- `static System.Single get_kSqueezeScale()`
- `static System.Single get_kTiltLen()`
- `static System.Void set_kAttackLen(System.Single )`
- `static System.Void set_kBounceLen(System.Single )`
- `static System.Void set_kDeathLen(System.Single )`
- `static System.Void set_kDropLen(System.Single )`
- `static System.Void set_kPieceAttackLen(System.Single )`
- `static System.Void set_kShadowAlpha(System.Single )`
- `static System.Void set_kSpawnLen(System.Single )`
- `static System.Void set_kSqueezeScale(System.Single )`
- `static System.Void set_kTiltLen(System.Single )`

Il2Cpp.GridPieceType

Base: `System.Enum`; enum: true.

Enum names (80)

- `kDefault`
- `kOcta`
- `kSmall`
- `kArcher`
- `kBig`
- `kShieldFront`
- `kShieldLeft`
- `kShieldRight`
- `kCircle`
- `kTriangleUp`
- `kTriangleDown`
- `kBigArcher`
- `kTetrisL`
- `kTripleL`
- `kDoubleWide`
- `kDoubleLong`
- `kDynamiteVert`

- kBigShieldFront
- kBigShieldLeft
- kBigShieldRight
- kRiderMelee
- kRiderArcher
- kDoubleLongBig
- kBigRiderMelee
- kBigRiderArcher
- kEggSac
- kSpawner
- kBoulderThrower
- kEater
- kBigEggSac
- kBigSpawner
- kBigBoulderThrower
- kHealer
- kFlyer
- kFlyerArcher
- kSpearThrower
- kBigEater
- kBigFlyer
- kBigFlyerArcher
- kMage
- kCircleArcher
- kCircleSmall
- kCircleSac
- kBigCircle
- kBigCircleSac
- kMoon
- kDynamiteHorz
- kAllyGold
- kGemspring
- kBigSpearThrower
- kAllyHealer
- kAlly
- kAllyArcher

- kZombie
- kCannon
- kSpiky
- kSpeedy
- kTar
- kBigCannon
- kBigTar
- kBigSpiky
- kLaser
- kBurrowerArcher
- kSideStepper
- kShapeShifter
- kRotator
- kBigShapeShifter
- kBigRotator
- kBigLaser
- kSkeletonKing
- kYetiQueen
- kPyramidTank
- kSabertooth
- kShroomSwarm
- kDragonPrince
- kOwlLord
- kVoidSoldier
- kCrescent
- kWaning
- kNum

Fields (81)

- System.Int32 value__
- static Il2Cpp.GridPieceType kAlly
- static Il2Cpp.GridPieceType kAllyArcher
- static Il2Cpp.GridPieceType kAllyGold
- static Il2Cpp.GridPieceType kAllyHealer
- static Il2Cpp.GridPieceType kArcher
- static Il2Cpp.GridPieceType kBig

- static Il2Cpp.GridPieceType kBigArcher
- static Il2Cpp.GridPieceType kBigBoulderThrower
- static Il2Cpp.GridPieceType kBigCannon
- static Il2Cpp.GridPieceType kBigCircle
- static Il2Cpp.GridPieceType kBigCircleSac
- static Il2Cpp.GridPieceType kBigEater
- static Il2Cpp.GridPieceType kBigEggSac
- static Il2Cpp.GridPieceType kBigFlyer
- static Il2Cpp.GridPieceType kBigFlyerArcher
- static Il2Cpp.GridPieceType kBigLaser
- static Il2Cpp.GridPieceType kBigRiderArcher
- static Il2Cpp.GridPieceType kBigRiderMelee
- static Il2Cpp.GridPieceType kBigRotator
- static Il2Cpp.GridPieceType kBigShapeShifter
- static Il2Cpp.GridPieceType kBigShieldFront
- static Il2Cpp.GridPieceType kBigShieldLeft
- static Il2Cpp.GridPieceType kBigShieldRight
- static Il2Cpp.GridPieceType kBigSpawner
- static Il2Cpp.GridPieceType kBigSpearThrower
- static Il2Cpp.GridPieceType kBigSpiky
- static Il2Cpp.GridPieceType kBigTar
- static Il2Cpp.GridPieceType kBoulderThrower
- static Il2Cpp.GridPieceType kBurrowerArcher
- static Il2Cpp.GridPieceType kCannon
- static Il2Cpp.GridPieceType kCircle
- static Il2Cpp.GridPieceType kCircleArcher
- static Il2Cpp.GridPieceType kCircleSac
- static Il2Cpp.GridPieceType kCircleSmall
- static Il2Cpp.GridPieceType kCrescent
- static Il2Cpp.GridPieceType kDefault
- static Il2Cpp.GridPieceType kDoubleLong
- static Il2Cpp.GridPieceType kDoubleLongBig
- static Il2Cpp.GridPieceType kDoubleWide
- static Il2Cpp.GridPieceType kDragonPrince
- static Il2Cpp.GridPieceType kDynamiteHorz
- static Il2Cpp.GridPieceType kDynamiteVert

- static Il2Cpp.GridPieceType kEater
- static Il2Cpp.GridPieceType kEggSac
- static Il2Cpp.GridPieceType kFlyer
- static Il2Cpp.GridPieceType kFlyerArcher
- static Il2Cpp.GridPieceType kGemspring
- static Il2Cpp.GridPieceType kHealer
- static Il2Cpp.GridPieceType kLaser
- static Il2Cpp.GridPieceType kMage
- static Il2Cpp.GridPieceType kMoon
- static Il2Cpp.GridPieceType kNum
- static Il2Cpp.GridPieceType kOcta
- static Il2Cpp.GridPieceType kOwlLord
- static Il2Cpp.GridPieceType kPyramidTank
- static Il2Cpp.GridPieceType kRiderArcher
- static Il2Cpp.GridPieceType kRiderMelee
- static Il2Cpp.GridPieceType kRotator
- static Il2Cpp.GridPieceType kSabertooth
- static Il2Cpp.GridPieceType kShapeShifter
- static Il2Cpp.GridPieceType kShieldFront
- static Il2Cpp.GridPieceType kShieldLeft
- static Il2Cpp.GridPieceType kShieldRight
- static Il2Cpp.GridPieceType kShroomSwarm
- static Il2Cpp.GridPieceType kSideStepper
- static Il2Cpp.GridPieceType kSkeletonKing
- static Il2Cpp.GridPieceType kSmall
- static Il2Cpp.GridPieceType kSpawner
- static Il2Cpp.GridPieceType kSpearThrower
- static Il2Cpp.GridPieceType kSpeedy
- static Il2Cpp.GridPieceType kSpiky
- static Il2Cpp.GridPieceType kTar
- static Il2Cpp.GridPieceType kTetrisL
- static Il2Cpp.GridPieceType kTriangleDown
- static Il2Cpp.GridPieceType kTriangleUp
- static Il2Cpp.GridPieceType kTripleL
- static Il2Cpp.GridPieceType kVoidSoldier
- static Il2Cpp.GridPieceType kWaning

- static Il2Cpp.GridPieceType kYetiQueen
- static Il2Cpp.GridPieceType kZombie

Il2Cpp.InfoDB

Base: Il2CppSirenix.OdinInspector.SerializedMonoBehaviour; enum: false.

Fields (32)

- static System.IntPtr NativeFieldInfoPtr_BaseHeroes
- static System.IntPtr NativeFieldInfoPtr_BlueprintsByLevel
- static System.IntPtr NativeFieldInfoPtr_BossDropBlueprints
- static System.IntPtr NativeFieldInfoPtr_Buildings
- static System.IntPtr NativeFieldInfoPtr_BuildingsByCat
- static System.IntPtr NativeFieldInfoPtr_BuildingsBySubCat
- static System.IntPtr NativeFieldInfoPtr_CharHousing
- static System.IntPtr NativeFieldInfoPtr_Chars
- static System.IntPtr NativeFieldInfoPtr_FX
- static System.IntPtr NativeFieldInfoPtr_FocusAfterCreate
- static System.IntPtr NativeFieldInfoPtr_FuserDropBlueprints
- static System.IntPtr NativeFieldInfoPtr_GameplayShaderCollection
- static System.IntPtr NativeFieldInfoPtr_GridPieces
- static System.IntPtr NativeFieldInfoPtr_HarvestUpgrades
- static System.IntPtr NativeFieldInfoPtr_HeroOrder
- static System.IntPtr NativeFieldInfoPtr_Heroes
- static System.IntPtr NativeFieldInfoPtr_I
- static System.IntPtr NativeFieldInfoPtr_Levels
- static System.IntPtr NativeFieldInfoPtr_Loc
- static System.IntPtr NativeFieldInfoPtr_PassiveOrder
- static System.IntPtr NativeFieldInfoPtr_Passives
- static System.IntPtr NativeFieldInfoPtr_Pool
- static System.IntPtr NativeFieldInfoPtr_ResourceBuildings
- static System.IntPtr NativeFieldInfoPtr_UnlocksByLevel
- static System.IntPtr NativeFieldInfoPtr_kFreezeDmgPct
- static System.IntPtr NativeFieldInfoPtr_kMaxSoloLvl
- static System.IntPtr NativeFieldInfoPtr_kNumUpgradeLvls

- static System.IntPtr NativeMethodInfoPtr_AddPostLaunchBlueprints_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_InsertLvlBlueprint_Private_Void_Int32_Int32_BuildingType_0
- static System.IntPtr NativeMethodInfoPtr_RemovePostLaunchBlueprints_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (27)

- Il2Cpp.FXMgr FX { get; set; }
- Il2Cpp.InfoDB I { get; set; }
- Il2Cpp.PoolMgr Pool { get; set; }
- Il2CppI2.Loc.LanguageSourceAsset Loc { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Buildings { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] CharHousing { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Chars { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GridPieces { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HarvestUpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] HarvestUpgrades { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] BaseHeroes { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Heroes { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Levels { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PassiveInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Passives { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]],

Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] BuildingsBySubCat { get; set; }

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] BlueprintsByLevel { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] BuildingsByCat { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] ResourceBuildings { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] UnlocksByLevel { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] BossDropBlueprints { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] FuserDropBlueprints { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] HeroOrder { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] PassiveOrder { get; set; }
- System.Boolean FocusAfterCreate { get; set; }
- System.Int32 kFreezeDmgPct { get; set; }
- System.Int32 kMaxSoloLvl { get; set; }
- System.Int32 kNumUpgradeLvls { get; set; }
- UnityEngine.ShaderVariantCollection GameplayShaderCollection { get; set; }

Methods (58)

- Il2Cpp.FXMgr get_FX()
- Il2Cpp.PoolMgr get_Pool()
- Il2CppI2.Loc.LanguageSourceAsset get_Loc()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Buildings()

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_CharHousing()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Chars()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_GridPieces()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HarvestUpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_HarvestUpgrades()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_BaseHeroes()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Heroes()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Levels()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PassiveInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Passives()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] get_BuildingsBySubCat()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_BlueprintsByLevel()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_BuildingsByCat()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_ResourceBuildings()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_UnlocksByLevel()

- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_BossDropBlueprints()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_FuserDropBlueprints()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_HeroOrder()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_PassiveOrder()
- System.Boolean get_FocusAfterCreate()
- System.Void AddPostLaunchBlueprints()
- System.Void Awake()
- System.Void InsertLvlBlueprint(System.Int32 lvlIdx, System.Int32 bpIdx, Il2Cpp.BuildingType buildingType)
- System.Void RemovePostLaunchBlueprints()
- System.Void set_BaseHeroes(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BlueprintsByLevel(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BossDropBlueprints(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Buildings(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BuildingsByCat(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BuildingsBySubCat(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]])

- System.Void set_CharHousing(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Chars(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_FX(Il2Cpp.FXMgr)
- System.Void set_FocusAfterCreate(System.Boolean)
- System.Void set_FuserDropBlueprints(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_GameplayShaderCollection(UnityEngine.ShaderVariantCollection)
- System.Void set_GridPieces(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_HarvestUpgrades(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HarvestUpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_HeroOrder(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Heroes(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Levels(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Loc(Il2CppI2.Loc.LanguageSourceAsset)
- System.Void set_PassiveOrder(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Passives(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PassiveInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Pool(Il2Cpp.PoolMgr)
- System.Void set_ResourceBuildings(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])

- System.Void set_UnlocksByLevel(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- UnityEngine.ShaderVariantCollection get_GameplayShaderCollection()
- static Il2Cpp.InfoDB get_I()
- static System.Int32 get_kFreezeDmgPct()
- static System.Int32 get_kMaxSoloLvl()
- static System.Int32 get_kNumUpgradeLvls()
- static System.Void set_I(Il2Cpp.InfoDB)
- static System.Void set_kFreezeDmgPct(System.Int32)
- static System.Void set_kMaxSoloLvl(System.Int32)
- static System.Void set_kNumUpgradeLvls(System.Int32)

Il2Cpp.LevelInfo

Base: Il2CppSirenix.OdinInspector.SerializedScriptableObject; enum: false.

Fields (52)

- static System.IntPtr NativeFieldInfoPtr_Assets
- static System.IntPtr NativeFieldInfoPtr_BankPath
- static System.IntPtr NativeFieldInfoPtr_BossInfo
- static System.IntPtr NativeFieldInfoPtr_BossTurns
- static System.IntPtr NativeFieldInfoPtr_CamBackgroundColor
- static System.IntPtr NativeFieldInfoPtr_ChantBeat
- static System.IntPtr NativeFieldInfoPtr_ChantPatterns
- static System.IntPtr NativeFieldInfoPtr_ChantPatterns2
- static System.IntPtr NativeFieldInfoPtr_ChantPatterns3
- static System.IntPtr NativeFieldInfoPtr_ChantPatternsBoss
- static System.IntPtr NativeFieldInfoPtr_DefaultBigEnemyBreakSFX
- static System.IntPtr NativeFieldInfoPtr_DefaultEnemyBreakSFX
- static System.IntPtr NativeFieldInfoPtr_DefaultEnemyHitSFX
- static System.IntPtr NativeFieldInfoPtr_DefaultEnemyLandSFX
- static System.IntPtr NativeFieldInfoPtr_DefaultTurnLength

- static System.IntPtr NativeFieldInfoPtr_DefaultWallBounceSFX
- static System.IntPtr NativeFieldInfoPtr_Desc
- static System.IntPtr NativeFieldInfoPtr_DustColor
- static System.IntPtr NativeFieldInfoPtr_DustColor2
- static System.IntPtr NativeFieldInfoPtr_EnemyList
- static System.IntPtr NativeFieldInfoPtr_FakeLightColor
- static System.IntPtr NativeFieldInfoPtr_FakeLightIntensity
- static System.IntPtr NativeFieldInfoPtr_FuserTurns
- static System.IntPtr NativeFieldInfoPtr_HUDBurstExtraSpacing
- static System.IntPtr NativeFieldInfoPtr_HUDBurstPlacement
- static System.IntPtr NativeFieldInfoPtr_HUDPlacement
- static System.IntPtr NativeFieldInfoPtr_LevelExpandSFX
- static System.IntPtr NativeFieldInfoPtr_LightBarColor
- static System.IntPtr NativeFieldInfoPtr_MusicEvent
- static System.IntPtr NativeFieldInfoPtr_MusicSections
- static System.IntPtr NativeFieldInfoPtr_Name
- static System.IntPtr NativeFieldInfoPtr_Obstacles
- static System.IntPtr NativeFieldInfoPtr_OverrideCamBackgroundColor
- static System.IntPtr NativeFieldInfoPtr_PreviewEnemies
- static System.IntPtr NativeFieldInfoPtr_Slug
- static System.IntPtr NativeFieldInfoPtr_SpawnedPets
- static System.IntPtr NativeFieldInfoPtr_SprHUDActive
- static System.IntPtr NativeFieldInfoPtr_SprHUDInactive
- static System.IntPtr NativeFieldInfoPtr_SprIcon
- static System.IntPtr NativeFieldInfoPtr_SprPreview
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeFieldInfoPtr_XPMult
- static System.IntPtr NativeMethodInfoPtr_ExportLoc_Public_Void_LanguageSourceAsset_0
- static System.IntPtr NativeMethodInfoPtr_GenerateSlug_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetDescSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetLevelNum_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNameSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetNameTranslation_Public_String_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_GetSaveData_Public_LevelData_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetWarRoomLengthMinutes_Public_Int32_CharType_0
- static System.IntPtr NativeMethodInfoPtr_GetWarRoomReward_Public_Cost_CharType_0

- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (42)

- Il2Cpp.BeatLength ChantBeat { get; set; }
- Il2Cpp.GridPieceInfo BossInfo { get; set; }
- Il2Cpp.LevelAssetSet Assets { get; set; }
- Il2Cpp.LevelType Type { get; set; }
- Il2CppFMODUnity.EventReference DefaultBigEnemyBreakSFX { get; set; }
- Il2CppFMODUnity.EventReference DefaultEnemyBreakSFX { get; set; }
- Il2CppFMODUnity.EventReference DefaultEnemyHitSFX { get; set; }
- Il2CppFMODUnity.EventReference DefaultEnemyLandSFX { get; set; }
- Il2CppFMODUnity.EventReference DefaultWallBounceSFX { get; set; }
- Il2CppFMODUnity.EventReference LevelExpandSFX { get; set; }
- Il2CppFMODUnity.EventReference MusicEvent { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] EnemyList { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] PreviewEnemies { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PetInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] SpawnedPets { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.ObstacleType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Obstacles { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2CppFMODUnity.EventReference, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] MusicSections { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] BossTurns { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] FuserTurns { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase ChantPatterns { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase ChantPatterns2 { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase ChantPatterns3 { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase ChantPatternsBoss { get; set; }

- System.Boolean OverrideCamBackgroundColor { get; set; }
- System.Single DefaultTurnLength { get; set; }
- System.Single FakeLightIntensity { get; set; }
- System.Single HUDBurstExtraSpacing { get; set; }
- System.Single XPMult { get; set; }
- System.String BankPath { get; set; }
- System.String Desc { get; set; }
- System.String Name { get; set; }
- System.String Slug { get; set; }
- UnityEngine.Color CamBackgroundColor { get; set; }
- UnityEngine.Color DustColor { get; set; }
- UnityEngine.Color DustColor2 { get; set; }
- UnityEngine.Color FakeLightColor { get; set; }
- UnityEngine.Color LightBarColor { get; set; }
- UnityEngine.Sprite SprHUDActive { get; set; }
- UnityEngine.Sprite SprHUDInactive { get; set; }
- UnityEngine.Sprite SprIcon { get; set; }
- UnityEngine.Sprite SprPreview { get; set; }
- UnityEngine.Vector2 HUDBurstPlacement { get; set; }
- UnityEngine.Vector2 HUDPlacement { get; set; }

Methods (93)

- Il2Cpp.BeatLength get_ChantBeat()
- Il2Cpp.Cost GetWarRoomReward(Il2Cpp.CharType charType)
- Il2Cpp.GridPieceInfo get_BossInfo()
- Il2Cpp.LevelAssetSet get_Assets()
- Il2Cpp.LevelData GetSaveData(System.Int32 ngPlus)
- Il2Cpp.LevelType get_Type()
- Il2CppFMODUnity.EventReference get_DefaultBigEnemyBreakSFX()
- Il2CppFMODUnity.EventReference get_DefaultEnemyBreakSFX()
- Il2CppFMODUnity.EventReference get_DefaultEnemyHitSFX()
- Il2CppFMODUnity.EventReference get_DefaultEnemyLandSFX()
- Il2CppFMODUnity.EventReference get_DefaultWallBounceSFX()
- Il2CppFMODUnity.EventReference get_LevelExpandSFX()
- Il2CppFMODUnity.EventReference get_MusicEvent()

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_EnemyList()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_PreviewEnemies()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PetInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_SpawnedPets()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.ObstacleType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Obstacles()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2CppFMODUnity.EventReference, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_MusicSections()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_BossTurns()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_FuserTurns()
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase get_ChantPatterns()
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase get_ChantPatterns2()
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase get_ChantPatterns3()
- Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase get_ChantPatternsBoss()
- System.Boolean get_OverrideCamBackgroundColor()
- System.Int32 GetLevelNum()
- System.Int32 GetWarRoomLengthMinutes(Il2Cpp.CharType charType)
- System.Single get_DefaultTurnLength()
- System.Single get_FakeLightIntensity()
- System.Single get_HUDBurstExtraSpacing()
- System.Single get_XPMult()
- System.String GetDescSlug()
- System.String GetNameSlug()
- System.String GetNameTranslation(System.Boolean isTitle)
- System.String get_BankPath()
- System.String get_Desc()
- System.String get_Name()
- System.String get_Slug()
- System.Void ExportLoc(Il2CppI2.Loc.LanguageSourceAsset loc)
- System.Void GenerateSlug()

- System.Void set_Assets(Il2Cpp.LevelAssetSet)
- System.Void set_BankPath(System.String)
- System.Void set_BossInfo(Il2Cpp.GridPieceInfo)
- System.Void set_BossTurns(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_CamBackgroundColor(UnityEngine.Color)
- System.Void set_ChantBeat(Il2Cpp.BeatLength)
- System.Void set_ChantPatterns(Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase)
- System.Void set_ChantPatterns2(Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase)
- System.Void set_ChantPatterns3(Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase)
- System.Void set_ChantPatternsBoss(Il2CppInterop.Runtime.InteropTypes.Il2CppObjectBase)
- System.Void set_DefaultBigEnemyBreakSFX(Il2CppFMODUnity.EventReference)
- System.Void set_DefaultEnemyBreakSFX(Il2CppFMODUnity.EventReference)
- System.Void set_DefaultEnemyHitSFX(Il2CppFMODUnity.EventReference)
- System.Void set_DefaultEnemyLandSFX(Il2CppFMODUnity.EventReference)
- System.Void set_DefaultTurnLength(System.Single)
- System.Void set_DefaultWallBounceSFX(Il2CppFMODUnity.EventReference)
- System.Void set_Desc(System.String)
- System.Void set_DustColor(UnityEngine.Color)
- System.Void set_DustColor2(UnityEngine.Color)
- System.Void set_EnemyList(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_FakeLightColor(UnityEngine.Color)
- System.Void set_FakeLightIntensity(System.Single)
- System.Void set_FuserTurns(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_HUDBurstExtraSpacing(System.Single)
- System.Void set_HUDBurstPlacement(UnityEngine.Vector2)
- System.Void set_HUDPlacement(UnityEngine.Vector2)
- System.Void set_LevelExpandSFX(Il2CppFMODUnity.EventReference)
- System.Void set_LightBarColor(UnityEngine.Color)
- System.Void set_MusicEvent(Il2CppFMODUnity.EventReference)

- System.Void set_MusicSections(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2CppFMODUnity.EventReference, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Name(System.String)
- System.Void set_Obstacles(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.ObstacleType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_OverrideCamBackgroundColor(System.Boolean)
- System.Void set_PreviewEnemies(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.GridPieceInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Slug(System.String)
- System.Void set_SpawnedPets(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PetInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_SprHUDActive(UnityEngine.Sprite)
- System.Void set_SprHUDInactive(UnityEngine.Sprite)
- System.Void set_SprIcon(UnityEngine.Sprite)
- System.Void set_SprPreview(UnityEngine.Sprite)
- System.Void set_Type(Il2Cpp.LevelType)
- System.Void set_XPMult(System.Single)
- UnityEngine.Color get_CamBackgroundColor()
- UnityEngine.Color get_DustColor()
- UnityEngine.Color get_DustColor2()
- UnityEngine.Color get_FakeLightColor()
- UnityEngine.Color get_LightBarColor()
- UnityEngine.Sprite get_SprHUDActive()
- UnityEngine.Sprite get_SprHUDInactive()
- UnityEngine.Sprite get_SprIcon()
- UnityEngine.Sprite get_SprPreview()
- UnityEngine.Vector2 get_HUDBurstPlacement()
- UnityEngine.Vector2 get_HUDPlacement()

Il2Cpp.LevelMgr

Base: `UnityEngine.MonoBehaviour`; enum: false.

Fields (44)

- `static System.IntPtr NativeFieldInfoPtr_CurDifficulty`
- `static System.IntPtr NativeFieldInfoPtr_CurLevel`
- `static System.IntPtr NativeFieldInfoPtr_CurLevelInfo`
- `static System.IntPtr NativeFieldInfoPtr_CurNGPlusLvl`
- `static System.IntPtr NativeFieldInfoPtr_I`
- `static System.IntPtr NativeFieldInfoPtr_kEndGameTimes`
- `static System.IntPtr NativeFieldInfoPtr_kEndlessFuserSpacing`
- `static System.IntPtr NativeFieldInfoPtr_kLevelIdx`
- `static System.IntPtr NativeFieldInfoPtr_kLevelOrder`
- `static System.IntPtr NativeFieldInfoPtr_kTurnLenMult`
- `static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0`
- `static System.IntPtr NativeMethodInfoPtr_DidSkipBossTurn_Public_Boolean_Int32_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_FillDesert_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_FillGraveyard_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_FillHeaven_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_FillHell_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_FillMoon_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_FillSavanna_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_FillShroom_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_FillSnowy_Private_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_GetDefaultGoldValue_Public_Int32_Int32_Single_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_GetDefaultMaxHP_Public_Int32_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_GetDefaultXP_Public_Int32_Int32_Single_0`
- `static System.IntPtr NativeMethodInfoPtr_GetEndGameTime_Public_Single_0`
- `static System.IntPtr NativeMethodInfoPtr_GetEnemyDamageMultiplier_Public_Single_0`
- `static System.IntPtr NativeMethodInfoPtr_GetEnemyDamageMultiplier_Public_Single_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_GetFinalTurn_Public_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_GetGoldBonusPct_Public_Int32_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_GetNextBossTurn_Public_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_GetPiecesToSpawn_Public_Void_LevelWave_Int32_Random_0`
- `static System.IntPtr NativeMethodInfoPtr_GetPrevBossTurn_Public_Int32_0`

- static System.IntPtr NativeMethodInfoPtr_GetTurnLen_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_IsBossTurn_Public_Boolean_Int32_0
- static System.IntPtr NativeMethodInfoPtr_IsEndlessBossTurn_Public_Boolean_Int32_0
- static System.IntPtr NativeMethodInfoPtr_IsLastInTurn_Public_Boolean_GridPieceInst_0
- static System.IntPtr NativeMethodInfoPtr_IsLateGame_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ModifyEnemyDamage_Public_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_PickRandomShield_Private_GridPieceType_Random_0
- static System.IntPtr NativeMethodInfoPtr_PlayWallBounceSFX_Public_Void_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_SetLevel_Public_Void_LevelType_0
- static System.IntPtr NativeMethodInfoPtr_ShouldSpawnExtraGold_Public_Boolean_Int32_0
- static System.IntPtr NativeMethodInfoPtr_ShouldSpawnFuser_Public_Boolean_Int32_0
- static System.IntPtr NativeMethodInfoPtr_Start_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (10)

- Il2Cpp.LevelInfo CurLevelInfo { get; set; }
- Il2Cpp.LevelMgr I { get; set; }
- Il2Cpp.LevelType CurLevel { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.LevelType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] kLevelOrder { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] kLevelIdx { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] kEndGameTimes { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] kTurnLenMult { get; set; }
- System.Int32 CurDifficulty { get; set; }
- System.Int32 CurNGPlusLvl { get; set; }
- System.Int32 kEndlessFuserSpacing { get; set; }

Methods (53)

- Il2Cpp.GridPieceType PickRandomShield(Il2CppSystem.Random rnd)
- Il2Cpp.LevelInfo get_CurLevelInfo()
- Il2Cpp.LevelType get_CurLevel()

- System.Boolean DidSkipBossTurn(System.Int32 curTurn, System.Int32 numBossTurnsElapsed)
- System.Boolean IsBossTurn(System.Int32 curTurn)
- System.Boolean IsEndlessBossTurn(System.Int32 curTurn)
- System.Boolean IsLastInTurn(Il2Cpp.GridPieceInst p)
- System.Boolean IsLateGame()
- System.Boolean ShouldSpawnExtraGold(System.Int32 curTurn)
- System.Boolean ShouldSpawnFuser(System.Int32 curTurn)
- System.Int32 GetDefaultGoldValue(System.Int32 turn, System.Single healthScale, Il2CppSystem.Random rnd)
- System.Int32 GetDefaultMaxHP(System.Int32 turn)
- System.Int32 GetDefaultXP(System.Int32 turn, System.Single healthScale)
- System.Int32 GetFinalTurn()
- System.Int32 GetGoldBonusPct(System.Int32 difficulty)
- System.Int32 GetNextBossTurn()
- System.Int32 GetPrevBossTurn()
- System.Int32 ModifyEnemyDamage(System.Int32 dmg)
- System.Int32 get_CurDifficulty()
- System.Int32 get_CurNGPlusLvl()
- System.Single GetEndGameTime()
- System.Single GetEnemyDamageMultiplier()
- System.Single GetEnemyDamageMultiplier(System.Int32 diff)
- System.Single GetTurnLen()
- System.Void Awake()
- System.Void FillDesert(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void FillGraveyard(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void FillHeaven(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void FillHell(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void FillMoon(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void FillSavanna(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void FillShroom(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)

- System.Void FillSnowy(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void GetPiecesToSpawn(Il2Cpp.LevelWave outWave, System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Void PlayWallBounceSFX(UnityEngine.Vector3 pos)
- System.Void SetLevel(Il2Cpp.LevelType t)
- System.Void Start()
- System.Void set_CurDifficulty(System.Int32)
- System.Void set_CurLevel(Il2Cpp.LevelType)
- System.Void set_CurLevelInfo(Il2Cpp.LevelInfo)
- System.Void set_CurNGPlusLvl(System.Int32)
- static Il2Cpp.LevelMgr get_I()
- static Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.LevelType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_kLevelOrder()
- static Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_kLevelIdx()
- static Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_kEndGameTimes()
- static Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_kTurnLenMult()
- static System.Int32 get_kEndlessFuserSpacing()
- static System.Void set_I(Il2Cpp.LevelMgr)
- static System.Void set_kEndGameTimes(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- static System.Void set_kEndlessFuserSpacing(System.Int32)
- static System.Void set_kLevelIdx(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- static System.Void set_kLevelOrder(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.LevelType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- static System.Void set_kTurnLenMult(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Singl

e, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])

Il2Cpp.LevelWave

Base: `Il2CppSystem.Object`; enum: false.

Fields (21)

- `static System.IntPtr NativeFieldInfoPtr_CurTurn`
- `static System.IntPtr NativeFieldInfoPtr_EnemyPlacements`
- `static System.IntPtr NativeFieldInfoPtr_HealthMult`
- `static System.IntPtr NativeFieldInfoPtr_Length`
- `static System.IntPtr NativeFieldInfoPtr_MaxStackSize`
- `static System.IntPtr NativeFieldInfoPtr_MinStackSize`
- `static System.IntPtr NativeFieldInfoPtr_NumStacks`
- `static System.IntPtr NativeFieldInfoPtr_OverlapWithPrevWaves`
- `static System.IntPtr NativeFieldInfoPtr_Pieces`
- `static System.IntPtr NativeFieldInfoPtr_PlacementType`
- `static System.IntPtr NativeFieldInfoPtr_SpawnTurnLength`
- `static System.IntPtr NativeMethodInfoPtr_AddBonusPieces_Public_Void_0`
- `static System.IntPtr NativeMethodInfoPtr_AddPieces_Public_Void_Int32_GridPieceType_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_Clear_Public_Void_0`
- `static System.IntPtr NativeMethodInfoPtr_FillPieces_Public_Void_GridPieceType_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_SetLength_Public_Void_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_SetStackSize_Public_Void_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_SetStackSize_Public_Void_Int32_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_get_Item_Public_get_List_1_GridPieceType_Int32_0`
- `static System.IntPtr NativeMethodInfoPtr_set_Item_Public_set_Void_Int32_List_1_GridPieceType_0`

Properties (12)

- `Il2Cpp.EnemyPlacementType PlacementType { get; set; }`
- `Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Item { get; set; }`

- Il2CppSystem.Collections.Generic.List`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.EnemyPlacement, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] EnemyPlacements { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] Pieces { get; set; }
- System.Boolean OverlapWithPrevWaves { get; set; }
- System.Int32 CurTurn { get; set; }
- System.Int32 Length { get; set; }
- System.Int32 MaxStackSize { get; set; }
- System.Int32 MinStackSize { get; set; }
- System.Int32 NumStacks { get; set; }
- System.Single HealthMult { get; set; }
- System.Single SpawnTurnLength { get; set; }

Methods (31)

- Il2Cpp.EnemyPlacementType get_PlacementType()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Item(System.Int32 i)
- Il2CppSystem.Collections.Generic.List`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.EnemyPlacement, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_EnemyPlacements()
- Il2CppSystem.Collections.Generic.List`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Pieces()
- System.Boolean get_OverlapWithPrevWaves()
- System.Int32 get_CurTurn()
- System.Int32 get_Length()
- System.Int32 get_MaxStackSize()
- System.Int32 get_MinStackSize()
- System.Int32 get_NumStacks()
- System.Single get_HealthMult()
- System.Single get_SpawnTurnLength()
- System.Void AddBonusPieces()
- System.Void AddPieces(System.Int32 row, Il2Cpp.GridPieceType t, System.Int32 amt)
- System.Void Clear()

- System.Void FillPieces(Il2Cpp.GridPieceType t, System.Int32 amt)
- System.Void SetLength(System.Int32 l)
- System.Void SetStackSize(System.Int32 min, System.Int32 max)
- System.Void SetStackSize(System.Int32 sz)
- System.Void set_CurTurn(System.Int32)
- System.Void set_EnemyPlacements(Il2CppSystem.Collections.Generic.List`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.EnemyPlacement, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_HealthMult(System.Single)
- System.Void set_Item(System.Int32 i, Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] value)
- System.Void set_Length(System.Int32)
- System.Void set_MaxStackSize(System.Int32)
- System.Void set_MinStackSize(System.Int32)
- System.Void set_NumStacks(System.Int32)
- System.Void set_OverlapWithPrevWaves(System.Boolean)
- System.Void set_Pieces(Il2CppSystem.Collections.Generic.List`1[[Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.GridPieceType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_PlacementType(Il2Cpp.EnemyPlacementType)
- System.Void set_SpawnTurnLength(System.Single)

Il2Cpp.HeroInfo

Base: `Il2Cpp.UpgradeInfo`; enum: false.

Fields (42)

- static System.IntPtr NativeFieldInfoPtr_AOETypes
- static System.IntPtr NativeFieldInfoPtr_BallColor
- static System.IntPtr NativeFieldInfoPtr_DefaultMatColors
- static System.IntPtr NativeFieldInfoPtr_DefaultMatTextures

- static System.IntPtr NativeFieldInfoPtr_DefaultParticleColor
- static System.IntPtr NativeFieldInfoPtr_DefaultTrailColor
- static System.IntPtr NativeFieldInfoPtr_DefaultTrailTextures
- static System.IntPtr NativeFieldInfoPtr_DmgType
- static System.IntPtr NativeFieldInfoPtr_HitEffects
- static System.IntPtr NativeFieldInfoPtr_IconPriority
- static System.IntPtr NativeFieldInfoPtr_IsVFXBorrowed
- static System.IntPtr NativeFieldInfoPtr_MatTextureColorList
- static System.IntPtr NativeFieldInfoPtr_MatTextureSprites
- static System.IntPtr NativeFieldInfoPtr_RotSpeed
- static System.IntPtr NativeFieldInfoPtr_RotType
- static System.IntPtr NativeFieldInfoPtr_SFXOnHit
- static System.IntPtr NativeFieldInfoPtr_Specials
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeFieldInfoPtr_VFX
- static System.IntPtr NativeFieldInfoPtr_VFXColorList
- static System.IntPtr NativeMethodInfoPtr_ApplyComboDetails_Public_Boolean_HeroInfo_Localize_LocalizationParamsManager_0
- static System.IntPtr NativeMethodInfoPtr_ApplyIcon_Public_Virtual_Void_Image_0
- static System.IntPtr NativeMethodInfoPtr_CanBeUsed_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DoesSpawnBalls_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DoesSpawnMosquitoes_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_GenerateSlug_Public_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetComboIcon_Public_Sprite_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetComboIcon_Public_Sprite_HeroType_0
- static System.IntPtr NativeMethodInfoPtr_GetIconColor_Public_Color_0
- static System.IntPtr NativeMethodInfoPtr_GetIcon_Public_Sprite_0
- static System.IntPtr NativeMethodInfoPtr_GetIdx_Public_Virtual_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetRequiredLevel_Public_Virtual_LevelType_0
- static System.IntPtr NativeMethodInfoPtr_GetVFXColorMapping_Public_Color_HeroInfo_Color_0
- static System.IntPtr NativeMethodInfoPtr_GetVFXColorMapping_Public_Color_HeroInfo_HDRColor_0
- static System.IntPtr NativeMethodInfoPtr_GetVFXColorMapping_Public_Color_List_1_Color_Color_0
- static System.IntPtr NativeMethodInfoPtr_GetVFXColorMapping_Public_Color_List_1_Color_HDRColor_0
- static System.IntPtr NativeMethodInfoPtr_HasAOE_Public_Boolean_0

- static System.IntPtr NativeMethodInfoPtr_HasSynergy_Public_Boolean_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr_IncludeInGame_Public_Virtual_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsUnlocked_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ToHero_Public_Virtual_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (20)

- Il2Cpp.BallRotationType RotType { get; set; }
- Il2Cpp.BallVFXController VFX { get; set; }
- Il2Cpp.DamageType DmgType { get; set; }
- Il2Cpp.HeroType Type { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[Il2Cpp.HDRColor, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] DefaultMatColors { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] DefaultMatTextures { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] DefaultTrailTextures { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.ParticleSystem+MinMaxGradient, UnityEngine.ParticleSystemModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] DefaultParticleColor { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.Sprite, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] MatTextureSprites { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.HDRColor, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] DefaultTrailColor { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2CppFMODUnity.EventReference, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] SFXOnHit { get;

set; }

- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BallAOEType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] AOETypes { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BallSpecialType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Specials { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffectType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] HitEffects { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] MatTextureColorList { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] VFXColorList { get; set; }
- System.Boolean IsVFXBorrowed { get; set; }
- System.Int32 IconPriority { get; set; }
- System.Single RotSpeed { get; set; }
- UnityEngine.Color BallColor { get; set; }

Methods (61)

- Il2Cpp.BallRotationType get_RotType()
- Il2Cpp.BallVFXController get_VFX()
- Il2Cpp.DamageType get_DmgType()
- Il2Cpp.HeroInfo ToHero()
- Il2Cpp.HeroType get_Type()
- Il2Cpp.LevelType GetRequiredLevel()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[Il2Cpp.HDRColor, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_DefaultMatColors()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_DefaultMatTextures()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]],

Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_DefaultTrailTextures()

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.ParticleSystem+MinMaxGradient, UnityEngine.ParticleSystemModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_DefaultParticleColor()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.Sprite, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_MatTextureSprites()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.HDRColor, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_DefaultTrailColor()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2CppFMODUnity.EventReference, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_SFXOnHit()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BallAOEType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_AOETypes()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BallSpecialType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Specials()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffectType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_HitEffects()
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_MatTextureColorList()
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_VFXColorList()
- System.Boolean ApplyComboDetails(Il2Cpp.HeroInfo comboInf, Il2CppI2.Loc.Localize loc, Il2CppI2.Loc.LocalizationParamsManager prams)
- System.Boolean CanBeUsed()
- System.Boolean DoesSpawnBalls()
- System.Boolean DoesSpawnMosquitoes()
- System.Boolean HasAOE()
- System.Boolean HasSynergy(Il2Cpp.HeroInfo other)
- System.Boolean IncludeInGame()
- System.Boolean IsUnlocked()
- System.Boolean get_IsVFXBorrowed()
- System.Int32 GetIdx()
- System.Int32 get_IconPriority()
- System.Single get_RotSpeed()
- System.Void ApplyIcon(UnityEngine.UI.Image img)
- System.Void GenerateSlug()

- System.Void set_AOETypes(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BallAOEType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BallColor(UnityEngine.Color)
- System.Void set_DefaultMatColors(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[Il2Cpp.HDRColor, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_DefaultMatTextures(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_DefaultParticleColor(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.ParticleSystem+MinMaxGradient, UnityEngine.ParticleSystemModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_DefaultTrailColor(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2Cpp.HDRColor, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_DefaultTrailTextures(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_DmgType(Il2Cpp.DamageType)
- System.Void set_HitEffects(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.StatusEffectType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_IconPriority(System.Int32)
- System.Void set_IsVFXBorrowed(System.Boolean)
- System.Void set_MatTextureColorList(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_MatTextureSprites(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.Sprite, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])

- System.Void set_RotSpeed(System.Single)
- System.Void set_RotType(Il2Cpp.BallRotationType)
- System.Void set_SFXOnHit(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[Il2CppFMODUnity.EventReference, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Specials(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BallSpecialType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Type(Il2Cpp.HeroType)
- System.Void set_VFX(Il2Cpp.BallVFXController)
- System.Void set_VFXColorList(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- UnityEngine.Color GetIconColor()
- UnityEngine.Color GetVFXColorMapping(Il2Cpp.HeroInfo inInf, Il2Cpp.HDRColor inColor)
- UnityEngine.Color GetVFXColorMapping(Il2Cpp.HeroInfo inInf, UnityEngine.Color inColor)
- UnityEngine.Color GetVFXColorMapping(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] vfxColorList, Il2Cpp.HDRColor inColor)
- UnityEngine.Color GetVFXColorMapping(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] vfxColorList, UnityEngine.Color inColor)
- UnityEngine.Color get_BallColor()
- UnityEngine.Sprite GetComboIcon(Il2Cpp.HeroInfo comboInf)
- UnityEngine.Sprite GetComboIcon(Il2Cpp.HeroType comboType)
- UnityEngine.Sprite GetIcon()

Il2Cpp.PassiveInfo

Base: `Il2Cpp.UpgradeInfo`; enum: false.

Fields (17)

- static System.IntPtr NativeFieldInfoPtr_MainColor
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeMethodInfoPtr_ApplyIcon_Public_Virtual_Void_Image_0
- static System.IntPtr NativeMethodInfoPtr_CanBeUsed_Public_Boolean_0

- static System.IntPtr NativeMethodInfoPtr_DetermineMainColor_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_ExportLoc_Public_Virtual_Void_LanguageSourceAsset_0
- static System.IntPtr NativeMethodInfoPtr_GenerateSlug_Public_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetComboDescSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetIdx_Public_Virtual_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetPropertyByLvl_Public_Virtual_Int32_PropertyType_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetRequiredLevel_Public_Virtual_LevelType_0
- static System.IntPtr NativeMethodInfoPtr_GetUpgradeType_Public_Virtual_UpgradeType_0
- static System.IntPtr NativeMethodInfoPtr_IncludeInGame_Public_Virtual_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsUnlocked_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ShouldAIPick_Public_Virtual_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ToPassive_Public_Virtual_PassiveInfo_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (2)

- Il2Cpp.PassiveType Type { get; set; }
- UnityEngine.Color MainColor { get; set; }

Methods (18)

- Il2Cpp.LevelType GetRequiredLevel()
- Il2Cpp.PassiveInfo ToPassive()
- Il2Cpp.PassiveType get_Type()
- Il2Cpp.UpgradeType GetUpgradeType()
- System.Boolean CanBeUsed()
- System.Boolean IncludeInGame()
- System.Boolean IsUnlocked()
- System.Boolean ShouldAIPick()
- System.Int32 GetIdx()
- System.Int32 GetPropertyByLvl(Il2Cpp.PropertyType pt, System.Int32 lvl, System.Int32 defaultVal)
- System.String GetComboDescSlug()
- System.Void ApplyIcon(UnityEngine.UI.Image img)
- System.Void DetermineMainColor()
- System.Void ExportLoc(Il2CppI2.Loc.LanguageSourceAsset loc)
- System.Void GenerateSlug()

- System.Void set_MainColor(UnityEngine.Color)
- System.Void set_Type(Il2Cpp.PassiveType)
- UnityEngine.Color get_MainColor()

Il2Cpp.CharInfo

Base: Il2CppSirenix.OdinInspector.SerializedScriptableObject; enum: false.

Fields (52)

- static System.IntPtr NativeFieldInfoPtr_BaseAnimsPrinciple
- static System.IntPtr NativeFieldInfoPtr_BattleStatTotalWeight
- static System.IntPtr NativeFieldInfoPtr_BattleStatWeights
- static System.IntPtr NativeFieldInfoPtr_FlavorDesc
- static System.IntPtr NativeFieldInfoPtr_GameplayDesc
- static System.IntPtr NativeFieldInfoPtr_Icon
- static System.IntPtr NativeFieldInfoPtr_IconSmall
- static System.IntPtr NativeFieldInfoPtr_IsInGame
- static System.IntPtr NativeFieldInfoPtr_MatchmadeIcons
- static System.IntPtr NativeFieldInfoPtr_MinVersion
- static System.IntPtr NativeFieldInfoPtr_Name
- static System.IntPtr NativeFieldInfoPtr_PrefabChar
- static System.IntPtr NativeFieldInfoPtr_PrefabCharSecond
- static System.IntPtr NativeFieldInfoPtr_Props
- static System.IntPtr NativeFieldInfoPtr_SFXOnShoot
- static System.IntPtr NativeFieldInfoPtr_Slug
- static System.IntPtr NativeFieldInfoPtr_SprWidgetOverlay
- static System.IntPtr NativeFieldInfoPtr_StarterUpgrade
- static System.IntPtr NativeFieldInfoPtr_Stats
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeFieldInfoPtr_WidgetOffset
- static System.IntPtr NativeFieldInfoPtr_WidgetOverlayPos
- static System.IntPtr NativeFieldInfoPtr_WidgetOverlaySize
- static System.IntPtr NativeFieldInfoPtr_WidgetXPPos
- static System.IntPtr NativeFieldInfoPtr_WidgetXPSize

- static System.IntPtr NativeMethodInfoPtr_CanCombineCharsInternal_Private_Boolean_CharType_CharType_0
- static System.IntPtr NativeMethodInfoPtr_CanCombineChars_Private_Boolean_CharType_CharType_0
- static System.IntPtr NativeMethodInfoPtr_CanCombinePropInternal_Private_Boolean_CharProp_CharProp_0
- static System.IntPtr NativeMethodInfoPtr_CanCombineProp_Private_Boolean_CharProp_CharProp_0
- static System.IntPtr NativeMethodInfoPtr_CanCombine_Public_Boolean_CharInfo_0
- static System.IntPtr NativeMethodInfoPtr_ExportLoc_Public_Void_LanguageSourceAsset_0
- static System.IntPtr NativeMethodInfoPtr_GenerateSlug_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetAimMode_Public_AimMode_0
- static System.IntPtr NativeMethodInfoPtr_GetBallDamageMult_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetComboIcon_Public_Sprite_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetFireRateMult_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetFlavorDescSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetGameplayDescSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetIconSprite_Public_Sprite_0
- static System.IntPtr NativeMethodInfoPtr_GetIcon_Public_Sprite_0
- static System.IntPtr NativeMethodInfoPtr_GetInst_Public_CharMetaInst_0
- static System.IntPtr NativeMethodInfoPtr_GetLaunchSpeedMult_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetMoveMode_Public_MoveMode_0
- static System.IntPtr NativeMethodInfoPtr_GetMoveSpeedMult_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetNameSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetReloadTimeMult_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_HasProp_Public_Boolean_CharProp_0
- static System.IntPtr NativeMethodInfoPtr_HasProp_Public_Boolean_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_HasStat_Public_Boolean_StatType_0
- static System.IntPtr NativeMethodInfoPtr_IncludeInGame_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_PickLvlUpStat_Public_StatType_Random_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (25)

- Il2Cpp.CharType Type { get; set; }
- Il2Cpp.PlayerCharController PrefabChar { get; set; }
- Il2Cpp.PlayerCharController PrefabCharSecond { get; set; }
- Il2Cpp.UpgradeInfo StarterUpgrade { get; set; }
- Il2CppFMODUnity.EventReference SFXOnShoot { get; set; }

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharBaseAnimSet, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] BaseAnimsPrinciple { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.Sprite, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] MatchmadeIcons { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] Stats { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] BattleStatWeights { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharProp, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Props { get; set; }
- System.Boolean IsInGame { get; set; }
- System.Int32 MinVersion { get; set; }
- System.Single BattleStatTotalWeight { get; set; }
- System.String FlavorDesc { get; set; }
- System.String GameplayDesc { get; set; }
- System.String Name { get; set; }
- System.String Slug { get; set; }
- UnityEngine.Sprite Icon { get; set; }
- UnityEngine.Sprite IconSmall { get; set; }
- UnityEngine.Sprite SprWidgetOverlay { get; set; }
- UnityEngine.Vector2 WidgetOffset { get; set; }
- UnityEngine.Vector2 WidgetOverlayPos { get; set; }
- UnityEngine.Vector2 WidgetOverlaySize { get; set; }
- UnityEngine.Vector2 WidgetXPPos { get; set; }
- UnityEngine.Vector2 WidgetXPSize { get; set; }

Methods (76)

- Il2Cpp.AimMode GetAimMode()
- Il2Cpp.CharMetaInst GetInst()
- Il2Cpp.CharType get_Type()
- Il2Cpp.MoveMode GetMoveMode()
- Il2Cpp.PlayerCharController get_PrefabChar()
- Il2Cpp.PlayerCharController get_PrefabCharSecond()

- Il2Cpp.StatType PickLvlUpStat(Il2CppSystem.Random rnd)
- Il2Cpp.UpgradeInfo get_StarterUpgrade()
- Il2CppFMODUnity.EventReference get_SFXOnShoot()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharBaseAnimSet, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_BaseAnimsPrinciple()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.Sprite, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_MatchmadeIcons()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_Stats()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_BattleStatWeights()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharProp, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Props()
- System.Boolean CanCombine(Il2Cpp.CharInfo inf)
- System.Boolean CanCombineChars(Il2Cpp.CharType c1, Il2Cpp.CharType c2)
- System.Boolean CanCombineCharsInternal(Il2Cpp.CharType c1, Il2Cpp.CharType c2)
- System.Boolean CanCombineProp(Il2Cpp.CharProp p1, Il2Cpp.CharProp p2)
- System.Boolean CanCombinePropInternal(Il2Cpp.CharProp p1, Il2Cpp.CharProp p2)
- System.Boolean HasProp(Il2Cpp.CharProp prop)
- System.Boolean HasProp(Il2Cpp.StatPropType pt)
- System.Boolean HasStat(Il2Cpp.StatType st)
- System.Boolean IncludeInGame()
- System.Boolean get_IsInGame()
- System.Int32 get_MinVersion()
- System.Single GetBallDamageMult()
- System.Single GetFireRateMult()
- System.Single GetLaunchSpeedMult()
- System.Single GetMoveSpeedMult()
- System.Single GetReloadTimeMult()
- System.Single get_BattleStatTotalWeight()
- System.String GetFlavorDescSlug()
- System.String GetGameplayDescSlug()
- System.String GetNameSlug()

- System.String get_FlavorDesc()
- System.String get_GameplayDesc()
- System.String get_Name()
- System.String get_Slug()
- System.Void ExportLoc(Il2CppI2.Loc.LanguageSourceAsset loc)
- System.Void GenerateSlug()
- System.Void set_BaseAnimsPrinciple(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharBaseAnimSet, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BattleStatTotalWeight(System.Single)
- System.Void set_BattleStatWeights(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_FlavorDesc(System.String)
- System.Void set_GameplayDesc(System.String)
- System.Void set_Icon(UnityEngine.Sprite)
- System.Void set_IconSmall(UnityEngine.Sprite)
- System.Void set_IsInGame(System.Boolean)
- System.Void set_MatchmadeIcons(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.Sprite, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_MinVersion(System.Int32)
- System.Void set_Name(System.String)
- System.Void set_PrefabChar(Il2Cpp.PlayerCharController)
- System.Void set_PrefabCharSecond(Il2Cpp.PlayerCharController)
- System.Void set_Props(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharProp, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_SFXOnShoot(Il2CppFMODUnity.EventReference)
- System.Void set_Slug(System.String)
- System.Void set_SprWidgetOverlay(UnityEngine.Sprite)
- System.Void set_StarterUpgrade(Il2Cpp.UpgradeInfo)
- System.Void set_Stats(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])

- System.Void set_Type(Il2Cpp.CharType)
- System.Void set_WidgetOffset(UnityEngine.Vector2)
- System.Void set_WidgetOverlayPos(UnityEngine.Vector2)
- System.Void set_WidgetOverlaySize(UnityEngine.Vector2)
- System.Void set_WidgetXPPos(UnityEngine.Vector2)
- System.Void set_WidgetXPSize(UnityEngine.Vector2)
- UnityEngine.Sprite GetComboIcon(System.Int32 idx)
- UnityEngine.Sprite GetIcon()
- UnityEngine.Sprite GetIconSprite()
- UnityEngine.Sprite get_Icon()
- UnityEngine.Sprite get_IconSmall()
- UnityEngine.Sprite get_SprWidgetOverlay()
- UnityEngine.Vector2 get_WidgetOffset()
- UnityEngine.Vector2 get_WidgetOverlayPos()
- UnityEngine.Vector2 get_WidgetOverlaySize()
- UnityEngine.Vector2 get_WidgetXPPos()
- UnityEngine.Vector2 get_WidgetXPSize()

Il2Cpp.UpgradeInfo

Base: `Il2CppSirenix.OdinInspector.SerializedScriptableObject`; enum: false.

Fields (44)

- static System.IntPtr NativeFieldInfoPtr_Desc
- static System.IntPtr NativeFieldInfoPtr_Evolutions
- static System.IntPtr NativeFieldInfoPtr_Icon
- static System.IntPtr NativeFieldInfoPtr_IconColorList
- static System.IntPtr NativeFieldInfoPtr_IsInGame
- static System.IntPtr NativeFieldInfoPtr_MergeComponents
- static System.IntPtr NativeFieldInfoPtr_MinVersion
- static System.IntPtr NativeFieldInfoPtr_Name
- static System.IntPtr NativeFieldInfoPtr_Properties
- static System.IntPtr NativeFieldInfoPtr_PropertiesByLvl
- static System.IntPtr NativeFieldInfoPtr_Slug
- static System.IntPtr NativeFieldInfoPtr_Tiers

- static System.IntPtr NativeMethodInfoPtr_ApplyIcon_Public_Virtual_New_Void_Image_0
- static System.IntPtr NativeMethodInfoPtr_ApplyPropertyParams_Public_Void_LocalizationParamsManager_0
- static System.IntPtr NativeMethodInfoPtr_ApplyUnmodifiedUpgradeParams_Public_Void_Int32_LocalizationParamsManager_0
- static System.IntPtr NativeMethodInfoPtr_ApplyUpgradeParams_Public_Void_Int32_LocalizationParamsManager_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DoesPropertyChange_Public_Boolean_PropertyType_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_ExportLoc_Public_Virtual_New_Void_LanguageSourceAsset_0
- static System.IntPtr NativeMethodInfoPtr_GenerateSlug_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_GetAvailableMergeComponents_Public_Il2CppReferenceArray_1_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetDescSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetIdx_Public_Virtual_New_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMergeComponentIdx_Public_Int32_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetNameSlug_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetNumMergeComponents_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetPropertyByLvl_Public_Virtual_New_Int32_PropertyType_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetProperty_Public_Int32_PropertyType_0
- static System.IntPtr NativeMethodInfoPtr_GetRequiredLevel_Public_Virtual_New_LevelType_0
- static System.IntPtr NativeMethodInfoPtr_GetUpgradeSlug_Public_String_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetUpgradeType_Public_Virtual_New_UpgradeType_0
- static System.IntPtr NativeMethodInfoPtr_HasMergeCombo_Public_Boolean_UpgradeInfo_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_HasMergeComponentRecursive_Public_Boolean_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_HasMergeComponent_Public_Boolean_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_HasProperty_Public_Boolean_PropertyType_0
- static System.IntPtr NativeMethodInfoPtr_IncludeInGame_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsMergeReqMet_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsMergeReqMet_Public_Boolean_Int32_0
- static System.IntPtr NativeMethodInfoPtr_IsMerged_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_OnValidate_Public_Void_0

- static System.IntPtr NativeMethodInfoPtr_ShouldAIPick_Public_Virtual_New_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ToHero_Public_Virtual_New_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr_ToPassive_Public_Virtual_New_PassiveInfo_0
- static System.IntPtr NativeMethodInfoPtr_ToPetUpgrade_Public_Virtual_New_PetUpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (12)

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.UpgradeTier, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Tiers { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] MergeComponents { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[Il2Cpp.PropertyType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null],[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] PropertiesByLvl { get; set; }
- Il2CppSystem.Collections.Generic.Dictionary`2[[Il2Cpp.PropertyType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null],[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] Properties { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Evolutions { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] IconColorList { get; set; }
- System.Boolean IsInGame { get; set; }
- System.Int32 MinVersion { get; set; }
- System.String Desc { get; set; }
- System.String Name { get; set; }
- System.String Slug { get; set; }
- UnityEngine.Sprite Icon { get; set; }

Methods (55)

- Il2Cpp.HeroInfo ToHero()
- Il2Cpp.LevelType GetRequiredLevel()
- Il2Cpp.PassiveInfo ToPassive()
- Il2Cpp.PetUpgradeInfo ToPetUpgrade()

- Il2Cpp.UpgradeType GetUpgradeType()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetAvailableMergeComponents()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.UpgradeTier, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Tiers()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] get_MergeComponents()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[Il2Cpp.PropertyType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null],[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get_PropertiesByLvl()
- Il2CppSystem.Collections.Generic.Dictionary`2[[Il2Cpp.PropertyType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null],[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_Properties()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Evolutions()
- Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_IconColorList()
- System.Boolean DoesPropertyChange(Il2Cpp.PropertyType pt, System.Int32 lvl1, System.Int32 lvl2)
- System.Boolean HasMergeCombo(Il2Cpp.UpgradeInfo h1Inf, Il2Cpp.UpgradeInfo h2Inf)
- System.Boolean HasMergeComponent(Il2Cpp.UpgradeInfo upgInf)
- System.Boolean HasMergeComponentRecursive(Il2Cpp.UpgradeInfo upgInf)
- System.Boolean HasProperty(Il2Cpp.PropertyType pt)
- System.Boolean IncludeInGame()
- System.Boolean IsMergeReqMet()
- System.Boolean IsMergeReqMet(System.Int32 idx)
- System.Boolean IsMerged()
- System.Boolean ShouldAIPick()
- System.Boolean get_IsInGame()
- System.Int32 GetIdx()
- System.Int32 GetMergeComponentIdx(Il2Cpp.UpgradeInfo upgInf)
- System.Int32 GetNumMergeComponents()

- System.Int32 GetProperty(Il2Cpp.PropertyType pt)
- System.Int32 GetPropertyByLvl(Il2Cpp.PropertyType pt, System.Int32 lvl, System.Int32 defaultVal)
- System.Int32 get_MinVersion()
- System.String GetDescSlug()
- System.String GetNameSlug()
- System.String GetUpgradeSlug(System.Int32 lvl)
- System.String get_Desc()
- System.String get_Name()
- System.String get_Slug()
- System.Void ApplyIcon(UnityEngine.UI.Image img)
- System.Void ApplyPropertyParams(Il2CppI2.Loc.LocalizationParamsManager loc)
- System.Void ApplyUnmodifiedUpgradeParams(System.Int32 lvl, Il2CppI2.Loc.LocalizationParamsManager loc)
- System.Void ApplyUpgradeParams(System.Int32 lvl, Il2CppI2.Loc.LocalizationParamsManager loc, System.Boolean colorize)
- System.Void ExportLoc(Il2CppI2.Loc.LanguageSourceAsset loc)
- System.Void GenerateSlug()
- System.Void OnValidate()
- System.Void set_Desc(System.String)
- System.Void set_Evolutions(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Icon(UnityEngine.Sprite)
- System.Void set_IconColorList(Il2CppSystem.Collections.Generic.List`1[[UnityEngine.Color, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_IsInGame(System.Boolean)
- System.Void set_MergeComponents(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.UpgradeInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_MinVersion(System.Int32)
- System.Void set_Name(System.String)
- System.Void set_Properties(Il2CppSystem.Collections.Generic.Dictionary`2[[Il2Cpp.PropertyType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null],[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])

- System.Void set_PropertiesByLvl(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp System.Collections.Generic.Dictionary`2[[Il2Cpp.PropertyType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null],[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Slug(System.String)
- System.Void set_Tiers(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.UpgradeTier, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- UnityEngine.Sprite get_Icon()

Il2Cpp.HeroInst

Base: `Il2Cpp.UpgradeInst`1[[Il2Cpp.HeroInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]`; enum: false.

Fields (65)

- static System.IntPtr NativeFieldInfoPtr_FollowerOrder
- static System.IntPtr NativeFieldInfoPtr_Id
- static System.IntPtr NativeFieldInfoPtr_LastHitSFXTime
- static System.IntPtr NativeFieldInfoPtr_LastLaunchTime
- static System.IntPtr NativeFieldInfoPtr_LastReturnTime
- static System.IntPtr NativeFieldInfoPtr_LastReturnType
- static System.IntPtr NativeFieldInfoPtr_Obj
- static System.IntPtr NativeFieldInfoPtr_ParentId
- static System.IntPtr NativeFieldInfoPtr_PreserveTime
- static System.IntPtr NativeFieldInfoPtr_StatData
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeFieldInfoPtr__customBallTextures
- static System.IntPtr NativeFieldInfoPtr__customIcon
- static System.IntPtr NativeFieldInfoPtr__customTrailTextures
- static System.IntPtr NativeFieldInfoPtr__hasAOE
- static System.IntPtr NativeFieldInfoPtr__hasSpecial
- static System.IntPtr NativeFieldInfoPtr__hasStatusEff
- static System.IntPtr NativeMethodInfoPtr_ApplyIcon_Public_Virtual_Void_Image_0

- static System.IntPtr NativeMethodInfoPtr_CanCombine_Public_Boolean_HeroInst_0
- static System.IntPtr NativeMethodInfoPtr_CleanUp_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_CombineWith_Public_Void_HeroInst_0
- static System.IntPtr NativeMethodInfoPtr_ContainsComponent_Public_Virtual_Boolean_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_DoesDestroyAfterHitEnemy_Public_Boolean_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DoesDestroyOnHitEnemy_Public_Boolean_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DoesDestroyOnHitWall_Public_Boolean_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DumpStats_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetBabyModifiedProperty_Public_Int32_HeroType_PropertyType_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_GetBabyModifiedProperty_Public_Int32_PropertyType_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_GetBabyModifiedRangeProperty_Public_Int32_HeroType_PropertyType_Boolean_ThreadSafeRandom_0
- static System.IntPtr NativeMethodInfoPtr_GetBabyModifiedRangeProperty_Public_Int32_PropertyType_Boolean_ThreadSafeRandom_0
- static System.IntPtr NativeMethodInfoPtr_GetBallMeshTex_Public_Texture2D_Int32_String_0
- static System.IntPtr NativeMethodInfoPtr_GetBallTrailTex_Public_Texture2D_Int32_String_0
- static System.IntPtr NativeMethodInfoPtr_GetBaseInfo_Public_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetColorInfo_Public_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetDamageType_Public_DamageType_0
- static System.IntPtr NativeMethodInfoPtr_GetHitEffects_Public_IEnumerable_1_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_GetHitSFX_Public_IEnumerable_1_EventReference_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_GetIcon_Public_Sprite_0
- static System.IntPtr NativeMethodInfoPtr_GetInfo_Public_HeroInfo_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetInfo_Public_Virtual_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetMaxDamage_Public_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMinDamage_Public_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNonBirtherType_Public_HeroType_0
- static System.IntPtr NativeMethodInfoPtr_GetNumAOE_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumHitEffects_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumInfo_Public_Int32_0

- static System.IntPtr NativeMethodInfoPtr_GetNumSpecial_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetPendingComboIcon_Public_Sprite_HeroInst_0
- static System.IntPtr NativeMethodInfoPtr_GetReloadPct_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetSpecials_Public_IEnumerable_1_BallSpecialType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatData_Public_HeroStatData_0
- static System.IntPtr NativeMethodInfoPtr_HasAOE_Public_Boolean_BallAOEType_0
- static System.IntPtr NativeMethodInfoPtr_HasComboComponent_Public_Boolean_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_HasHitEffect_Public_Boolean_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_HasMergeComponent_Public_Boolean_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_HasSpecial_Public_Boolean_BallSpecialType_0
- static System.IntPtr NativeMethodInfoPtr_HasType_Public_Boolean_HeroType_0
- static System.IntPtr NativeMethodInfoPtr_IsBadComboInternal_Private_Boolean_HeroInst_0
- static System.IntPtr NativeMethodInfoPtr_IsBadCombo_Public_Boolean_HeroInst_0
- static System.IntPtr NativeMethodInfoPtr_IsReadyToShoot_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ModifyDamage_Public_Int32_Int32_PropertyType_Int32_0
- static System.IntPtr NativeMethodInfoPtr_PickDamage_Public_Int32_ThreadSafeRandom_0
- static System.IntPtr NativeMethodInfoPtr_PopulateArrays_Private_Void_HeroInfo_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_HeroInst_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_HeroType_0

Properties (17)

- Il2Cpp.BallObj Obj { get; set; }
- Il2Cpp.BallReturnType LastReturnType { get; set; }
- Il2Cpp.HeroType Type { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] _customBallTextures { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] _customTrailTextures { get; set; }

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _hasAOE { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _hasSpecial { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _hasStatusEff { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroStatData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] StatData { get; set; }
- System.Int32 FollowerOrder { get; set; }
- System.Int32 Id { get; set; }
- System.Int32 ParentId { get; set; }
- System.Single LastHitSFXTime { get; set; }
- System.Single LastLaunchTime { get; set; }
- System.Single LastReturnTime { get; set; }
- System.Single PreserveTime { get; set; }
- UnityEngine.Sprite _customIcon { get; set; }

Methods (80)

- Il2Cpp.BallObj get_Obj()
- Il2Cpp.BallReturnType get_LastReturnType()
- Il2Cpp.DamageType GetDamageType()
- Il2Cpp.HeroInfo GetBaseInfo()
- Il2Cpp.HeroInfo GetColorInfo()
- Il2Cpp.HeroInfo GetInfo()
- Il2Cpp.HeroInfo GetInfo(System.Int32 idx)
- Il2Cpp.HeroStatData GetStatData()
- Il2Cpp.HeroType GetNonBirtherType()
- Il2Cpp.HeroType get_Type()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get__customBallTextures()

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]] get__customTrailTextures()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get__hasAOE()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get__hasSpecial()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get__hasStatusEff()
- Il2CppSystem.Collections.Generic.IEnumerable`1[[Il2Cpp.BallSpecialType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetSpecials()
- Il2CppSystem.Collections.Generic.IEnumerable`1[[Il2Cpp.StatusEffectType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetHitEffects()
- Il2CppSystem.Collections.Generic.IEnumerable`1[[Il2CppFMODUnity.EventReference, Il2CppFMODUnity, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetHitSFX(System.Boolean isBaby)
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroStatData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_StatData()
- System.Boolean CanCombine(Il2Cpp.HeroInst h2)
- System.Boolean ContainsComponent(Il2Cpp.UpgradeInfo upgInf)
- System.Boolean DoesDestroyAfterHitEnemy(System.Boolean isBaby)
- System.Boolean DoesDestroyOnHitEnemy(System.Boolean isBaby)
- System.Boolean DoesDestroyOnHitWall(System.Boolean isBaby)
- System.Boolean HasAOE(Il2Cpp.BallAOEType t)
- System.Boolean HasComboComponent(Il2Cpp.UpgradeInfo upgInf)
- System.Boolean HasHitEffect(Il2Cpp.StatusEffectType t)
- System.Boolean HasMergeComponent(Il2Cpp.UpgradeInfo upgInf)
- System.Boolean HasSpecial(Il2Cpp.BallSpecialType t)
- System.Boolean HasType(Il2Cpp.HeroType ht)
- System.Boolean IsBadCombo(Il2Cpp.HeroInst h2)
- System.Boolean IsBadComboInternal(Il2Cpp.HeroInst h2)
- System.Boolean IsReadyToShoot()

- System.Int32 GetBabyModifiedProperty(Il2Cpp.HeroType ht, Il2Cpp.PropertyType pt, System.Boolean isBaby)
- System.Int32 GetBabyModifiedProperty(Il2Cpp.PropertyType pt, System.Boolean isBaby)
- System.Int32 GetBabyModifiedRangeProperty(Il2Cpp.HeroType ht, Il2Cpp.PropertyType ptMin, System.Boolean isBaby, Il2Cpp.ThreadSafeRandom rnd)
- System.Int32 GetBabyModifiedRangeProperty(Il2Cpp.PropertyType ptMin, System.Boolean isBaby, Il2Cpp.ThreadSafeRandom rnd)
- System.Int32 GetMaxDamage(System.Int32 lvl)
- System.Int32 GetMinDamage(System.Int32 lvl)
- System.Int32 GetNumAOE()
- System.Int32 GetNumHitEffects()
- System.Int32 GetNumInfo()
- System.Int32 GetNumSpecial()
- System.Int32 ModifyDamage(System.Int32 dmg, Il2Cpp.PropertyType bonusProp, System.Int32 lvl)
- System.Int32 PickDamage(Il2Cpp.ThreadSafeRandom rnd)
- System.Int32 get_FollowerOrder()
- System.Int32 get_Id()
- System.Int32 get_ParentId()
- System.Single GetReloadPct()
- System.Single get_LastHitSFXTime()
- System.Single get_LastLaunchTime()
- System.Single get_LastReturnTime()
- System.Single get_PreserveTime()
- System.String DumpStats()
- System.Void ApplyIcon(UnityEngine.UI.Image img)
- System.Void CleanUp()
- System.Void CombineWith(Il2Cpp.HeroInst h2)
- System.Void PopulateArrays(Il2Cpp.HeroInfo inf)
- System.Void set_FollowerOrder(System.Int32)
- System.Void set_Id(System.Int32)
- System.Void set_LastHitSFXTime(System.Single)
- System.Void set_LastLaunchTime(System.Single)
- System.Void set_LastReturnTime(System.Single)
- System.Void set_LastReturnType(Il2Cpp.BallReturnType)
- System.Void set_Obj(Il2Cpp.BallObj)
- System.Void set_ParentId(System.Int32)

- System.Void set_PreserveTime(System.Single)
- System.Void set_StatData(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroStatData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Type(Il2Cpp.HeroType)
- System.Void set__customBallTextures(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__customIcon(UnityEngine.Sprite)
- System.Void set__customTrailTextures(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppSystem.Collections.Generic.Dictionary`2[[System.String, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e],[UnityEngine.Texture2D, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2Cppmscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__hasAOE(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set__hasSpecial(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set__hasStatusEff(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- UnityEngine.Sprite GetIcon()
- UnityEngine.Sprite GetPendingComboIcon(Il2Cpp.HeroInst h)
- UnityEngine.Sprite get__customIcon()
- UnityEngine.Texture2D GetBallMeshTex(System.Int32 idx, System.String propName)
- UnityEngine.Texture2D GetBallTrailTex(System.Int32 idx, System.String propName)

Il2Cpp.PassiveInst

Base: `Il2Cpp.UpgradeInst`1[[Il2Cpp.PassiveInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]`; enum: false.

Fields (8)

- `static System.IntPtr NativeFieldInfoPtr_NextActiveTurn`
- `static System.IntPtr NativeFieldInfoPtr_StatData`
- `static System.IntPtr NativeFieldInfoPtr_Type`
- `static System.IntPtr NativeMethodInfoPtr_DumpStats_Public_String_0`
- `static System.IntPtr NativeMethodInfoPtr_GetInfo_Public_Virtual_PassiveInfo_0`
- `static System.IntPtr NativeMethodInfoPtr_GetStatData_Public_PassiveStatData_0`
- `static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_PassiveInst_0`
- `static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_PassiveType_0`

Properties (3)

- `Il2Cpp.PassiveType Type { get; set; }`
- `Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveStatData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] StatData { get; set; }`
- `System.Int32 NextActiveTurn { get; set; }`

Methods (9)

- `Il2Cpp.PassiveInfo GetInfo()`
- `Il2Cpp.PassiveStatData GetStatData()`
- `Il2Cpp.PassiveType get_Type()`
- `Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveStatData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_StatData()`
- `System.Int32 get_NextActiveTurn()`
- `System.String DumpStats()`
- `System.Void set_NextActiveTurn(System.Int32 )`
- `System.Void set_StatData(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PassiveStatData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])`
- `System.Void set_Type(Il2Cpp.PassiveType )`

Il2Cpp.UpgradeChoice

Base: `Il2CppSystem.ValueType`; enum: false.

Fields (7)

- `static System.IntPtr NativeFieldInfoPtr_EquipmentIdx`
- `static System.IntPtr NativeFieldInfoPtr_EvoIdx`
- `static System.IntPtr NativeFieldInfoPtr_Info`
- `static System.IntPtr NativeFieldInfoPtr_IsNew`
- `static System.IntPtr NativeFieldInfoPtr_Type`
- `static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_UpgradeInfo_Boolean_0`
- `static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_UpgradeType_Int32_UpgradeInfo_Boolean_Int32_0`

Properties (5)

- `Il2Cpp.UpgradeInfo Info { get; set; }`
- `Il2Cpp.UpgradeType Type { get; set; }`
- `System.Boolean IsNew { get; set; }`
- `System.Int32 EquipmentIdx { get; set; }`
- `System.Int32 EvoIdx { get; set; }`

Methods (10)

- `Il2Cpp.UpgradeInfo get_Info()`
- `Il2Cpp.UpgradeType get_Type()`
- `System.Boolean get_IsNew()`
- `System.Int32 get_EquipmentIdx()`
- `System.Int32 get_EvoIdx()`
- `System.Void set_EquipmentIdx(System.Int32 )`
- `System.Void set_EvoIdx(System.Int32 )`
- `System.Void set_Info(Il2Cpp.UpgradeInfo )`
- `System.Void set_IsNew(System.Boolean )`
- `System.Void set_Type(Il2Cpp.UpgradeType )`

Il2Cpp.LevelUpUI

Base: `Il2Cpp.OverlayUI`; enum: false.

Fields (273)

- `static System.IntPtr NativeFieldInfoPtr_BasicInfoPanel`

- static System.IntPtr NativeFieldInfoPtr_BtnBanish
- static System.IntPtr NativeFieldInfoPtr_BtnComboTwitchVote
- static System.IntPtr NativeFieldInfoPtr_BtnEvoNext
- static System.IntPtr NativeFieldInfoPtr_BtnEvoPrev
- static System.IntPtr NativeFieldInfoPtr_BtnEvoTwitchVote
- static System.IntPtr NativeFieldInfoPtr_BtnFuserCombo
- static System.IntPtr NativeFieldInfoPtr_BtnFuserEvolution
- static System.IntPtr NativeFieldInfoPtr_BtnFuserFreeUpgrades
- static System.IntPtr NativeFieldInfoPtr_BtnGotFuserClose
- static System.IntPtr NativeFieldInfoPtr_BtnGotTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_BtnLvlUpTwitchVote
- static System.IntPtr NativeFieldInfoPtr_BtnPickUpgradeClose
- static System.IntPtr NativeFieldInfoPtr_BtnPromptFuserEncyclo
- static System.IntPtr NativeFieldInfoPtr_BtnReroll
- static System.IntPtr NativeFieldInfoPtr_BtnSelectUpgrade
- static System.IntPtr NativeFieldInfoPtr_BtnStatDisplayToggle
- static System.IntPtr NativeFieldInfoPtr_BtnTouchSelectEvo
- static System.IntPtr NativeFieldInfoPtr_BtnTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_BtnViewStatsClose
- static System.IntPtr NativeFieldInfoPtr_BtnViewStatsContinue
- static System.IntPtr NativeFieldInfoPtr_Btns
- static System.IntPtr NativeFieldInfoPtr_ComboSelectItems
- static System.IntPtr NativeFieldInfoPtr_CrvInitialStarPulse
- static System.IntPtr NativeFieldInfoPtr_CurEquipTab
- static System.IntPtr NativeFieldInfoPtr_CurHeroItems
- static System.IntPtr NativeFieldInfoPtr_CurPage
- static System.IntPtr NativeFieldInfoPtr_CurPassiveItems
- static System.IntPtr NativeFieldInfoPtr_CurPetItems
- static System.IntPtr NativeFieldInfoPtr_DetailsEvoPanels
- static System.IntPtr NativeFieldInfoPtr_EquipTabBtns
- static System.IntPtr NativeFieldInfoPtr_EvoInfPanel
- static System.IntPtr NativeFieldInfoPtr_EvoSelectBtns
- static System.IntPtr NativeFieldInfoPtr_EvoSelectInfoPanel
- static System.IntPtr NativeFieldInfoPtr_EvoSelectInfoSlider
- static System.IntPtr NativeFieldInfoPtr_FuserItems
- static System.IntPtr NativeFieldInfoPtr_GrpEvoInfo

- static System.IntPtr NativeFieldInfoPtr_I
- static System.IntPtr NativeFieldInfoPtr_ImgFuserBackground
- static System.IntPtr NativeFieldInfoPtr_ImgFuserBackgroundGlow
- static System.IntPtr NativeFieldInfoPtr_IsShowingDetailedStats
- static System.IntPtr NativeFieldInfoPtr_LevelUpBtnGrp
- static System.IntPtr NativeFieldInfoPtr_LevelUpLayoutGrp
- static System.IntPtr NativeFieldInfoPtr_LocBanish
- static System.IntPtr NativeFieldInfoPtr_LocDetailsCat
- static System.IntPtr NativeFieldInfoPtr_LocDetailsComboDesc1
- static System.IntPtr NativeFieldInfoPtr_LocDetailsComboDesc2
- static System.IntPtr NativeFieldInfoPtr_LocDetailsComboDetails
- static System.IntPtr NativeFieldInfoPtr_LocDetailsDesc
- static System.IntPtr NativeFieldInfoPtr_LocDetailsName
- static System.IntPtr NativeFieldInfoPtr_LocGotTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_LocParamsGotTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_LocReroll
- static System.IntPtr NativeFieldInfoPtr_LocSelectUpgrade
- static System.IntPtr NativeFieldInfoPtr_LocStatDisplayToggle
- static System.IntPtr NativeFieldInfoPtr_LocTitleMain
- static System.IntPtr NativeFieldInfoPtr_LocTitleSelection
- static System.IntPtr NativeFieldInfoPtr_LocTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_PanelFuser
- static System.IntPtr NativeFieldInfoPtr_PanelMain
- static System.IntPtr NativeFieldInfoPtr_PanelSelection
- static System.IntPtr NativeFieldInfoPtr_PanelSelectionDetails
- static System.IntPtr NativeFieldInfoPtr_ParamsBanish
- static System.IntPtr NativeFieldInfoPtr_ParamsDetailCat
- static System.IntPtr NativeFieldInfoPtr_ParamsDetailsComboDesc1
- static System.IntPtr NativeFieldInfoPtr_ParamsDetailsComboDesc2
- static System.IntPtr NativeFieldInfoPtr_ParamsDetailsComboDetails
- static System.IntPtr NativeFieldInfoPtr_ParamsDetailsDesc
- static System.IntPtr NativeFieldInfoPtr_ParamsDetailsDmg
- static System.IntPtr NativeFieldInfoPtr_ParamsDetailsName
- static System.IntPtr NativeFieldInfoPtr_ParamsGotTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_ParamsReroll
- static System.IntPtr NativeFieldInfoPtr_ParamsTitle

- static System.IntPtr NativeFieldInfoPtr_ParamsTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_PartSysFuserLargeBurst
- static System.IntPtr NativeFieldInfoPtr_PartSysFuserShockwave
- static System.IntPtr NativeFieldInfoPtr_PartSysFuserSparks
- static System.IntPtr NativeFieldInfoPtr_PickUpgradesCharPanel
- static System.IntPtr NativeFieldInfoPtr_PixCvsScaler
- static System.IntPtr NativeFieldInfoPtr_PreviewFuser
- static System.IntPtr NativeFieldInfoPtr_RendAutopickPointer
- static System.IntPtr NativeFieldInfoPtr_ScrlDetails
- static System.IntPtr NativeFieldInfoPtr_ScrlEvoInf
- static System.IntPtr NativeFieldInfoPtr_SelectComboSelectable
- static System.IntPtr NativeFieldInfoPtr_SelectableFuserOptions
- static System.IntPtr NativeFieldInfoPtr_StatPanel
- static System.IntPtr NativeFieldInfoPtr_StatRowPool
- static System.IntPtr NativeFieldInfoPtr_TxtCurGold
- static System.IntPtr NativeFieldInfoPtr_TxtGotTreasureContinue
- static System.IntPtr NativeFieldInfoPtr_TxtTitleMain
- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeFieldInfoPtr_VertGrpEvoInfo
- static System.IntPtr NativeFieldInfoPtr_WrapperBasicInfo
- static System.IntPtr NativeFieldInfoPtr_WrapperCurHeroes
- static System.IntPtr NativeFieldInfoPtr_WrapperCurPassives
- static System.IntPtr NativeFieldInfoPtr_WrapperDetailedStats
- static System.IntPtr NativeFieldInfoPtr_WrapperDetailsStats
- static System.IntPtr NativeFieldInfoPtr_WrapperEquipTabNav
- static System.IntPtr NativeFieldInfoPtr_WrapperEquipTabs
- static System.IntPtr NativeFieldInfoPtr_WrapperEvoName
- static System.IntPtr NativeFieldInfoPtr_WrapperEvoNext
- static System.IntPtr NativeFieldInfoPtr_WrapperEvoPrev
- static System.IntPtr NativeFieldInfoPtr_WrapperFuserOptions
- static System.IntPtr NativeFieldInfoPtr_WrapperFuserPreviewCam
- static System.IntPtr NativeFieldInfoPtr_WrapperLvlUpBtnPrompts
- static System.IntPtr NativeFieldInfoPtr_WrapperSelectCombo
- static System.IntPtr NativeFieldInfoPtr_WrapperSelectEvo
- static System.IntPtr NativeFieldInfoPtr_WrapperSelectionContent
- static System.IntPtr NativeFieldInfoPtr_Wrappers

- static System.IntPtr NativeFieldInfoPtr_XfmFuser
- static System.IntPtr NativeFieldInfoPtr__autopickRoutine
- static System.IntPtr NativeFieldInfoPtr__availHCombos
- static System.IntPtr NativeFieldInfoPtr__availHeroUpgrades
- static System.IntPtr NativeFieldInfoPtr__availMerges
- static System.IntPtr NativeFieldInfoPtr__availNewHeroes
- static System.IntPtr NativeFieldInfoPtr__availNewPassives
- static System.IntPtr NativeFieldInfoPtr__availNewPetUpgrades
- static System.IntPtr NativeFieldInfoPtr__availPassiveUpgrades
- static System.IntPtr NativeFieldInfoPtr__availPetUpgrades
- static System.IntPtr NativeFieldInfoPtr__bgSpeedLerpAnim
- static System.IntPtr NativeFieldInfoPtr__choices
- static System.IntPtr NativeFieldInfoPtr__curEvoPage
- static System.IntPtr NativeFieldInfoPtr__curFuserBGStarAnim
- static System.IntPtr NativeFieldInfoPtr__doneAnimatingGamble
- static System.IntPtr NativeFieldInfoPtr__fuserAnim
- static System.IntPtr NativeFieldInfoPtr__fuserBGSpeed
- static System.IntPtr NativeFieldInfoPtr__fuserBGTime
- static System.IntPtr NativeFieldInfoPtr__fuserXfmAnim
- static System.IntPtr NativeFieldInfoPtr__fusionChoices
- static System.IntPtr NativeFieldInfoPtr__gambleAnim
- static System.IntPtr NativeFieldInfoPtr__gambleIdx
- static System.IntPtr NativeFieldInfoPtr__hoveredEvo
- static System.IntPtr NativeFieldInfoPtr__isAnimatingGamble
- static System.IntPtr NativeFieldInfoPtr__isAwaitingPollResults
- static System.IntPtr NativeFieldInfoPtr__isBanishing
- static System.IntPtr NativeFieldInfoPtr__isFuserRevealed
- static System.IntPtr NativeFieldInfoPtr__isRevealingCombo
- static System.IntPtr NativeFieldInfoPtr__isRevealingEvo
- static System.IntPtr NativeFieldInfoPtr__isRevealingFreeUpgrades
- static System.IntPtr NativeFieldInfoPtr__isTwitchPolling
- static System.IntPtr NativeFieldInfoPtr__lastPollFailed
- static System.IntPtr NativeFieldInfoPtr__lastVibrateIntensity
- static System.IntPtr NativeFieldInfoPtr__lastVibrateLen
- static System.IntPtr NativeFieldInfoPtr__lastVibrateTime
- static System.IntPtr NativeFieldInfoPtr__latestPollResults

- static System.IntPtr NativeFieldInfoPtr__loopingSFX
- static System.IntPtr NativeFieldInfoPtr__numGoldGot
- static System.IntPtr NativeFieldInfoPtr__numUpgradeChoices
- static System.IntPtr NativeFieldInfoPtr__pickedFirstUpgrade
- static System.IntPtr NativeFieldInfoPtr__prevChoices
- static System.IntPtr NativeFieldInfoPtr__receivedPollResults
- static System.IntPtr NativeFieldInfoPtr__rerollCost
- static System.IntPtr NativeFieldInfoPtr__rnd
- static System.IntPtr NativeFieldInfoPtr__selectedComboBtns
- static System.IntPtr NativeFieldInfoPtr__selectedEvoIdx
- static System.IntPtr NativeFieldInfoPtr__selectedFuserOption
- static System.IntPtr NativeFieldInfoPtr__selectedLvlUpBtn
- static System.IntPtr NativeFieldInfoPtr__skipAutopick
- static System.IntPtr NativeFieldInfoPtr__tmpStats
- static System.IntPtr NativeFieldInfoPtr__upgradeStreak
- static System.IntPtr NativeFieldInfoPtr__vbWaitAnim
- static System.IntPtr NativeFieldInfoPtr_kDefaultStarOpacity
- static System.IntPtr NativeFieldInfoPtr_kDefaultStarSpeed
- static System.IntPtr NativeFieldInfoPtr_kMaxFuserGold
- static System.IntPtr NativeFieldInfoPtr_kMinFuserGold
- static System.IntPtr NativeFieldInfoPtr_kPointerLen
- static System.IntPtr NativeMethodInfoPtr_Activate_Public_Void_LevelUpType_0
- static System.IntPtr NativeMethodInfoPtr_AddRejectionStats_Private_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_AddStatRow_Private_Void_String_UpgradeInfo_Int32_PropertyType_PropertyType_0
- static System.IntPtr NativeMethodInfoPtr_AddStatRows_Private_Void_UpgradeInfo_Int32_0
- static System.IntPtr NativeMethodInfoPtr_ApplyCombo_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_CheckEvoAch_Private_Void_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_CloseLevelUp_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_CompleteGamble_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_ConfirmIgnoreBonus_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_ConfirmIgnoreFuser_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_Deactivate_Public_Virtual_Void_0

- static System.IntPtr NativeMethodInfoPtr_FlashBGSpeed_Public_Void_Single_Single_Single_Single_AnimationCurve_0
- static System.IntPtr NativeMethodInfoPtr_FlashStars_Public_Void_Single_Single_Single_Single_AnimationCurve_0
- static System.IntPtr NativeMethodInfoPtr_GetComboScore_Private_Single_Int32_HeroCombo_0
- static System.IntPtr NativeMethodInfoPtr_GetCurUpgradeItem_Private_LevelUpCurEquipItem_UpgradeChoice_0
- static System.IntPtr NativeMethodInfoPtr_GetCurUpgradeItem_Private_LevelUpCurEquipItem_UpgradeInfo_0
- static System.IntPtr NativeMethodInfoPtr_GetFreeHeroItem_Private_LevelUpCurEquipItem_0
- static System.IntPtr NativeMethodInfoPtr_GetFreePassiveItem_Private_LevelUpCurEquipItem_0
- static System.IntPtr NativeMethodInfoPtr_GetHeroIdxFromSlug_Private_Int32_String_0
- static System.IntPtr NativeMethodInfoPtr_GetHeroItem_Private_LevelUpCurEquipItem_HeroType_0
- static System.IntPtr NativeMethodInfoPtr_GetIgnoreValue_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumPossibleCombos_Private_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumValidComboHeroes_Private_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetPassiveItem_Private_LevelUpCurEquipItem_PassiveType_0
- static System.IntPtr NativeMethodInfoPtr_GetTotalAvailFusions_Private_Int32_0
- static System.IntPtr NativeMethodInfoPtr_HasFreeUpgrades_Private_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_HighlightBtn_Private_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_HoverBtn_Public_Void_LevelUpBtn_0
- static System.IntPtr NativeMethodInfoPtr_HoverEvo_Public_Void_EvoSelectBtn_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_LerpBGSpeed_Private_Void_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_MyUpdate_Protected_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnBPressed_Public_Virtual_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_OnBanishClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnCharEquipClicked_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnCloseClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnComboVoteClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnContinueClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnDestroy_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnEntryComplete_Protected_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnEntryPct_Protected_Virtual_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_OnEvoVoteClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnExitComplete_Public_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnExitPct_Public_Virtual_Void_Single_0

- static System.IntPtr NativeMethodInfoPtr_OnGrpEntered_Private_Void_CoolButton_0
- static System.IntPtr NativeMethodInfoPtr_OnGrpExited_Private_Void_CoolButton_0
- static System.IntPtr NativeMethodInfoPtr_OnGrpNav_Private_Void_CoolButton_CoolButton_0
- static System.IntPtr NativeMethodInfoPtr_OnInputTypeChanged_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnLvlUpVoteClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnNextEvoClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnPetEquipClicked_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnPollClosed_Private_Void_List_1_PollResult_Int32_0
- static System.IntPtr NativeMethodInfoPtr_OnPrevEvoClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnRerollClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnRerollHover_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnResolutionChanged_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnSelectUpgradeClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnStatsToggled_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnTouchSelectEvoClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_PopulateUpgrades_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_RebuildEvoDetailsLayout_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_RefreshComboBtn_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_RefreshCurEquipment_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_RefreshRerolls_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_SelectBtn_Public_Void_LevelUpBtn_0
- static System.IntPtr NativeMethodInfoPtr_SelectComboComponent_Public_Void_ComboSelectItem_0
- static System.IntPtr NativeMethodInfoPtr_SelectEvo_Public_Void_EvoSelectBtn_0
- static System.IntPtr NativeMethodInfoPtr_SelectFuserOption_Public_Void_FuserOptionType_0
- static System.IntPtr NativeMethodInfoPtr_SetBanishing_Private_Void_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SetEquipTab_Public_Void_LvlUpEquipTab_0
- static System.IntPtr NativeMethodInfoPtr_SetEvoPage_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_SetPage_Public_Void_LevelUpPage_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SetStarOpacity_Private_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_SetStarSpeed_Private_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_ShouldAutopick_Private_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_ShouldAutopickerPause_Private_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SkipFreeUpgrades_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_SkipRevealFusion_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_Start_Protected_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_ToggleDetailedStats_Public_Void_Boolean_0

- static System.IntPtr NativeMethodInfoPtr_VibrateController_Private_Void_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr_WaitForCurrentVibrationAndVibrate_Private_Void_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__AnimateBanish_Private_IEnumerator_1_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr__AnimateCloseLevelUp_Private_IEnumerator_1_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr__AnimateReroll_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__AutopickerWaitForSeconds_Private_IEnumerator_1_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__EnterAutopickerCursor_Private_IEnumerator_1_Single_Rect_0
- static System.IntPtr NativeMethodInfoPtr__ExitAutopickerCursor_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__FlashBGSpeed_Private_IEnumerator_1_Single_Single_Single_Single_Single_AnimationCurve_0
- static System.IntPtr NativeMethodInfoPtr__FlashStars_Private_IEnumerator_1_Single_Single_Single_Single_Single_AnimationCurve_0
- static System.IntPtr NativeMethodInfoPtr__LerpBGSpeed_Private_IEnumerator_1_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__RefreshDetailsContent_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RefreshEvoPanel_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RefreshLevelUp_Private_IEnumerator_1_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr__RevealAvailComboComponents_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RevealComboOptions_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RevealCombo_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RevealEvoOptions_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RevealFreeUpgrades_Private_IEnumerator_1_Single_Boolean_0
- static System.IntPtr NativeMethodInfoPtr__RevealFusion_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunAutopicker_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunEvoPollClosed_Private_IEnumerator_1_Single_List_1_PollResult_Int32_0
- static System.IntPtr NativeMethodInfoPtr__RunGamble_Private_IEnumerator_1_Single_0

- static System.IntPtr NativeMethodInfoPtr__RunLvlUpPollClosed_Private_IEnumerator_1_Single_List_1_PollResult_Int32_0
- static System.IntPtr NativeMethodInfoPtr__WaitAndHoverBtn_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__WaitForCurrentVibrationAndVibrate_Private_IEnumerator_1_Single_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (166)

- Il2Cpp.BtnPrompt BtnPromptFuserEncyclo { get; set; }
- Il2Cpp.BtnPromptLocParams LocParamsGotTreasureContinue { get; set; }
- Il2Cpp.CharInfoPanel BasicInfoPanel { get; set; }
- Il2Cpp.CharInfoPanel PickUpgradesCharPanel { get; set; }
- Il2Cpp.CoolButton BtnBanish { get; set; }
- Il2Cpp.CoolButton BtnEvoNext { get; set; }
- Il2Cpp.CoolButton BtnEvoPrev { get; set; }
- Il2Cpp.CoolButton BtnGotFuserClose { get; set; }
- Il2Cpp.CoolButton BtnGotTreasureContinue { get; set; }
- Il2Cpp.CoolButton BtnPickUpgradeClose { get; set; }
- Il2Cpp.CoolButton BtnReroll { get; set; }
- Il2Cpp.CoolButton BtnSelectUpgrade { get; set; }
- Il2Cpp.CoolButton BtnStatDisplayToggle { get; set; }
- Il2Cpp.CoolButton BtnTouchSelectEvo { get; set; }
- Il2Cpp.CoolButton BtnTreasureContinue { get; set; }
- Il2Cpp.CoolButton BtnViewStatsClose { get; set; }
- Il2Cpp.CoolButton BtnViewStatsContinue { get; set; }
- Il2Cpp.CoolButtonGroup LevelUpBtnGrp { get; set; }
- Il2Cpp.CoolSelectableWrapper SelectComboSelectable { get; set; }
- Il2Cpp.CoolSelectableWrapper SelectableFuserOptions { get; set; }
- Il2Cpp.DetailedStatsPanel StatPanel { get; set; }
- Il2Cpp.EquipmentInfoPanel EvoInfPanel { get; set; }
- Il2Cpp.EquipmentInfoPanel EvoSelectInfoPanel { get; set; }
- Il2Cpp.EvoSelectBtn _hoveredEvo { get; set; }
- Il2Cpp.FuserOptionBtn BtnFuserCombo { get; set; }
- Il2Cpp.FuserOptionBtn BtnFuserEvolution { get; set; }
- Il2Cpp.FuserOptionBtn BtnFuserFreeUpgrades { get; set; }

- Il2Cpp.FuserOptionType _selectedFuserOption { get; set; }
- Il2Cpp.FuserPickupObj PreviewFuser { get; set; }
- Il2Cpp.LevelUpBtn _selectedLvlUpBtn { get; set; }
- Il2Cpp.LevelUpPage CurPage { get; set; }
- Il2Cpp.LevelUpType Type { get; set; }
- Il2Cpp.LevelUpUI I { get; set; }
- Il2Cpp.LvlUpEquipTab CurEquipTab { get; set; }
- Il2Cpp.PartSys PartSysFuserLargeBurst { get; set; }
- Il2Cpp.PartSys PartSysFuserShockwave { get; set; }
- Il2Cpp.PartSys PartSysFuserSparks { get; set; }
- Il2Cpp.PixelCanvasScaler PixCvsScaler { get; set; }
- Il2Cpp.SerializedObjectPool`1[[Il2Cpp.LevelUpStatRow, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] StatRowPool { get; set; }
- Il2Cpp.SlidingPanel EvoSelectInfoSlider { get; set; }
- Il2Cpp.SlidingPanel PanelFuser { get; set; }
- Il2Cpp.SlidingPanel PanelMain { get; set; }
- Il2Cpp.SlidingPanel PanelSelection { get; set; }
- Il2Cpp.SlidingPanel PanelSelectionDetails { get; set; }
- Il2Cpp.TwitchVoteBtn BtnComboTwitchVote { get; set; }
- Il2Cpp.TwitchVoteBtn BtnEvoTwitchVote { get; set; }
- Il2Cpp.TwitchVoteBtn BtnLvlUpTwitchVote { get; set; }
- Il2CppFMOD.Studio.EventInstance _loopingSFX { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsBanish { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsDetailCat { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsDetailsComboDesc1 { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsDetailsComboDesc2 { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsDetailsComboDetails { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsDetailsDesc { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsDetailsDmg { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsDetailsName { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsGotTreasureContinue { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsReroll { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsTitle { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsTreasureContinue { get; set; }
- Il2CppI2.Loc.Localize LocBanish { get; set; }
- Il2CppI2.Loc.Localize LocDetailsCat { get; set; }

- Il2CppI2.Loc.Localize LocDetailsComboDesc1 { get; set; }
- Il2CppI2.Loc.Localize LocDetailsComboDesc2 { get; set; }
- Il2CppI2.Loc.Localize LocDetailsComboDetails { get; set; }
- Il2CppI2.Loc.Localize LocDetailsDesc { get; set; }
- Il2CppI2.Loc.Localize LocDetailsName { get; set; }
- Il2CppI2.Loc.Localize LocGotTreasureContinue { get; set; }
- Il2CppI2.Loc.Localize LocReroll { get; set; }
- Il2CppI2.Loc.Localize LocSelectUpgrade { get; set; }
- Il2CppI2.Loc.Localize LocStatDisplayToggle { get; set; }
- Il2CppI2.Loc.Localize LocTitleMain { get; set; }
- Il2CppI2.Loc.Localize LocTitleSelection { get; set; }
- Il2CppI2.Loc.Localize LocTreasureContinue { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.ComboSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] ComboSelectItems { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CoolButton, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] EquipTabBtns { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.EquipmentEvoPanel, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] DetailsEvoPanels { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.EvoSelectBtn, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] EvoSelectBtns { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.FreeUpgradeItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] FuserItems { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpBtn, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Btns { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpCurEquipItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] CurHeroItems { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpCurEquipItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] CurPassiveItems { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PetDisplayItemBattle, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] CurPetItems { get; set; }

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.GameObject, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] WrapperEquipTabs { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.GameObject, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Wrappers { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _tmpStats { get; set; }
- Il2CppMEC.CoroutineHandle _autopickRoutine { get; set; }
- Il2CppMEC.CoroutineHandle _bgSpeedLerpAnim { get; set; }
- Il2CppMEC.CoroutineHandle _curFuserBGStarAnim { get; set; }
- Il2CppMEC.CoroutineHandle _fuserAnim { get; set; }
- Il2CppMEC.CoroutineHandle _fuserXfmAnim { get; set; }
- Il2CppMEC.CoroutineHandle _gambleAnim { get; set; }
- Il2CppMEC.CoroutineHandle _vbWaitAnim { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.ComboSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _selectedComboBtns { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroCombo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availHCombos { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PollResult, Il2Cppdevolver.extensions.runtime, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _latestPollResults { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availHeroUpgrades { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availMerges { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availNewHeroes { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availNewPassives { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availNewPetUpgrades { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availPassiveUpgrades { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _availPetUpgrades { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _choices { get; set; }

- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _prevChoices { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _fusionChoices { get; set; }
- Il2CppSystem.Random _rnd { get; set; }
- Il2CppTMPro.TextMeshProUGUI TxtCurGold { get; set; }
- Il2CppTMPro.TextMeshProUGUI TxtGotTreasureContinue { get; set; }
- Il2CppTMPro.TextMeshProUGUI TxtTitleMain { get; set; }
- System.Boolean IsShowingDetailedStats { get; set; }
- System.Boolean _doneAnimatingGamble { get; set; }
- System.Boolean _isAnimatingGamble { get; set; }
- System.Boolean _isAwaitingPollResults { get; set; }
- System.Boolean _isBanishing { get; set; }
- System.Boolean _isFuserRevealed { get; set; }
- System.Boolean _isRevealingCombo { get; set; }
- System.Boolean _isRevealingEvo { get; set; }
- System.Boolean _isRevealingFreeUpgrades { get; set; }
- System.Boolean _isTwitchPolling { get; set; }
- System.Boolean _lastPollFailed { get; set; }
- System.Boolean _pickedFirstUpgrade { get; set; }
- System.Boolean _receivedPollResults { get; set; }
- System.Boolean _skipAutopick { get; set; }
- System.Int32 _curEvoPage { get; set; }
- System.Int32 _gambleIdx { get; set; }
- System.Int32 _numGoldGot { get; set; }
- System.Int32 _numUpgradeChoices { get; set; }
- System.Int32 _rerollCost { get; set; }
- System.Int32 _selectedEvoIdx { get; set; }
- System.Int32 _upgradeStreak { get; set; }
- System.Int32 kMaxFuserGold { get; set; }
- System.Int32 kMinFuserGold { get; set; }
- System.Single _fuserBGSpeed { get; set; }
- System.Single _fuserBGTime { get; set; }
- System.Single _lastVibrateIntensity { get; set; }
- System.Single _lastVibrateLen { get; set; }

- System.Single _lastVibrateTime { get; set; }
- System.Single kDefaultStarOpacity { get; set; }
- System.Single kDefaultStarSpeed { get; set; }
- System.Single kPointerLen { get; set; }
- UnityEngine.AnimationCurve CrvInitialStarPulse { get; set; }
- UnityEngine.CanvasGroup GrpEvoInfo { get; set; }
- UnityEngine.GameObject WrapperBasicInfo { get; set; }
- UnityEngine.GameObject WrapperDetailedStats { get; set; }
- UnityEngine.GameObject WrapperDetailsStats { get; set; }
- UnityEngine.GameObject WrapperEquipTabNav { get; set; }
- UnityEngine.GameObject WrapperEvoName { get; set; }
- UnityEngine.GameObject WrapperEvoNext { get; set; }
- UnityEngine.GameObject WrapperEvoPrev { get; set; }
- UnityEngine.GameObject WrapperFuserOptions { get; set; }
- UnityEngine.GameObject WrapperFuserPreviewCam { get; set; }
- UnityEngine.GameObject WrapperLvlUpBtnPrompts { get; set; }
- UnityEngine.GameObject WrapperSelectCombo { get; set; }
- UnityEngine.GameObject WrapperSelectEvo { get; set; }
- UnityEngine.RectTransform WrapperCurHeroes { get; set; }
- UnityEngine.RectTransform WrapperCurPassives { get; set; }
- UnityEngine.RectTransform WrapperSelectionContent { get; set; }
- UnityEngine.RectTransform XfmFuser { get; set; }
- UnityEngine.UI.HorizontalLayoutGroup LevelUpLayoutGrp { get; set; }
- UnityEngine.UI.Image ImgFuserBackground { get; set; }
- UnityEngine.UI.Image ImgFuserBackgroundGlow { get; set; }
- UnityEngine.UI.Image RendAutopickPointer { get; set; }
- UnityEngine.UI.ScrollRect ScrlDetails { get; set; }
- UnityEngine.UI.ScrollRect ScrlEvoInf { get; set; }
- UnityEngine.UI.VerticalLayoutGroup VertGrpEvoInfo { get; set; }

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- Il2Cpp.BtnPrompt get_BtnPromptFuserEncyclo()
- Il2Cpp.BtnPromptLocParams get_LocParamsGotTreasureContinue()
- Il2Cpp.CharInfoPanel get_BasicInfoPanel()
- Il2Cpp.CharInfoPanel get_PickUpgradesCharPanel()
- Il2Cpp.CoolButton get_BtnBanish()

- Il2Cpp.CoolButton get_BtnEvoNext()
- Il2Cpp.CoolButton get_BtnEvoPrev()
- Il2Cpp.CoolButton get_BtnGotFuserClose()
- Il2Cpp.CoolButton get_BtnGotTreasureContinue()
- Il2Cpp.CoolButton get_BtnPickUpgradeClose()
- Il2Cpp.CoolButton get_BtnReroll()
- Il2Cpp.CoolButton get_BtnSelectUpgrade()
- Il2Cpp.CoolButton get_BtnStatDisplayToggle()
- Il2Cpp.CoolButton get_BtnTouchSelectEvo()
- Il2Cpp.CoolButton get_BtnTreasureContinue()
- Il2Cpp.CoolButton get_BtnViewStatsClose()
- Il2Cpp.CoolButton get_BtnViewStatsContinue()
- Il2Cpp.CoolButtonGroup get_LevelUpBtnGrp()
- Il2Cpp.CoolSelectableWrapper get_SelectComboSelectable()
- Il2Cpp.CoolSelectableWrapper get_SelectableFuserOptions()
- Il2Cpp.DetailedStatsPanel get_StatPanel()
- Il2Cpp.EquipmentInfoPanel get_EvoInfPanel()
- Il2Cpp.EquipmentInfoPanel get_EvoSelectInfoPanel()
- Il2Cpp.EvoSelectBtn get__hoveredEvo()
- Il2Cpp.FuserOptionBtn get_BtnFuserCombo()
- Il2Cpp.FuserOptionBtn get_BtnFuserEvolution()
- Il2Cpp.FuserOptionBtn get_BtnFuserFreeUpgrades()
- Il2Cpp.FuserOptionType get__selectedFuserOption()
- Il2Cpp.FuserPickupObj get_PreviewFuser()
- Il2Cpp.LevelUpBtn get__selectedLvlUpBtn()
- Il2Cpp.LevelUpCurEquipItem GetCurUpgradeItem(Il2Cpp.UpgradeChoice c)
- Il2Cpp.LevelUpCurEquipItem GetCurUpgradeItem(Il2Cpp.UpgradeInfo inf)
- Il2Cpp.LevelUpCurEquipItem GetFreeHeroItem()
- Il2Cpp.LevelUpCurEquipItem GetFreePassiveItem()
- Il2Cpp.LevelUpCurEquipItem GetHeroItem(Il2Cpp.HeroType ht)
- Il2Cpp.LevelUpCurEquipItem GetPassiveItem(Il2Cpp.PassiveType pt)
- Il2Cpp.LevelUpPage get_CurPage()
- Il2Cpp.LevelUpType get_Type()
- Il2Cpp.LvlUpEquipTab get_CurEquipTab()
- Il2Cpp.PartSys get_PartSysFuserLargeBurst()
- Il2Cpp.PartSys get_PartSysFuserShockwave()

- Il2Cpp.PartSys get_PartSysFuserSparks()
- Il2Cpp.PixelCanvasScaler get_PixCvsScaler()
- Il2Cpp.SerializedObjectPool`1[[Il2Cpp.LevelUpStatRow, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_StatRowPool()
- Il2Cpp.SlidingPanel get_EvoSelectInfoSlider()
- Il2Cpp.SlidingPanel get_PanelFuser()
- Il2Cpp.SlidingPanel get_PanelMain()
- Il2Cpp.SlidingPanel get_PanelSelection()
- Il2Cpp.SlidingPanel get_PanelSelectionDetails()
- Il2Cpp.TwitchVoteBtn get_BtnComboTwitchVote()
- Il2Cpp.TwitchVoteBtn get_BtnEvoTwitchVote()
- Il2Cpp.TwitchVoteBtn get_BtnLvlUpTwitchVote()
- Il2CppFMOD.Studio.EventInstance get__loopingSFX()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsBanish()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsDetailCat()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsDetailsComboDesc1()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsDetailsComboDesc2()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsDetailsComboDetails()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsDetailsDesc()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsDetailsDmg()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsDetailsName()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsGotTreasureContinue()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsReroll()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsTitle()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsTreasureContinue()
- Il2CppI2.Loc.Localize get_LocBanish()
- Il2CppI2.Loc.Localize get_LocDetailsCat()
- Il2CppI2.Loc.Localize get_LocDetailsComboDesc1()
- Il2CppI2.Loc.Localize get_LocDetailsComboDesc2()
- Il2CppI2.Loc.Localize get_LocDetailsComboDetails()
- Il2CppI2.Loc.Localize get_LocDetailsDesc()
- Il2CppI2.Loc.Localize get_LocDetailsName()
- Il2CppI2.Loc.Localize get_LocGotTreasureContinue()
- Il2CppI2.Loc.Localize get_LocReroll()
- Il2CppI2.Loc.Localize get_LocSelectUpgrade()
- Il2CppI2.Loc.Localize get_LocStatDisplayToggle()

- Il2CppI2.Loc.Localize get_LocTitleMain()
- Il2CppI2.Loc.Localize get_LocTitleSelection()
- Il2CppI2.Loc.Localize get_LocTreasureContinue()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.ComboSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_ComboSelectItems()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CoolButton, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_EquipTabBtns()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.EquipmentEvoPanel, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_DetailsEvoPanels()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.EvoSelectBtn, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_EvoSelectBtns()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.FreeUpgradeItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_FuserItems()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpBtn, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Btns()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpCurEquipItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_CurHeroItems()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpCurEquipItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_CurPassiveItems()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PetDisplayItemBattle, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_CurPetItems()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.GameObject, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_WrapperEquipTabs()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.GameObject, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Wrappers()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get__tmpStats()
- Il2CppMEC.CoroutineHandle get__autopickRoutine()
- Il2CppMEC.CoroutineHandle get__bgSpeedLerpAnim()
- Il2CppMEC.CoroutineHandle get__curFuserBGStarAnim()
- Il2CppMEC.CoroutineHandle get__fuserAnim()

- Il2CppMEC.CoroutineHandle get__fuserXfmAnim()
- Il2CppMEC.CoroutineHandle get__gambleAnim()
- Il2CppMEC.CoroutineHandle get__vbWaitAnim()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateBanish(System.Int32 selIdx)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateCloseLevelUp(System.Int32 selIdx)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateReroll()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AutopickerWaitForSeconds(System.Single secs)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _EnterAutopickerCursor(UnityEngine.Rect tgtRect)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _ExitAutopickerCursor()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _FlashBGSpeed(System.Single startSpeed, System.Single flashSpeed, System.Single endSpeed, System.Single len, UnityEngine.AnimationCurve crv)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _FlashStars(System.Single startAlpha, System.Single flashAlpha, System.Single endAlpha, System.Single len, UnityEngine.AnimationCurve crv)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _LerpBGSpeed(System.Single tgtSpeed, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RefreshDetailsContent()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RefreshEvoPanel()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RefreshLevelUp(System.Int32 selIdx)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RevealAvailComboComponents()

- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RevealCombo()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RevealComboOptions()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RevealEvoOptions()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RevealFreeUpgrades(System.Boolean isMoney)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RevealFusion()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunAutopicker()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunEvoPollClosed(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PollResult, Il2Cppdevolver.extensions.runtime, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] results, System.Int32 totalVotes)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunGamble()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunLvlUpPollClosed(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PollResult, Il2Cppdevolver.extensions.runtime, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] results, System.Int32 totalVotes)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _WaitAndHoverBtn()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _WaitForCurrentVibrationAndVibrate(System.Single intensity, System.Single len)
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.ComboSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__selectedComboBtns()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroCombo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availHCombos()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PollResult, Il2Cppdevolver.extensions.runtime, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__latestPollResults()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availHeroUpgrades()

- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availMerges()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availNewHeroes()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availNewPassives()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availNewPetUpgrades()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availPassiveUpgrades()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__availPetUpgrades()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__choices()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__prevChoices()
- Il2CppSystem.Collections.Generic.List`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get__fusionChoices()
- Il2CppSystem.Random get__rnd()
- Il2CppTMPro.TextMeshProUGUI get_TxtCurGold()
- Il2CppTMPro.TextMeshProUGUI get_TxtGotTreasureContinue()
- Il2CppTMPro.TextMeshProUGUI get_TxtTitleMain()
- System.Boolean HasFreeUpgrades()
- System.Boolean OnBPressed()
- System.Boolean ShouldAutopick()
- System.Boolean ShouldAutopickerPause()
- System.Boolean get_IsShowingDetailedStats()
- System.Boolean get__doneAnimatingGamble()
- System.Boolean get__isAnimatingGamble()
- System.Boolean get__isAwaitingPollResults()
- System.Boolean get__isBanishing()
- System.Boolean get__isFuserRevealed()
- System.Boolean get__isRevealingCombo()
- System.Boolean get__isRevealingEvo()
- System.Boolean get__isRevealingFreeUpgrades()
- System.Boolean get__isTwitchPolling()
- System.Boolean get__lastPollFailed()

- System.Boolean get__pickedFirstUpgrade()
- System.Boolean get__receivedPollResults()
- System.Boolean get__skipAutopick()
- System.Int32 GetHeroIdxFromSlug(System.String slug)
- System.Int32 GetIgnoreValue()
- System.Int32 GetNumPossibleCombos()
- System.Int32 GetNumValidComboHeroes()
- System.Int32 GetTotalAvailFusions()
- System.Int32 get__curEvoPage()
- System.Int32 get__gambleIdx()
- System.Int32 get__numGoldGot()
- System.Int32 get__numUpgradeChoices()
- System.Int32 get__rerollCost()
- System.Int32 get__selectedEvoIdx()
- System.Int32 get__upgradeStreak()
- System.Single GetComboScore(System.Int32 i, Il2Cpp.HeroCombo c)
- System.Single get__fuserBGSpeed()
- System.Single get__fuserBGTime()
- System.Single get__lastVibrateIntensity()
- System.Single get__lastVibrateLen()
- System.Single get__lastVibrateTime()
- System.Void Activate(Il2Cpp.LevelUpType t)
- System.Void AddRejectionStats(System.Int32 selectedIdx)
- System.Void AddStatRow(System.String label, Il2Cpp.UpgradeInfo inf, System.Int32 lvl, Il2Cpp.PropertyType pt, Il2Cpp.PropertyType pt2)
- System.Void AddStatRows(Il2Cpp.UpgradeInfo inf, System.Int32 tgtLvl)
- System.Void ApplyCombo()
- System.Void Awake()
- System.Void CheckEvoAch(Il2Cpp.UpgradeInfo evoInf)
- System.Void CloseLevelUp()
- System.Void CompleteGamble()
- System.Void ConfirmIgnoreBonus()
- System.Void ConfirmIgnoreFuser()
- System.Void Deactivate()
- System.Void FlashBGSpeed(System.Single startSpeed, System.Single flashSpeed, System.Single endSpeed, System.Single len, UnityEngine.AnimationCurve crv)

- System.Void FlashStars(System.Single startAlpha, System.Single flashAlpha, System.Single endAlpha, System.Single len, UnityEngine.AnimationCurve crv)
- System.Void HighlightBtn(System.Int32 idx)
- System.Void HoverBtn(Il2Cpp.LevelUpBtn bItem)
- System.Void HoverEvo(Il2Cpp.EvoSelectBtn btn, System.Boolean isVisible)
- System.Void LerpBGSpeed(System.Single tgtSpeed, System.Single len)
- System.Void MyUpdate()
- System.Void OnBanishClicked()
- System.Void OnCharEquipClicked()
- System.Void OnCloseClicked()
- System.Void OnComboVoteClicked()
- System.Void OnContinueClicked()
- System.Void OnDestroy()
- System.Void OnEntryComplete()
- System.Void OnEntryPct(System.Single pct)
- System.Void OnEvoVoteClicked()
- System.Void OnExitComplete()
- System.Void OnExitPct(System.Single pct)
- System.Void OnGrpEntered(Il2Cpp.CoolButton btn)
- System.Void OnGrpExited(Il2Cpp.CoolButton btn)
- System.Void OnGrpNav(Il2Cpp.CoolButton btnPrev, Il2Cpp.CoolButton btnNext)
- System.Void OnInputTypeChanged()
- System.Void OnLvlUpVoteClicked()
- System.Void OnNextEvoClicked()
- System.Void OnPetEquipClicked()
- System.Void OnPollClosed(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PollResult, Il2Cppdevolver.extensions.runtime, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] results, System.Int32 totalVotes)
- System.Void OnPrevEvoClicked()
- System.Void OnRerollClicked()
- System.Void OnRerollHover()
- System.Void OnResolutionChanged()
- System.Void OnSelectUpgradeClicked()
- System.Void OnStatsToggled()
- System.Void OnTouchSelectEvoClicked()
- System.Void PopulateUpgrades()

- System.Void RebuildEvoDetailsLayout()
- System.Void RefreshComboBtn()
- System.Void RefreshCurEquipment()
- System.Void RefreshRerolls()
- System.Void SelectBtn(Il2Cpp.LevelUpBtn btn)
- System.Void SelectComboComponent(Il2Cpp.ComboSelectItem item)
- System.Void SelectEvo(Il2Cpp.EvoSelectBtn btn)
- System.Void SelectFuserOption(Il2Cpp.FuserOptionType opt)
- System.Void SetBanishing(System.Boolean isBanishing)
- System.Void SetEquipTab(Il2Cpp.LvlUpEquipTab tab)
- System.Void SetEvoPage(System.Int32 pg)
- System.Void SetPage(Il2Cpp.LevelUpPage pg, System.Boolean force)
- System.Void SetStarOpacity(System.Single alpha)
- System.Void SetStarSpeed(System.Single speed)
- System.Void SkipFreeUpgrades()
- System.Void SkipRevealFusion()
- System.Void Start()
- System.Void ToggleDetailedStats(System.Boolean isOn)
- System.Void VibrateController(System.Single intensity, System.Single len)
- System.Void WaitForCurrentVibrationAndVibrate(System.Single intensity, System.Single len)
- System.Void set_BasicInfoPanel(Il2Cpp.CharInfoPanel)
- System.Void set_BtnBanish(Il2Cpp.CoolButton)
- System.Void set_BtnComboTwitchVote(Il2Cpp.TwitchVoteBtn)
- System.Void set_BtnEvoNext(Il2Cpp.CoolButton)
- System.Void set_BtnEvoPrev(Il2Cpp.CoolButton)
- System.Void set_BtnEvoTwitchVote(Il2Cpp.TwitchVoteBtn)
- System.Void set_BtnFuserCombo(Il2Cpp.FuserOptionBtn)
- System.Void set_BtnFuserEvolution(Il2Cpp.FuserOptionBtn)
- System.Void set_BtnFuserFreeUpgrades(Il2Cpp.FuserOptionBtn)
- System.Void set_BtnGotFuserClose(Il2Cpp.CoolButton)
- System.Void set_BtnGotTreasureContinue(Il2Cpp.CoolButton)
- System.Void set_BtnLvlUpTwitchVote(Il2Cpp.TwitchVoteBtn)
- System.Void set_BtnPickUpgradeClose(Il2Cpp.CoolButton)
- System.Void set_BtnPromptFuserEncyclo(Il2Cpp.BtnPrompt)
- System.Void set_BtnReroll(Il2Cpp.CoolButton)
- System.Void set_BtnSelectUpgrade(Il2Cpp.CoolButton)

- System.Void set_BtnStatDisplayToggle(Il2Cpp.CoolButton)
- System.Void set_BtnTouchSelectEvo(Il2Cpp.CoolButton)
- System.Void set_BtnTreasureContinue(Il2Cpp.CoolButton)
- System.Void set_BtnViewStatsClose(Il2Cpp.CoolButton)
- System.Void set_BtnViewStatsContinue(Il2Cpp.CoolButton)
- System.Void set_Btns(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpBtn, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_ComboSelectItems(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.ComboSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CrvInitialStarPulse(UnityEngine.AnimationCurve)
- System.Void set_CurEquipTab(Il2Cpp.LvlUpEquipTab)
- System.Void set_CurHeroItems(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpCurEquipItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CurPage(Il2Cpp.LevelUpPage)
- System.Void set_CurPassiveItems(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelUpCurEquipItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CurPetItems(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PetDisplayItemBattle, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_DetailsEvoPanels(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.EquipmentEvoPanel, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_EquipTabBtns(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CoolButton, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_EvoInfPanel(Il2Cpp.EquipmentInfoPanel)
- System.Void set_EvoSelectBtns(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.EvoSelectBtn, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_EvoSelectInfoPanel(Il2Cpp.EquipmentInfoPanel)

- System.Void set_EvoSelectInfoSlider(Il2Cpp.SlidingPanel)
- System.Void set_FuserItems(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.FreeUpgradeItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_GrpEvoInfo(UnityEngine.CanvasGroup)
- System.Void set_ImgFuserBackground(UnityEngine.UI.Image)
- System.Void set_ImgFuserBackgroundGlow(UnityEngine.UI.Image)
- System.Void set_IsShowingDetailedStats(System.Boolean)
- System.Void set_LevelUpBtnGrp(Il2Cpp.CoolButtonGroup)
- System.Void set_LevelUpLayoutGrp(UnityEngine.UI.HorizontalLayoutGroup)
- System.Void set_LocBanish(Il2CppI2.Loc.Localize)
- System.Void set_LocDetailsCat(Il2CppI2.Loc.Localize)
- System.Void set_LocDetailsComboDesc1(Il2CppI2.Loc.Localize)
- System.Void set_LocDetailsComboDesc2(Il2CppI2.Loc.Localize)
- System.Void set_LocDetailsComboDetails(Il2CppI2.Loc.Localize)
- System.Void set_LocDetailsDesc(Il2CppI2.Loc.Localize)
- System.Void set_LocDetailsName(Il2CppI2.Loc.Localize)
- System.Void set_LocGotTreasureContinue(Il2CppI2.Loc.Localize)
- System.Void set_LocParamsGotTreasureContinue(Il2Cpp.BtnPromptLocParams)
- System.Void set_LocReroll(Il2CppI2.Loc.Localize)
- System.Void set_LocSelectUpgrade(Il2CppI2.Loc.Localize)
- System.Void set_LocStatDisplayToggle(Il2CppI2.Loc.Localize)
- System.Void set_LocTitleMain(Il2CppI2.Loc.Localize)
- System.Void set_LocTitleSelection(Il2CppI2.Loc.Localize)
- System.Void set_LocTreasureContinue(Il2CppI2.Loc.Localize)
- System.Void set_PanelFuser(Il2Cpp.SlidingPanel)
- System.Void set_PanelMain(Il2Cpp.SlidingPanel)
- System.Void set_PanelSelection(Il2Cpp.SlidingPanel)
- System.Void set_PanelSelectionDetails(Il2Cpp.SlidingPanel)
- System.Void set_ParamsBanish(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsDetailCat(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsDetailsComboDesc1(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsDetailsComboDesc2(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsDetailsComboDetails(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsDetailsDesc(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsDetailsDmg(Il2CppI2.Loc.LocalizationParamsManager)

- System.Void set_ParamsDetailsName(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsGotTreasureContinue(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsReroll(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsTitle(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ParamsTreasureContinue(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_PartSysFuserLargeBurst(Il2Cpp.PartSys)
- System.Void set_PartSysFuserShockwave(Il2Cpp.PartSys)
- System.Void set_PartSysFuserSparks(Il2Cpp.PartSys)
- System.Void set_PickUpgradesCharPanel(Il2Cpp.CharInfoPanel)
- System.Void set_PixCvsScaler(Il2Cpp.PixelCanvasScaler)
- System.Void set_PreviewFuser(Il2Cpp.FuserPickupObj)
- System.Void set_RendAutopickPointer(UnityEngine.UI.Image)
- System.Void set_ScrlDetails(UnityEngine.UI.ScrollRect)
- System.Void set_ScrlEvoInf(UnityEngine.UI.ScrollRect)
- System.Void set_SelectComboSelectable(Il2Cpp.CoolSelectableWrapper)
- System.Void set_SelectableFuserOptions(Il2Cpp.CoolSelectableWrapper)
- System.Void set_StatPanel(Il2Cpp.DetailedStatsPanel)
- System.Void set_StatRowPool(Il2Cpp.SerializedObjectPool`1[[Il2Cpp.LevelUpStatRow, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_TxtCurGold(Il2CppTMPro.TextMeshProUGUI)
- System.Void set_TxtGotTreasureContinue(Il2CppTMPro.TextMeshProUGUI)
- System.Void set_TxtTitleMain(Il2CppTMPro.TextMeshProUGUI)
- System.Void set_Type(Il2Cpp.LevelUpType)
- System.Void set_VertGrpEvoInfo(UnityEngine.UI.VerticalLayoutGroup)
- System.Void set_WrapperBasicInfo(UnityEngine.GameObject)
- System.Void set_WrapperCurHeroes(UnityEngine.RectTransform)
- System.Void set_WrapperCurPassives(UnityEngine.RectTransform)
- System.Void set_WrapperDetailedStats(UnityEngine.GameObject)
- System.Void set_WrapperDetailsStats(UnityEngine.GameObject)
- System.Void set_WrapperEquipTabNav(UnityEngine.GameObject)
- System.Void set_WrapperEquipTabs(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.GameObject, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_WrapperEvoName(UnityEngine.GameObject)
- System.Void set_WrapperEvoNext(UnityEngine.GameObject)
- System.Void set_WrapperEvoPrev(UnityEngine.GameObject)

- System.Void set_WrapperFuserOptions(UnityEngine.GameObject)
- System.Void set_WrapperFuserPreviewCam(UnityEngine.GameObject)
- System.Void set_WrapperLvlUpBtnPrompts(UnityEngine.GameObject)
- System.Void set_WrapperSelectCombo(UnityEngine.GameObject)
- System.Void set_WrapperSelectEvo(UnityEngine.GameObject)
- System.Void set_WrapperSelectionContent(UnityEngine.RectTransform)
- System.Void set_Wrappers(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.GameObject, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_XfmFuser(UnityEngine.RectTransform)
- System.Void set__autopickRoutine(Il2CppMEC.CoroutineHandle)
- System.Void set__availHCombos(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.HeroCombo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__availHeroUpgrades(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__availMerges(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__availNewHeroes(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__availNewPassives(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__availNewPetUpgrades(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__availPassiveUpgrades(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__availPetUpgrades(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__bgSpeedLerpAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__choices(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__curEvoPage(System.Int32)
- System.Void set__curFuserBGStarAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__doneAnimatingGamble(System.Boolean)

- System.Void set__fuserAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__fuserBGSpeed(System.Single)
- System.Void set__fuserBGTime(System.Single)
- System.Void set__fuserXfmAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__fusionChoices(Il2CppSystem.Collections.Generic.List`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set__gambleAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__gambleIdx(System.Int32)
- System.Void set__hoveredEvo(Il2Cpp.EvoSelectBtn)
- System.Void set__isAnimatingGamble(System.Boolean)
- System.Void set__isAwaitingPollResults(System.Boolean)
- System.Void set__isBanishing(System.Boolean)
- System.Void set__isFuserRevealed(System.Boolean)
- System.Void set__isRevealingCombo(System.Boolean)
- System.Void set__isRevealingEvo(System.Boolean)
- System.Void set__isRevealingFreeUpgrades(System.Boolean)
- System.Void set__isTwitchPolling(System.Boolean)
- System.Void set__lastPollFailed(System.Boolean)
- System.Void set__lastVibrateIntensity(System.Single)
- System.Void set__lastVibrateLen(System.Single)
- System.Void set__lastVibrateTime(System.Single)
- System.Void set__latestPollResults(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.PollResult, Il2Cppdevolver.extensions.runtime, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__loopingSFX(Il2CppFMOD.Studio.EventInstance)
- System.Void set__numGoldGot(System.Int32)
- System.Void set__numUpgradeChoices(System.Int32)
- System.Void set__pickedFirstUpgrade(System.Boolean)
- System.Void set__prevChoices(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.UpgradeChoice, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__receivedPollResults(System.Boolean)
- System.Void set__rerollCost(System.Int32)
- System.Void set__rnd(Il2CppSystem.Random)
- System.Void set__selectedComboBtns(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.ComboSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])

- System.Void set__selectedEvoIdx(System.Int32)
- System.Void set__selectedFuserOption(Il2Cpp.FuserOptionType)
- System.Void set__selectedLvlUpBtn(Il2Cpp.LevelUpBtn)
- System.Void set__skipAutopick(System.Boolean)
- System.Void set__tmpStats(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set__upgradeStreak(System.Int32)
- System.Void set__vbWaitAnim(Il2CppMEC.CoroutineHandle)
- UnityEngine.AnimationCurve get_CrvInitialStarPulse()
- UnityEngine.CanvasGroup get_GrpEvoInfo()
- UnityEngine.GameObject get_WrapperBasicInfo()
- UnityEngine.GameObject get_WrapperDetailedStats()
- UnityEngine.GameObject get_WrapperDetailsStats()
- UnityEngine.GameObject get_WrapperEquipTabNav()
- UnityEngine.GameObject get_WrapperEvoName()
- UnityEngine.GameObject get_WrapperEvoNext()
- UnityEngine.GameObject get_WrapperEvoPrev()
- UnityEngine.GameObject get_WrapperFuserOptions()
- UnityEngine.GameObject get_WrapperFuserPreviewCam()
- UnityEngine.GameObject get_WrapperLvlUpBtnPrompts()
- UnityEngine.GameObject get_WrapperSelectCombo()
- UnityEngine.GameObject get_WrapperSelectEvo()
- UnityEngine.RectTransform get_WrapperCurHeroes()
- UnityEngine.RectTransform get_WrapperCurPassives()
- UnityEngine.RectTransform get_WrapperSelectionContent()
- UnityEngine.RectTransform get_XfmFuser()
- UnityEngine.UI.HorizontalLayoutGroup get_LevelUpLayoutGrp()
- UnityEngine.UI.Image get_ImgFuserBackground()
- UnityEngine.UI.Image get_ImgFuserBackgroundGlow()
- UnityEngine.UI.Image get_RendAutopickPointer()
- UnityEngine.UI.ScrollRect get_ScrlDetails()
- UnityEngine.UI.ScrollRect get_ScrlEvoInf()
- UnityEngine.UI.VerticalLayoutGroup get_VertGrpEvoInfo()
- static Il2Cpp.LevelUpUI get_I()

- static System.Int32 get_kMaxFuserGold()
- static System.Int32 get_kMinFuserGold()
- static System.Single get_kDefaultStarOpacity()
- static System.Single get_kDefaultStarSpeed()
- static System.Single get_kPointerLen()
- static System.Void set_I(Il2Cpp.LevelUpUI)
- static System.Void set_kDefaultStarOpacity(System.Single)
- static System.Void set_kDefaultStarSpeed(System.Single)
- static System.Void set_kMaxFuserGold(System.Int32)
- static System.Void set_kMinFuserGold(System.Int32)
- static System.Void set_kPointerLen(System.Single)

Il2Cpp.LevelUpBtn

Base: `UnityEngine.MonoBehaviour`; enum: false.

Fields (30)

- static System.IntPtr NativeFieldInfoPtr_Btn
- static System.IntPtr NativeFieldInfoPtr_ChoiceIdx
- static System.IntPtr NativeFieldInfoPtr_ChoiceType
- static System.IntPtr NativeFieldInfoPtr_EquipmentIdx
- static System.IntPtr NativeFieldInfoPtr_ImgIcon
- static System.IntPtr NativeFieldInfoPtr_ImgPetIcon
- static System.IntPtr NativeFieldInfoPtr_InnerXfm
- static System.IntPtr NativeFieldInfoPtr_IsNew
- static System.IntPtr NativeFieldInfoPtr_LocLvl
- static System.IntPtr NativeFieldInfoPtr_NumResources
- static System.IntPtr NativeFieldInfoPtr_Panel
- static System.IntPtr NativeFieldInfoPtr_ParamsLvl
- static System.IntPtr NativeFieldInfoPtr_ResType
- static System.IntPtr NativeFieldInfoPtr_TgtInfo
- static System.IntPtr NativeFieldInfoPtr_TgtLvl
- static System.IntPtr NativeFieldInfoPtr_TxtLvl
- static System.IntPtr NativeFieldInfoPtr_WrapperBanish
- static System.IntPtr NativeFieldInfoPtr_Xfm

- static System.IntPtr NativeFieldInfoPtr__banishAnim
- static System.IntPtr NativeFieldInfoPtr__customSprTex
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_InitInternal_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_SetBanishing_Public_Void_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SetHero_Public_Void_Int32_HeroInfo_UpgradeChoice_0
- static System.IntPtr NativeMethodInfoPtr_SetPassive_Public_Void_Int32_PassiveInfo_UpgradeChoice_0
- static System.IntPtr NativeMethodInfoPtr_SetResource_Public_Void_Int32_ResourceType_0
- static System.IntPtr NativeMethodInfoPtr_SetUpgrade_Public_Void_Int32_UpgradeChoice_0
- static System.IntPtr NativeMethodInfoPtr__AnimateBanishing_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (20)

- Il2Cpp.CoolButton Btn { get; set; }
- Il2Cpp.LvlUpChoiceType ChoiceType { get; set; }
- Il2Cpp.ResourceType ResType { get; set; }
- Il2Cpp.SlidingPanel Panel { get; set; }
- Il2Cpp.UpgradeInfo TgtInfo { get; set; }
- Il2CppI2.Loc.LocalizationParamsManager ParamsLvl { get; set; }
- Il2CppI2.Loc.Localize LocLvl { get; set; }
- Il2CppMEC.CoroutineHandle _banishAnim { get; set; }
- Il2CppTMPro.TextMeshProUGUI TxtLvl { get; set; }
- System.Boolean IsNew { get; set; }
- System.Int32 ChoiceIdx { get; set; }
- System.Int32 EquipmentIdx { get; set; }
- System.Int32 NumResources { get; set; }
- System.Int32 TgtLvl { get; set; }
- UnityEngine.RectTransform InnerXfm { get; set; }
- UnityEngine.RectTransform Xfm { get; set; }
- UnityEngine.Texture2D _customSprTex { get; set; }
- UnityEngine.UI.Image ImgIcon { get; set; }
- UnityEngine.UI.Image ImgPetIcon { get; set; }
- UnityEngine.UI.Image WrapperBanish { get; set; }

Methods (49)

- Il2Cpp.CoolButton get_Btn()
- Il2Cpp.LvlUpChoiceType get_ChoiceType()
- Il2Cpp.ResourceType get_ResType()
- Il2Cpp.SlidingPanel get_Panel()
- Il2Cpp.UpgradeInfo get_TgtInfo()
- Il2CppI2.Loc.LocalizationParamsManager get_ParamsLvl()
- Il2CppI2.Loc.Localize get_LocLvl()
- Il2CppMEC.CoroutineHandle get__banishAnim()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateBanishing()
- Il2CppTMPro.TextMeshProUGUI get_TxtLvl()
- System.Boolean get_IsNew()
- System.Int32 get_ChoiceIdx()
- System.Int32 get_EquipmentIdx()
- System.Int32 get_NumResources()
- System.Int32 get_TgtLvl()
- System.Void Awake()
- System.Void InitInternal()
- System.Void OnClicked()
- System.Void SetBanishing(System.Boolean isBanishing)
- System.Void SetHero(System.Int32 idx, Il2Cpp.HeroInfo inf, Il2Cpp.UpgradeChoice choice)
- System.Void SetPassive(System.Int32 idx, Il2Cpp.PassiveInfo inf, Il2Cpp.UpgradeChoice choice)
- System.Void SetResource(System.Int32 idx, Il2Cpp.ResourceType res)
- System.Void SetUpgrade(System.Int32 idx, Il2Cpp.UpgradeChoice choice)
- System.Void set_Btn(Il2Cpp.CoolButton)
- System.Void set_ChoiceIdx(System.Int32)
- System.Void set_ChoiceType(Il2Cpp.LvlUpChoiceType)
- System.Void set_EquipmentIdx(System.Int32)
- System.Void set_ImgIcon(UnityEngine.UI.Image)
- System.Void set_ImgPetIcon(UnityEngine.UI.Image)
- System.Void set_InnerXfm(UnityEngine.RectTransform)
- System.Void set_IsNew(System.Boolean)
- System.Void set_LocLvl(Il2CppI2.Loc.Localize)
- System.Void set_NumResources(System.Int32)
- System.Void set_Panel(Il2Cpp.SlidingPanel)

- System.Void set_ParamsLvl(Il2CppI2.Loc.LocalizationParamsManager)
- System.Void set_ResType(Il2Cpp.ResourceType)
- System.Void set_TgtInfo(Il2Cpp.UpgradeInfo)
- System.Void set_TgtLvl(System.Int32)
- System.Void set_TxtLvl(Il2CppTMPro.TextMeshProUGUI)
- System.Void set_WrapperBanish(UnityEngine.UI.Image)
- System.Void set_Xfm(UnityEngine.RectTransform)
- System.Void set__banishAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__customSprTex(UnityEngine.Texture2D)
- UnityEngine.RectTransform get_InnerXfm()
- UnityEngine.RectTransform get_Xfm()
- UnityEngine.Texture2D get__customSprTex()
- UnityEngine.UI.Image get_ImgIcon()
- UnityEngine.UI.Image get_ImgPetIcon()
- UnityEngine.UI.Image get_WrapperBanish()

Il2Cpp.CharSelectUI

Base: `Il2Cpp.OverlayUI`; enum: false.

Fields (51)

- static System.IntPtr NativeFieldInfoPtr_BtnClose
- static System.IntPtr NativeFieldInfoPtr_BtnGrp
- static System.IntPtr NativeFieldInfoPtr_BtnLeaderboards
- static System.IntPtr NativeFieldInfoPtr_BtnNextNGPlus
- static System.IntPtr NativeFieldInfoPtr_BtnPrevNGPlus
- static System.IntPtr NativeFieldInfoPtr_BtnSelect
- static System.IntPtr NativeFieldInfoPtr_BtnStats
- static System.IntPtr NativeFieldInfoPtr_BtnWrapper
- static System.IntPtr NativeFieldInfoPtr_CharGrid
- static System.IntPtr NativeFieldInfoPtr_DetailsPanel
- static System.IntPtr NativeFieldInfoPtr_I
- static System.IntPtr NativeFieldInfoPtr_IsSelectingFusion
- static System.IntPtr NativeFieldInfoPtr_ItemPool
- static System.IntPtr NativeFieldInfoPtr_LocReqDesc

- static System.IntPtr NativeFieldInfoPtr_LvlItemPool
- static System.IntPtr NativeFieldInfoPtr_PrefabItem
- static System.IntPtr NativeFieldInfoPtr_PrefabLvlItem
- static System.IntPtr NativeFieldInfoPtr_SldPanelDetails
- static System.IntPtr NativeFieldInfoPtr_WrapperDetailsBtns
- static System.IntPtr NativeFieldInfoPtr_WrapperDetailsLocked
- static System.IntPtr NativeFieldInfoPtr_WrapperDetailsUnlocked
- static System.IntPtr NativeFieldInfoPtr_WrapperList
- static System.IntPtr NativeFieldInfoPtr_WrapperLvlItems
- static System.IntPtr NativeFieldInfoPtr_WrapperNoneSelected
- static System.IntPtr NativeFieldInfoPtr_XfmBacking
- static System.IntPtr NativeFieldInfoPtr__previewNGPlus
- static System.IntPtr NativeFieldInfoPtr__selectedItem
- static System.IntPtr NativeMethodInfoPtr_Activate_Public_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_ClickItem_Public_Void_CharSelectItem_0
- static System.IntPtr NativeMethodInfoPtr_Deactivate_Public_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_GoToLevelSelect_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_MyUpdate_Protected_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnBPressed_Public_Virtual_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_OnCloseClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnDestroy_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnGrpEntered_Private_Void_CoolButton_0
- static System.IntPtr NativeMethodInfoPtr_OnGrpExited_Private_Void_CoolButton_0
- static System.IntPtr NativeMethodInfoPtr_OnGrpNav_Private_Void_CoolButton_CoolButton_0
- static System.IntPtr NativeMethodInfoPtr_OnInputChanged_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnLBClicked_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnNextNGPlusClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnPrevNGPlusClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnResolutionChanged_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnSelectClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnStatsClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnUnderlayClicked_Public_Virtual_Void_0
- static System.IntPtr NativeMethodInfoPtr_SelectItem_Public_Void_CharSelectItem_0
- static System.IntPtr NativeMethodInfoPtr_SetNGPlusPreview_Private_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_Start_Private_Void_0

- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (27)

- Il2Cpp.CharInfoPanel DetailsPanel { get; set; }
- Il2Cpp.CharLevelCompleteItem PrefabLvlItem { get; set; }
- Il2Cpp.CharSelectItem PrefabItem { get; set; }
- Il2Cpp.CharSelectItem _selectedItem { get; set; }
- Il2Cpp.CharSelectUI I { get; set; }
- Il2Cpp.CoolButton BtnClose { get; set; }
- Il2Cpp.CoolButton BtnLeaderboards { get; set; }
- Il2Cpp.CoolButton BtnNextNGPlus { get; set; }
- Il2Cpp.CoolButton BtnPrevNGPlus { get; set; }
- Il2Cpp.CoolButton BtnSelect { get; set; }
- Il2Cpp.CoolButton BtnStats { get; set; }
- Il2Cpp.CoolButtonGroup BtnGrp { get; set; }
- Il2Cpp.CoolSelectableWrapper BtnWrapper { get; set; }
- Il2Cpp.ObjectPool`1[[Il2Cpp.CharLevelCompleteItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] LvlItemPool { get; set; }
- Il2Cpp.ObjectPool`1[[Il2Cpp.CharSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] ItemPool { get; set; }
- Il2Cpp.SlidingPanel SldPanelDetails { get; set; }
- Il2CppI2.Loc.Localize LocReqDesc { get; set; }
- System.Boolean IsSelectingFusion { get; set; }
- System.Int32 _previewNGPlus { get; set; }
- UnityEngine.GameObject WrapperDetailsLocked { get; set; }
- UnityEngine.GameObject WrapperDetailsUnlocked { get; set; }
- UnityEngine.GameObject WrapperNoneSelected { get; set; }
- UnityEngine.RectTransform WrapperDetailsBtns { get; set; }
- UnityEngine.RectTransform WrapperList { get; set; }
- UnityEngine.RectTransform XfmBacking { get; set; }
- UnityEngine.Transform WrapperLvlItems { get; set; }
- UnityEngine.UI.GridLayoutGroup CharGrid { get; set; }

Methods (77)

- Il2Cpp.CharInfoPanel get_DetailsPanel()
- Il2Cpp.CharLevelCompleteItem get_PrefabLvlItem()

- Il2Cpp.CharSelectItem get_PrefabItem()
- Il2Cpp.CharSelectItem get__selectedItem()
- Il2Cpp.CoolButton get_BtnClose()
- Il2Cpp.CoolButton get_BtnLeaderboards()
- Il2Cpp.CoolButton get_BtnNextNGPlus()
- Il2Cpp.CoolButton get_BtnPrevNGPlus()
- Il2Cpp.CoolButton get_BtnSelect()
- Il2Cpp.CoolButton get_BtnStats()
- Il2Cpp.CoolButtonGroup get_BtnGrp()
- Il2Cpp.CoolSelectableWrapper get_BtnWrapper()
- Il2Cpp.ObjectPool`1[[Il2Cpp.CharLevelCompleteItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_LvlItemPool()
- Il2Cpp.ObjectPool`1[[Il2Cpp.CharSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_ItemPool()
- Il2Cpp.SlidingPanel get_SldPanelDetails()
- Il2CppI2.Loc.Localize get_LocReqDesc()
- System.Boolean OnBPressed()
- System.Boolean get_IsSelectingFusion()
- System.Int32 get__previewNGPlus()
- System.Void Activate()
- System.Void Awake()
- System.Void ClickItem(Il2Cpp.CharSelectItem item)
- System.Void Deactivate()
- System.Void GoToLevelSelect()
- System.Void MyUpdate()
- System.Void OnCloseClicked()
- System.Void OnDestroy()
- System.Void OnGrpEntered(Il2Cpp.CoolButton btn)
- System.Void OnGrpExited(Il2Cpp.CoolButton btn)
- System.Void OnGrpNav(Il2Cpp.CoolButton btnPrev, Il2Cpp.CoolButton btnNext)
- System.Void OnInputChanged()
- System.Void OnLBClicked()
- System.Void OnNextNGPlusClicked()
- System.Void OnPrevNGPlusClicked()
- System.Void OnResolutionChanged()
- System.Void OnSelectClicked()

- System.Void OnStatsClicked()
- System.Void OnUnderlayClicked()
- System.Void SelectItem(Il2Cpp.CharSelectItem item)
- System.Void SetNGPlusPreview(System.Int32 lvl)
- System.Void Start()
- System.Void set_BtnClose(Il2Cpp.CoolButton)
- System.Void set_BtnGrp(Il2Cpp.CoolButtonGroup)
- System.Void set_BtnLeaderboards(Il2Cpp.CoolButton)
- System.Void set_BtnNextNGPlus(Il2Cpp.CoolButton)
- System.Void set_BtnPrevNGPlus(Il2Cpp.CoolButton)
- System.Void set_BtnSelect(Il2Cpp.CoolButton)
- System.Void set_BtnStats(Il2Cpp.CoolButton)
- System.Void set_BtnWrapper(Il2Cpp.CoolSelectableWrapper)
- System.Void set_CharGrid(UnityEngine.UI.GridLayoutGroup)
- System.Void set_DetailsPanel(Il2Cpp.CharInfoPanel)
- System.Void set_IsSelectingFusion(System.Boolean)
- System.Void set_ItemPool(Il2Cpp.ObjectPool`1[[Il2Cpp.CharSelectItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_LocReqDesc(Il2CppI2.Loc.Localize)
- System.Void set_LvlItemPool(Il2Cpp.ObjectPool`1[[Il2Cpp.CharLevelCompleteItem, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_PrefabItem(Il2Cpp.CharSelectItem)
- System.Void set_PrefabLvlItem(Il2Cpp.CharLevelCompleteItem)
- System.Void set_SldPanelDetails(Il2Cpp.SlidingPanel)
- System.Void set_WrapperDetailsBtns(UnityEngine.RectTransform)
- System.Void set_WrapperDetailsLocked(UnityEngine.GameObject)
- System.Void set_WrapperDetailsUnlocked(UnityEngine.GameObject)
- System.Void set_WrapperList(UnityEngine.RectTransform)
- System.Void set_WrapperLvlItems(UnityEngine.Transform)
- System.Void set_WrapperNoneSelected(UnityEngine.GameObject)
- System.Void set_XfmBacking(UnityEngine.RectTransform)
- System.Void set__previewNGPlus(System.Int32)
- System.Void set__selectedItem(Il2Cpp.CharSelectItem)
- UnityEngine.GameObject get_WrapperDetailsLocked()
- UnityEngine.GameObject get_WrapperDetailsUnlocked()
- UnityEngine.GameObject get_WrapperNoneSelected()

- UnityEngine.RectTransform get_WrapperDetailsBtns()
- UnityEngine.RectTransform get_WrapperList()
- UnityEngine.RectTransform get_XfmBacking()
- UnityEngine.Transform get_WrapperLvlItems()
- UnityEngine.UI.GridLayoutGroup get_CharGrid()
- static Il2Cpp.CharSelectUI get_I()
- static System.Void set_I(Il2Cpp.CharSelectUI)

Il2Cpp.CharSelectItem

Base: UnityEngine.MonoBehaviour; enum: false.

Fields (11)

- static System.IntPtr NativeFieldInfoPtr_Btn
- static System.IntPtr NativeFieldInfoPtr_ImgIcon
- static System.IntPtr NativeFieldInfoPtr_TgtInfo
- static System.IntPtr NativeFieldInfoPtr_TxtBonusAmt
- static System.IntPtr NativeFieldInfoPtr_WrapperBonus
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_Init_Public_Void_CharInfo_0
- static System.IntPtr NativeMethodInfoPtr_OnClicked_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnDestroy_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnResolutionChanged_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (5)

- Il2Cpp.CharInfo TgtInfo { get; set; }
- Il2Cpp.CoolButton Btn { get; set; }
- Il2CppTMPro.TextMeshProUGUI TxtBonusAmt { get; set; }
- UnityEngine.GameObject WrapperBonus { get; set; }
- UnityEngine.UI.Image ImgIcon { get; set; }

Methods (15)

- Il2Cpp.CharInfo get_TgtInfo()
- Il2Cpp.CoolButton get_Btn()

- Il2CppTMPro.TextMeshProUGUI get_TxtBonusAmt()
- System.Void Awake()
- System.Void Init(Il2Cpp.CharInfo inf)
- System.Void OnClicked()
- System.Void OnDestroy()
- System.Void OnResolutionChanged()
- System.Void set_Btn(Il2Cpp.CoolButton)
- System.Void set_ImgIcon(UnityEngine.UI.Image)
- System.Void set_TgtInfo(Il2Cpp.CharInfo)
- System.Void set_TxtBonusAmt(Il2CppTMPro.TextMeshProUGUI)
- System.Void set_WrapperBonus(UnityEngine.GameObject)
- UnityEngine.GameObject get_WrapperBonus()
- UnityEngine.UI.Image get_ImgIcon()

Il2Cpp.MetaSaveData

Base: `Il2CppSystem.Object`; enum: false.

Fields (80)

- static System.IntPtr NativeFieldInfoPtr_BaseChunks
- static System.IntPtr NativeFieldInfoPtr_BaseTime
- static System.IntPtr NativeFieldInfoPtr_Blueprints
- static System.IntPtr NativeFieldInfoPtr_BonusCharAmt
- static System.IntPtr NativeFieldInfoPtr_BonusChars
- static System.IntPtr NativeFieldInfoPtr_Buildings
- static System.IntPtr NativeFieldInfoPtr_CharUnlockOrder
- static System.IntPtr NativeFieldInfoPtr_CharWorkerOrder
- static System.IntPtr NativeFieldInfoPtr_Chars
- static System.IntPtr NativeFieldInfoPtr_CurDay
- static System.IntPtr NativeFieldInfoPtr_DayJustPassed
- static System.IntPtr NativeFieldInfoPtr_DidHarvestToday
- static System.IntPtr NativeFieldInfoPtr_EggDropRate
- static System.IntPtr NativeFieldInfoPtr_ElevatorLvl
- static System.IntPtr NativeFieldInfoPtr_HeroStats
- static System.IntPtr NativeFieldInfoPtr_I

- static System.IntPtr NativeFieldInfoPtr_IsBaseTutSeen
- static System.IntPtr NativeFieldInfoPtr_IsGameTutSeen
- static System.IntPtr NativeFieldInfoPtr_LastChar
- static System.IntPtr NativeFieldInfoPtr_LastHarvestAim
- static System.IntPtr NativeFieldInfoPtr_LastHarvestWorldTime
- static System.IntPtr NativeFieldInfoPtr_LastHarvestX
- static System.IntPtr NativeFieldInfoPtr_LastLevel
- static System.IntPtr NativeFieldInfoPtr_LastLevelNGPlus
- static System.IntPtr NativeFieldInfoPtr_LvlData
- static System.IntPtr NativeFieldInfoPtr_MarketResources
- static System.IntPtr NativeFieldInfoPtr_NGPlusLvlData
- static System.IntPtr NativeFieldInfoPtr_NumBattlesPlayed
- static System.IntPtr NativeFieldInfoPtr_NumBossBlueprintsDropped
- static System.IntPtr NativeFieldInfoPtr_NumBossWavesCompleted
- static System.IntPtr NativeFieldInfoPtr_NumBuildingsBuilt
- static System.IntPtr NativeFieldInfoPtr_NumBuildingsConstructed
- static System.IntPtr NativeFieldInfoPtr_NumBuildingsUpgraded
- static System.IntPtr NativeFieldInfoPtr_NumHarvests
- static System.IntPtr NativeFieldInfoPtr_NumIdleResources
- static System.IntPtr NativeFieldInfoPtr_NumKills
- static System.IntPtr NativeFieldInfoPtr_NumMasseuseToday
- static System.IntPtr NativeFieldInfoPtr_NumPickupsGot
- static System.IntPtr NativeFieldInfoPtr_NumResources
- static System.IntPtr NativeFieldInfoPtr_NumResourcesConstructed
- static System.IntPtr NativeFieldInfoPtr_NumResourcesUpgraded
- static System.IntPtr NativeFieldInfoPtr_PassiveStats
- static System.IntPtr NativeFieldInfoPtr_PlayTime
- static System.IntPtr NativeFieldInfoPtr_ScaledPlayTime
- static System.IntPtr NativeFieldInfoPtr_SecondsSince2040
- static System.IntPtr NativeFieldInfoPtr_Seed
- static System.IntPtr NativeFieldInfoPtr_ShouldRecalculateLaunchers
- static System.IntPtr NativeFieldInfoPtr_TotalResources
- static System.IntPtr NativeFieldInfoPtr_VersionNum
- static System.IntPtr NativeFieldInfoPtr_WarRoomLevel
- static System.IntPtr NativeFieldInfoPtr_WorldTime
- static System.IntPtr NativeMethodInfoPtr_GetBaseCols_Public_Int32_0

- static System.IntPtr NativeMethodInfoPtr_GetBaseRows_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetBaseSeed_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetCenterCol_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetCenterRow_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetHome_Public_BuildingInst_0
- static System.IntPtr NativeMethodInfoPtr_GetLastCharInst_Public_CharMetaInst_0
- static System.IntPtr NativeMethodInfoPtr_GetLatestNGPlusLevel_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetLatestUnlockedLevel_Public_LevelType_0
- static System.IntPtr NativeMethodInfoPtr_GetLatestUnlockedLvlData_Public_LevelData_0
- static System.IntPtr NativeMethodInfoPtr_GetLvlData_Public_LevelData_LevelType_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMaxCol_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMaxRow_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMinCol_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMinRow_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNextLockedLvlData_Public_LevelData_0
- static System.IntPtr NativeMethodInfoPtr_GetNumLevelsComplete_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumPurchasedChunks_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumUnlockedChars_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetUnlockedChars_Public_List_1_CharType_0
- static System.IntPtr NativeMethodInfoPtr_GetWeightedCharListForBonus_Public_WeightedEnumList_1_CharType_0
- static System.IntPtr NativeMethodInfoPtr_HasAnythingToHarvest_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_HasBuilding_Public_Boolean_BuildingType_0
- static System.IntPtr NativeMethodInfoPtr_HasResourceTile_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_IsPurchasedChunkAdjacent_Public_Boolean_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_IsWorkerAvailableToGather_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_MarkPlaythroughComplete_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_RecalculateLaunchersIfNeeded_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (51)

- Il2Cpp.CharType LastChar { get; set; }
- Il2Cpp.LevelType LastLevel { get; set; }
- Il2Cpp.LevelType WarRoomLevel { get; set; }
- Il2Cpp.MetaSaveData I { get; set; }

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BlueprintInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Blueprints { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharMetaInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Chars { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroMetaStats, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] HeroStats { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] LvlData { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PassiveMetaStats, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] PassiveStats { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BaseChunkInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] BaseChunks { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] IsBaseTutSeen { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] IsGameTutSeen { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] MarketResources { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] NumIdleResources { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] NumPickupsGot { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] NumResources { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] TotalResources { get; set; }

- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] Buildings { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] BonusChars { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] CharUnlockOrder { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] CharWorkerOrder { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] NGPlusLvlData { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] BonusCharAmt { get; set; }
- System.Boolean DayJustPassed { get; set; }
- System.Boolean DidHarvestToday { get; set; }
- System.Boolean ShouldRecalculateLaunchers { get; set; }
- System.Int32 CurDay { get; set; }
- System.Int32 ElevatorLvl { get; set; }
- System.Int32 LastHarvestWorldTime { get; set; }
- System.Int32 LastLevelNGPlus { get; set; }
- System.Int32 NumBattlesPlayed { get; set; }
- System.Int32 NumBossBlueprintsDropped { get; set; }
- System.Int32 NumBossWavesCompleted { get; set; }
- System.Int32 NumBuildingsBuilt { get; set; }
- System.Int32 NumBuildingsConstructed { get; set; }
- System.Int32 NumBuildingsUpgraded { get; set; }
- System.Int32 NumHarvests { get; set; }
- System.Int32 NumKills { get; set; }
- System.Int32 NumMasseuseToday { get; set; }
- System.Int32 NumResourcesConstructed { get; set; }
- System.Int32 NumResourcesUpgraded { get; set; }
- System.Int32 SecondsSince2040 { get; set; }
- System.Int32 Seed { get; set; }
- System.Int32 VersionNum { get; set; }
- System.Int32 WorldTime { get; set; }

- System.Single BaseTime { get; set; }
- System.Single EggDropRate { get; set; }
- System.Single LastHarvestX { get; set; }
- System.Single PlayTime { get; set; }
- System.Single ScaledPlayTime { get; set; }
- UnityEngine.Vector2 LastHarvestAim { get; set; }

Methods (130)

- Il2Cpp.BuildingInst GetHome()
- Il2Cpp.CharMetaInst GetLastCharInst()
- Il2Cpp.CharType get_LastChar()
- Il2Cpp.LevelData GetLatestUnlockedLvlData()
- Il2Cpp.LevelData GetLvlData(Il2Cpp.LevelType t, System.Int32 ngPlus)
- Il2Cpp.LevelData GetNextLockedLvlData()
- Il2Cpp.LevelType GetLatestUnlockedLevel()
- Il2Cpp.LevelType get_LastLevel()
- Il2Cpp.LevelType get_WarRoomLevel()
- Il2Cpp.WeightedEnumList`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetWeightedCharListForBonus()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BlueprintInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Blueprints()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharMetaInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Chars()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroMetaStats, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_HeroStats()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_LvlData()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PassiveMetaStats, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_PassiveStats()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BaseChunkInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] get_BaseChunks()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_IsBaseTutSeen()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]]

get_IsGameTutSeen()

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_MarketResources()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_NumIdleResources()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_NumPickupsGot()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_NumResources()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_TotalResources()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_Buildings()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] GetUnlockedChars()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_BonusChars()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_CharUnlockOrder()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_CharWorkerOrder()
- Il2CppSystem.Collections.Generic.List`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] get_NGPlusLvlData()
- Il2CppSystem.Collections.Generic.List`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_BonusCharAmt()
- System.Boolean HasAnythingToHarvest()
- System.Boolean HasBuilding(Il2Cpp.BuildingType bt)
- System.Boolean HasResourceTile()
- System.Boolean IsPurchasedChunkAdjacent(System.Int32 x, System.Int32 y)
- System.Boolean IsWorkerAvailableToGather()
- System.Boolean get_DayJustPassed()
- System.Boolean get_DidHarvestToday()

- System.Boolean get_ShouldRecalculateLaunchers()
- System.Int32 GetBaseCols()
- System.Int32 GetBaseRows()
- System.Int32 GetBaseSeed()
- System.Int32 GetLatestNGPlusLevel()
- System.Int32 GetMaxCol()
- System.Int32 GetMaxRow()
- System.Int32 GetMinCol()
- System.Int32 GetMinRow()
- System.Int32 GetNumLevelsComplete()
- System.Int32 GetNumPurchasedChunks()
- System.Int32 GetNumUnlockedChars()
- System.Int32 get_CurDay()
- System.Int32 get_ElevatorLvl()
- System.Int32 get_LastHarvestWorldTime()
- System.Int32 get_LastLevelNGPlus()
- System.Int32 get_NumBattlesPlayed()
- System.Int32 get_NumBossBlueprintsDropped()
- System.Int32 get_NumBossWavesCompleted()
- System.Int32 get_NumBuildingsBuilt()
- System.Int32 get_NumBuildingsConstructed()
- System.Int32 get_NumBuildingsUpgraded()
- System.Int32 get_NumHarvests()
- System.Int32 get_NumKills()
- System.Int32 get_NumMasseuseToday()
- System.Int32 get_NumResourcesConstructed()
- System.Int32 get_NumResourcesUpgraded()
- System.Int32 get_SecondsSince2040()
- System.Int32 get_Seed()
- System.Int32 get_VersionNum()
- System.Int32 get_WorldTime()
- System.Single GetCenterCol()
- System.Single GetCenterRow()
- System.Single get_BaseTime()
- System.Single get_EggDropRate()
- System.Single get_LastHarvestX()

- System.Single get_PlayTime()
- System.Single get_ScaledPlayTime()
- System.Void MarkPlaythroughComplete(System.Int32 ngPlus)
- System.Void RecalculateLaunchersIfNeeded()
- System.Void set_BaseChunks(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BaseChunkInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BaseTime(System.Single)
- System.Void set_Blueprints(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.BlueprintInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_BonusCharAmt(Il2CppSystem.Collections.Generic.List`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_BonusChars(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Buildings(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.BuildingInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CharUnlockOrder(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CharWorkerOrder(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_Chars(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.CharMetaInst, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CurDay(System.Int32)
- System.Void set_DayJustPassed(System.Boolean)
- System.Void set_DidHarvestToday(System.Boolean)
- System.Void set_EggDropRate(System.Single)
- System.Void set_ElevatorLvl(System.Int32)
- System.Void set_HeroStats(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.HeroMetaStats, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_IsBaseTutSeen(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])

- System.Void set_IsGameTutSeen(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Boolean, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_LastChar(Il2Cpp.CharType)
- System.Void set_LastHarvestAim(UnityEngine.Vector2)
- System.Void set_LastHarvestWorldTime(System.Int32)
- System.Void set_LastHarvestX(System.Single)
- System.Void set_LastLevel(Il2Cpp.LevelType)
- System.Void set_LastLevelNGPlus(System.Int32)
- System.Void set_LvlData(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_MarketResources(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_NGPlusLvlData(Il2CppSystem.Collections.Generic.List`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.LevelData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_NumBattlesPlayed(System.Int32)
- System.Void set_NumBossBlueprintsDropped(System.Int32)
- System.Void set_NumBossWavesCompleted(System.Int32)
- System.Void set_NumBuildingsBuilt(System.Int32)
- System.Void set_NumBuildingsConstructed(System.Int32)
- System.Void set_NumBuildingsUpgraded(System.Int32)
- System.Void set_NumHarvests(System.Int32)
- System.Void set_NumIdleResources(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_NumKills(System.Int32)
- System.Void set_NumMasseuseToday(System.Int32)
- System.Void set_NumPickupsGot(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])

- System.Void set_NumResources(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_NumResourcesConstructed(System.Int32)
- System.Void set_NumResourcesUpgraded(System.Int32)
- System.Void set_PassiveStats(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.PassiveMetaStats, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_PlayTime(System.Single)
- System.Void set_ScaledPlayTime(System.Single)
- System.Void set_SecondsSince2040(System.Int32)
- System.Void set_Seed(System.Int32)
- System.Void set_ShouldRecalculateLaunchers(System.Boolean)
- System.Void set_TotalResources(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_VersionNum(System.Int32)
- System.Void set_WarRoomLevel(Il2Cpp.LevelType)
- System.Void set_WorldTime(System.Int32)
- UnityEngine.Vector2 get_LastHarvestAim()
- static Il2Cpp.MetaSaveData get_I()
- static System.Void set_I(Il2Cpp.MetaSaveData)

Il2Cpp.PickupType

Base: `System.Enum`; enum: true.

Enum values (21)

- kXP
- kHealth
- kBombVert
- kBombHorz
- kBombX
- kBombCross

- kXP2
- kFuser
- kGold
- kGoldSmall
- kXP3
- kWheat
- kWood
- kStone
- kMagnet
- kBlueprint
- kXP4
- kGoldBagSmall
- kEgg
- kGear
- kNum

Fields (22)

- System.Int32 value__
- static Il2Cpp.PickupType kBlueprint
- static Il2Cpp.PickupType kBombCross
- static Il2Cpp.PickupType kBombHorz
- static Il2Cpp.PickupType kBombVert
- static Il2Cpp.PickupType kBombX
- static Il2Cpp.PickupType kEgg
- static Il2Cpp.PickupType kFuser
- static Il2Cpp.PickupType kGear
- static Il2Cpp.PickupType kGold
- static Il2Cpp.PickupType kGoldBagSmall
- static Il2Cpp.PickupType kGoldSmall
- static Il2Cpp.PickupType kHealth
- static Il2Cpp.PickupType kMagnet
- static Il2Cpp.PickupType kNum
- static Il2Cpp.PickupType kStone
- static Il2Cpp.PickupType kWheat
- static Il2Cpp.PickupType kWood
- static Il2Cpp.PickupType kXP

- static Il2Cpp.PickupType kXP2
- static Il2Cpp.PickupType kXP3
- static Il2Cpp.PickupType kXP4

Il2Cpp.PickupMgr

Base: UnityEngine.MonoBehaviour; enum: false.

Fields (40)

- static System.IntPtr NativeFieldInfoPtr_CurPickupStreak
- static System.IntPtr NativeFieldInfoPtr_I
- static System.IntPtr NativeFieldInfoPtr_LastPickupTime
- static System.IntPtr NativeFieldInfoPtr_PickupColDict
- static System.IntPtr NativeFieldInfoPtr__droppablePickups
- static System.IntPtr NativeFieldInfoPtr_kBasePickupProb
- static System.IntPtr NativeFieldInfoPtr_kPickupZ
- static System.IntPtr NativeFieldInfoPtr_kSpawnLen
- static System.IntPtr NativeMethodInfoPtr_AddGold_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_AddResource_Public_Void_ResourceType_Int32_0
- static System.IntPtr NativeMethodInfoPtr_AddXP_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_BallHitPickup_Public_Void_Collider2D_BallObj_0
- static System.IntPtr NativeMethodInfoPtr_CreatePickup_Public_PickupObj_PickupInst_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_DropBlueprintIfNecessary_Public_PickupObj_Vector3_BuildingType_0
- static System.IntPtr NativeMethodInfoPtr_DropBlueprint_Public_PickupObj_Vector3_BuildingType_0
- static System.IntPtr NativeMethodInfoPtr_DropGoldAnywhere_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_DropGold_Public_Int32_Int32_GridPieceObj_Int32_0
- static System.IntPtr NativeMethodInfoPtr_DropPickup_Public_PickupObj_Vector3_PickupType_0
- static System.IntPtr NativeMethodInfoPtr_DropRandomResources_Public_Int32_Int32_GridPieceObj_Int32_Random_0
- static System.IntPtr NativeMethodInfoPtr_DropXP_Public_PickupObj_Vector3_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetClearBonus_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetExtraGoldAmount_Public_Int32_Int32_Random_0

- static System.IntPtr NativeMethodInfoPtr_GetMaxPickupX_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetMaxPickupY_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetMinPickupX_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetMinPickupY_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_GetPickupToDrop_Public_PickupType_Random_0
- static System.IntPtr NativeMethodInfoPtr_OnSceneAboutToChange_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_PickUpAllPickupsAboveY_Public_Void_Single_0
- static System.IntPtr NativeMethodInfoPtr_PickUpPlayerPickup_Public_Void_Collider2D_Int32_0
- static System.IntPtr NativeMethodInfoPtr_PickUpResourcesInRange_Public_Void_Vector3_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr_RemovePickup_Public_Void_PickupObj_0
- static System.IntPtr NativeMethodInfoPtr_Start_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_TryDropBossBlueprint_Public_PickupObj_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_TryDropEgg_Public_PickupObj_Vector3_0
- static System.IntPtr NativeMethodInfoPtr_TryDropFuserBlueprint_Public_PickupObj_Vector3_0
- static System.IntPtr NativeMethodInfoPtr__PickUpAllPickupsAboveY_Private_IEnumerator_1_Single_Single_0
- static System.IntPtr NativeMethodInfoPtr__SpawnGem_Public_IEnumerator_1_Single_Vector3_Single_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (8)

- Il2Cpp.PickupMgr I { get; set; }
- Il2Cpp.WeightedEnumList`1[[Il2Cpp.PickupType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] _droppablePickups { get; set; }
- Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.PickupObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] PickupColDict { get; set; }
- System.Int32 CurPickupStreak { get; set; }
- System.Single LastPickupTime { get; set; }
- System.Single kBasePickupProb { get; set; }
- System.Single kPickupZ { get; set; }
- System.Single kSpawnLen { get; set; }

Methods (47)

- Il2Cpp.PickupObj CreatePickup(Il2Cpp.PickupInst p, System.Boolean isLoading)

- Il2Cpp.PickupObj DropBlueprint(UnityEngine.Vector3 dropPos, Il2Cpp.BuildingType bt)
- Il2Cpp.PickupObj DropBlueprintIfNecessary(UnityEngine.Vector3 dropPos, Il2Cpp.BuildingType bt)
- Il2Cpp.PickupObj DropPickup(UnityEngine.Vector3 dropPos, Il2Cpp.PickupType pType)
- Il2Cpp.PickupObj DropXP(UnityEngine.Vector3 dropPos, System.Int32 xpAmt)
- Il2Cpp.PickupObj TryDropBossBlueprint(UnityEngine.Vector3 dropPos)
- Il2Cpp.PickupObj TryDropEgg(UnityEngine.Vector3 dropPos)
- Il2Cpp.PickupObj TryDropFuserBlueprint(UnityEngine.Vector3 dropPos)
- Il2Cpp.PickupType GetPickupToDrop(Il2CppSystem.Random rnd)
- Il2Cpp.WeightedEnumList`1[[Il2Cpp.PickupType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get__droppablePickups()
- Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.PickupObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_PickupColDict()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _PickUpAllPickupsAboveY(System.Single y)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _SpawnGem(UnityEngine.Vector3 pos, System.Single width, System.Single height, System.Int32 xpVal)
- System.Int32 DropGold(System.Int32 nGold, Il2Cpp.GridPieceObj p, System.Int32 dropIdx)
- System.Int32 DropRandomResources(System.Int32 goldValue, Il2Cpp.GridPieceObj p, System.Int32 dropIdx, Il2CppSystem.Random rnd)
- System.Int32 GetClearBonus()
- System.Int32 GetExtraGoldAmount(System.Int32 curTurn, Il2CppSystem.Random rnd)
- System.Int32 get_CurPickupStreak()
- System.Single GetMaxPickupX()
- System.Single GetMaxPickupY()
- System.Single GetMinPickupX()
- System.Single GetMinPickupY()
- System.Single get_LastPickupTime()
- System.Void AddGold(System.Int32 amt)
- System.Void AddResource(Il2Cpp.ResourceType rt, System.Int32 amt)
- System.Void AddXP(System.Int32 amt)
- System.Void Awake()
- System.Void BallHitPickup(UnityEngine.Collider2D col, Il2Cpp.BallObj b)

- System.Void DropGoldAnywhere(System.Int32 nGold)
- System.Void OnSceneAboutToChange()
- System.Void PickUpAllPickupsAboveY(System.Single y)
- System.Void PickUpPlayerPickup(UnityEngine.Collider2D col, System.Int32 controllerIdx)
- System.Void PickUpResourcesInRange(UnityEngine.Vector3 pos, System.Single range, System.Int32 controllerIdx)
- System.Void RemovePickup(Il2Cpp.PickupObj p)
- System.Void Start()
- System.Void set_CurPickupStreak(System.Int32)
- System.Void set_LastPickupTime(System.Single)
- System.Void set_PickupColDict(Il2CppSystem.Collections.Generic.Dictionary`2[[UnityEngine.Collider2D, UnityEngine.Physics2DModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null], [Il2Cpp.PickupObj, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set__droppablePickups(Il2Cpp.WeightedEnumList`1[[Il2Cpp.PickupType, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- static Il2Cpp.PickupMgr get_I()
- static System.Single get_kBasePickupProb()
- static System.Single get_kPickupZ()
- static System.Single get_kSpawnLen()
- static System.Void set_I(Il2Cpp.PickupMgr)
- static System.Void set_kBasePickupProb(System.Single)
- static System.Void set_kPickupZ(System.Single)
- static System.Void set_kSpawnLen(System.Single)

Il2Cpp.PickupInst

Base: `Il2CppSystem.Object`; enum: false.

Fields (10)

- static System.IntPtr NativeFieldInfoPtr_ExtraData
- static System.IntPtr NativeFieldInfoPtr_Obj
- static System.IntPtr NativeFieldInfoPtr_Pos
- static System.IntPtr NativeFieldInfoPtr_RemainingLifetime
- static System.IntPtr NativeFieldInfoPtr_SpawnTurn

- static System.IntPtr NativeFieldInfoPtr_Type
- static System.IntPtr NativeMethodInfoPtr_GetValue_Public_Single_0
- static System.IntPtr NativeMethodInfoPtr_IsImportant_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_PickupInst_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_PickupType_Int32_0

Properties (6)

- Il2Cpp.PickupObj Obj { get; set; }
- Il2Cpp.PickupType Type { get; set; }
- System.Int32 ExtraData { get; set; }
- System.Int32 SpawnTurn { get; set; }
- System.Single RemainingLifetime { get; set; }
- UnityEngine.Vector3 Pos { get; set; }

Methods (14)

- Il2Cpp.PickupObj get_Obj()
- Il2Cpp.PickupType get_Type()
- System.Boolean IsImportant()
- System.Int32 get_ExtraData()
- System.Int32 get_SpawnTurn()
- System.Single GetValue()
- System.Single get_RemainingLifetime()
- System.Void set_ExtraData(System.Int32)
- System.Void set_Obj(Il2Cpp.PickupObj)
- System.Void set_Pos(UnityEngine.Vector3)
- System.Void set_RemainingLifetime(System.Single)
- System.Void set_SpawnTurn(System.Int32)
- System.Void set_Type(Il2Cpp.PickupType)
- UnityEngine.Vector3 get_Pos()

Il2Cpp.PickupObj

Base: Il2CppSirenix.OdinInspector.SerializedMonoBehaviour; enum: false.

Fields (41)

- static System.IntPtr NativeFieldInfoPtr_AttachTrailOnPickup
- static System.IntPtr NativeFieldInfoPtr_Col
- static System.IntPtr NativeFieldInfoPtr_CurState
- static System.IntPtr NativeFieldInfoPtr_Inst
- static System.IntPtr NativeFieldInfoPtr_PartTrail
- static System.IntPtr NativeFieldInfoPtr_RotSpeed
- static System.IntPtr NativeFieldInfoPtr_SFXOnPickupComplete
- static System.IntPtr NativeFieldInfoPtr_SpriteObj
- static System.IntPtr NativeFieldInfoPtr_TrailColor
- static System.IntPtr NativeFieldInfoPtr_VFX
- static System.IntPtr NativeFieldInfoPtr__curAnim
- static System.IntPtr NativeFieldInfoPtr__timerAnim
- static System.IntPtr NativeFieldInfoPtr_kGoldBagValSmall
- static System.IntPtr NativeFieldInfoPtr_kGoldVal
- static System.IntPtr NativeFieldInfoPtr_kScrollWithGrid
- static System.IntPtr NativeFieldInfoPtr_kXP2Val
- static System.IntPtr NativeFieldInfoPtr_kXP3Val
- static System.IntPtr NativeFieldInfoPtr_kXP4Val
- static System.IntPtr NativeFieldInfoPtr_kXPVals
- static System.IntPtr NativeMethodInfoPtr_AnimateBaseCollect_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_AttachPickupTrail_Public_Virtual_New_Void_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_CancelAnims_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_ClearPickupTrail_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_CompletePickup_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_InitBase_Public_Void_PickupInst_0
- static System.IntPtr NativeMethodInfoPtr_InitInternal_Private_Void_PickupInst_0
- static System.IntPtr NativeMethodInfoPtr_Init_Public_Virtual_New_Void_PickupInst_0
- static System.IntPtr NativeMethodInfoPtr_Reset_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunFloaty_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_RunNonFloaty_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_SetState_Public_Void_PickupObjState_0
- static System.IntPtr NativeMethodInfoPtr_StartPlayerPickUp_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr__AnimateBaseCollect_Private_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__AnimateDrop_Private_IEnumerator_1_Single_0

- static System.IntPtr NativeMethodInfoPtr__AnimateElevatorUpgradeEntry_Public_IEnumerator_1_Single_Vector3_Vector3_0
- static System.IntPtr NativeMethodInfoPtr__AnimateElevatorUpgradeExit_Public_IEnumerator_1_Single_Vector3_Vector3_Single_0
- static System.IntPtr NativeMethodInfoPtr__AnimatePlayerPickUp_Private_IEnumerator_1_Single_Int32_0
- static System.IntPtr NativeMethodInfoPtr__RunFloaty_Protected_Virtual_New_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__RunNonFloaty_Protected_Virtual_New_IEnumerator_1_Single_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (19)

- Il2Cpp.GridSpriteObj SpriteObj { get; set; }
- Il2Cpp.PartSys PartTrail { get; set; }
- Il2Cpp.PickupInst Inst { get; set; }
- Il2Cpp.PickupObjState CurState { get; set; }
- Il2Cpp.PickupVFX VFX { get; set; }
- Il2CppFMODUnity.EventReference SFXOnPickupComplete { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] kXPVals { get; set; }
- Il2CppMEC.CoroutineHandle _curAnim { get; set; }
- Il2CppMEC.CoroutineHandle _timerAnim { get; set; }
- System.Boolean AttachTrailOnPickup { get; set; }
- System.Boolean kScrollWithGrid { get; set; }
- System.Int32 kGoldBagValSmall { get; set; }
- System.Int32 kGoldVal { get; set; }
- System.Int32 kXP2Val { get; set; }
- System.Int32 kXP3Val { get; set; }
- System.Int32 kXP4Val { get; set; }
- System.Single RotSpeed { get; set; }
- UnityEngine.Collider2D Col { get; set; }
- UnityEngine.Color TrailColor { get; set; }

Methods (59)

- Il2Cpp.GridSpriteObj get_SpriteObj()
- Il2Cpp.PartSys get_PartTrail()
- Il2Cpp.PickupInst get_Inst()
- Il2Cpp.PickupObjState get_CurState()
- Il2Cpp.PickupVFX get_VFX()
- Il2CppFMODUnity.EventReference get_SFXOnPickupComplete()
- Il2CppMEC.CoroutineHandle get__curAnim()
- Il2CppMEC.CoroutineHandle get__timerAnim()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateBaseCollect()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateDrop()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateElevatorUpgradeEntry(UnityEngine.Vector3 startPos, UnityEngine.Vector3 tgtPos)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimateElevatorUpgradeExit(UnityEngine.Vector3 startPos, UnityEngine.Vector3 tgtPos, System.Single len)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _AnimatePlayerPickUp(System.Int32 controllerIdx)
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunFloaty()
- Il2CppSystem.Collections.Generic.IEnumerator`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] _RunNonFloaty()
- System.Boolean get_AttachTrailOnPickup()
- System.Single get_RotSpeed()
- System.Void AnimateBaseCollect()
- System.Void AttachPickupTrail()
- System.Void Awake()
- System.Void CancelAnims()
- System.Void ClearPickupTrail()
- System.Void CompletePickup()
- System.Void Init(Il2Cpp.PickupInst inst)
- System.Void InitBase(Il2Cpp.PickupInst inst)
- System.Void InitInternal(Il2Cpp.PickupInst inst)
- System.Void Reset()

- System.Void RunFloaty()
- System.Void RunNonFloaty()
- System.Void SetState(Il2Cpp.PickupObjState st)
- System.Void StartPlayerPickUp(System.Int32 controllerIdx)
- System.Void set_AttachTrailOnPickup(System.Boolean)
- System.Void set_Col(UnityEngine.Collider2D)
- System.Void set_CurState(Il2Cpp.PickupObjState)
- System.Void set_Inst(Il2Cpp.PickupInst)
- System.Void set_PartTrail(Il2Cpp.PartSys)
- System.Void set_RotSpeed(System.Single)
- System.Void set_SFXOnPickupComplete(Il2CppFMODUnity.EventReference)
- System.Void set_SpriteObj(Il2Cpp.GridSpriteObj)
- System.Void set_TrailColor(UnityEngine.Color)
- System.Void set_VFX(Il2Cpp.PickupVFX)
- System.Void set__curAnim(Il2CppMEC.CoroutineHandle)
- System.Void set__timerAnim(Il2CppMEC.CoroutineHandle)
- UnityEngine.Collider2D get_Col()
- UnityEngine.Color get_TrailColor()
- static Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_kXPVals()
- static System.Boolean get_kScrollWithGrid()
- static System.Int32 get_kGoldBagValSmall()
- static System.Int32 get_kGoldVal()
- static System.Int32 get_kXP2Val()
- static System.Int32 get_kXP3Val()
- static System.Int32 get_kXP4Val()
- static System.Void set_kGoldBagValSmall(System.Int32)
- static System.Void set_kGoldVal(System.Int32)
- static System.Void set_kScrollWithGrid(System.Boolean)
- static System.Void set_kXP2Val(System.Int32)
- static System.Void set_kXP3Val(System.Int32)
- static System.Void set_kXP4Val(System.Int32)
- static System.Void set_kXPVals(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])

Il2Cpp.HeroType

Base: `System.Enum`; enum: true.

Enum values (91)

- `kBurn`
- `kLightning`
- `kFreeze`
- `kLaserHorz`
- `kLaserVert`
- `kPoison`
- `kBomb`
- `kBleed`
- `kEarthquake`
- `kGhost`
- `kLaserCross`
- `kVampire`
- `kBroodMother`
- `kHeavy`
- `kVampireLord`
- `kWraith`
- `kAssassin`
- `kMagma`
- `kEggSac`
- `kLightningRod`
- `kSpiderQueen`
- `kSwamp`
- `kBlizzard`
- `kFreezeRay`
- `kLeech`
- `kMosquito`
- `kMosquitoKing`
- `kNosferatu`
- `kNuke`
- `kVirus`

- kWind
- kInferno
- kCharm
- kSuccubus
- kBerserk
- kShotgun
- kLight
- kSun
- kLaserBeam
- kDark
- kPhantom
- kSacrifice
- kIncubus
- kSatan
- kFlash
- kCell
- kEggSacSac
- kMaggot
- kGlacier
- kStorm
- kFrozenFlame
- kBlackHole
- kRadiationBeam
- kNoxious
- kFlicker
- kLovestruck
- kHemorrhage
- kSandstorm
- kOvergrowth
- kSoulSucker
- kMosquitoKingdom
- kLightningBug
- kHeartSwallower
- kDarkFlame
- kArmageddon
- kFlesh

- kVenom
- kZombie
- kTumor
- kFleshMound
- kFireworks
- kSniper
- kDrill
- kStone
- kBrimstone
- kLandslide
- kOffspring
- kSteel
- kCatapult
- kPetrify
- kTime
- kErosion
- kTimeBomb
- kTimeFreeze
- kWarp
- kXRay
- kLaserCutter
- kReaper
- kElemental
- kBanshee
- kNum

Fields (92)

- System.Int32 value__
- static Il2Cpp.HeroType kArmageddon
- static Il2Cpp.HeroType kAssassin
- static Il2Cpp.HeroType kBanshee
- static Il2Cpp.HeroType kBerserk
- static Il2Cpp.HeroType kBlackHole
- static Il2Cpp.HeroType kBleed
- static Il2Cpp.HeroType kBlizzard
- static Il2Cpp.HeroType kBomb

- static Il2Cpp.HeroType kBrimstone
- static Il2Cpp.HeroType kBroodMother
- static Il2Cpp.HeroType kBurn
- static Il2Cpp.HeroType kCatapult
- static Il2Cpp.HeroType kCell
- static Il2Cpp.HeroType kCharm
- static Il2Cpp.HeroType kDark
- static Il2Cpp.HeroType kDarkFlame
- static Il2Cpp.HeroType kDrill
- static Il2Cpp.HeroType kEarthquake
- static Il2Cpp.HeroType kEggSac
- static Il2Cpp.HeroType kEggSacSac
- static Il2Cpp.HeroType kElemental
- static Il2Cpp.HeroType kErosion
- static Il2Cpp.HeroType kFireworks
- static Il2Cpp.HeroType kFlash
- static Il2Cpp.HeroType kFlesh
- static Il2Cpp.HeroType kFleshMound
- static Il2Cpp.HeroType kFlicker
- static Il2Cpp.HeroType kFreeze
- static Il2Cpp.HeroType kFreezeRay
- static Il2Cpp.HeroType kFrozenFlame
- static Il2Cpp.HeroType kGhost
- static Il2Cpp.HeroType kGlacier
- static Il2Cpp.HeroType kHeartSwallower
- static Il2Cpp.HeroType kHeavy
- static Il2Cpp.HeroType kHemorrhage
- static Il2Cpp.HeroType kIncubus
- static Il2Cpp.HeroType kInferno
- static Il2Cpp.HeroType kLandslide
- static Il2Cpp.HeroType kLaserBeam
- static Il2Cpp.HeroType kLaserCross
- static Il2Cpp.HeroType kLaserCutter
- static Il2Cpp.HeroType kLaserHorz
- static Il2Cpp.HeroType kLaserVert
- static Il2Cpp.HeroType kLeech

- static Il2Cpp.HeroType kLight
- static Il2Cpp.HeroType kLightning
- static Il2Cpp.HeroType kLightningBug
- static Il2Cpp.HeroType kLightningRod
- static Il2Cpp.HeroType kLovestruck
- static Il2Cpp.HeroType kMaggot
- static Il2Cpp.HeroType kMagma
- static Il2Cpp.HeroType kMosquito
- static Il2Cpp.HeroType kMosquitoKing
- static Il2Cpp.HeroType kMosquitoKingdom
- static Il2Cpp.HeroType kNosferatu
- static Il2Cpp.HeroType kNoxious
- static Il2Cpp.HeroType kNuke
- static Il2Cpp.HeroType kNum
- static Il2Cpp.HeroType kOffspring
- static Il2Cpp.HeroType kOvergrowth
- static Il2Cpp.HeroType kPetrify
- static Il2Cpp.HeroType kPhantom
- static Il2Cpp.HeroType kPoison
- static Il2Cpp.HeroType kRadiationBeam
- static Il2Cpp.HeroType kReaper
- static Il2Cpp.HeroType kSacrifice
- static Il2Cpp.HeroType kSandstorm
- static Il2Cpp.HeroType kSatan
- static Il2Cpp.HeroType kShotgun
- static Il2Cpp.HeroType kSniper
- static Il2Cpp.HeroType kSoulSucker
- static Il2Cpp.HeroType kSpiderQueen
- static Il2Cpp.HeroType kSteel
- static Il2Cpp.HeroType kStone
- static Il2Cpp.HeroType kStorm
- static Il2Cpp.HeroType kSuccubus
- static Il2Cpp.HeroType kSun
- static Il2Cpp.HeroType kSwamp
- static Il2Cpp.HeroType kTime
- static Il2Cpp.HeroType kTimeBomb

- static Il2Cpp.HeroType kTimeFreeze
- static Il2Cpp.HeroType kTumor
- static Il2Cpp.HeroType kVampire
- static Il2Cpp.HeroType kVampireLord
- static Il2Cpp.HeroType kVenom
- static Il2Cpp.HeroType kVirus
- static Il2Cpp.HeroType kWarp
- static Il2Cpp.HeroType kWind
- static Il2Cpp.HeroType kWraith
- static Il2Cpp.HeroType kXRay
- static Il2Cpp.HeroType kZombie

Il2Cpp.PassiveType

Base: System.Enum; enum: true.

Enum values (73)

- kAddHeroDamage
- kAddFollowerDamage
- kSneakers
- kFeather
- kSilverBullet
- kMagnet
- kTurret
- kBabyRattle
- kGemspring
- kGoldenBull
- kArmor
- kBow
- kMagicStaff
- kHourglass
- kRobotHeart
- kThorns
- kEyeball
- kTornado

- kHealerEffigy
- kDynamite
- kVampiricSword
- kHandMirror
- kSlingshot
- kEtherealCloak
- kBackstabDagger
- kRightstabDagger
- kLeftstabDagger
- kFrontstabDagger
- kOverheal
- kWagonWheel
- kStoneEffigy
- kHandFan
- kArcherEffigy
- kCursedElixir
- kBandageRoll
- kFrozenSpike
- kMidnightOil
- kDeadeyesCross
- kSoulReaver
- kGhostlyShield
- kLoversQuiver
- kTraitorsCowl
- kWretchedOnion
- kUpturnedHatchet
- kVoodooDoll
- kKissOfDeath
- kSilverBlindfold
- kReachersSpear
- kSpikedCollar
- kTormentersMask
- kProtectiveCharm
- kGhostlyCorset
- kDeadeyesAmulet
- kCorpseExplosion

- kRubberHeadband
- kPhantomRegalia
- kCornucopia
- kGraciousImpaler
- kAnointedWings
- kOdiferousShell
- kDeadeyesImpaler
- kArrowOfFate
- kArdentTire
- kWindWeaver
- kArgentStopwatch
- kIronOnesie
- kSwordBreaker
- kFullMetalRapier
- kRemoteDetonator
- kPlatinumDumbbell
- kIngloriousHammer
- kArtillery
- kNum

Fields (74)

- System.Int32 value__
- static Il2Cpp.PassiveType kAddFollowerDamage
- static Il2Cpp.PassiveType kAddHeroDamage
- static Il2Cpp.PassiveType kAnointedWings
- static Il2Cpp.PassiveType kArcherEffigy
- static Il2Cpp.PassiveType kArdentTire
- static Il2Cpp.PassiveType kArgentStopwatch
- static Il2Cpp.PassiveType kArmor
- static Il2Cpp.PassiveType kArrowOfFate
- static Il2Cpp.PassiveType kArtillery
- static Il2Cpp.PassiveType kBabyRattle
- static Il2Cpp.PassiveType kBackstabDagger
- static Il2Cpp.PassiveType kBandageRoll
- static Il2Cpp.PassiveType kBow
- static Il2Cpp.PassiveType kCornucopia

- static Il2Cpp.PassiveType kCorpseExplosion
- static Il2Cpp.PassiveType kCursedElixir
- static Il2Cpp.PassiveType kDeadeyesAmulet
- static Il2Cpp.PassiveType kDeadeyesCross
- static Il2Cpp.PassiveType kDeadeyesImpaler
- static Il2Cpp.PassiveType kDynamite
- static Il2Cpp.PassiveType kEtherealCloak
- static Il2Cpp.PassiveType kEyeball
- static Il2Cpp.PassiveType kFeather
- static Il2Cpp.PassiveType kFrontstabDagger
- static Il2Cpp.PassiveType kFrozenSpike
- static Il2Cpp.PassiveType kFullMetalRapier
- static Il2Cpp.PassiveType kGemspring
- static Il2Cpp.PassiveType kGhostlyCorset
- static Il2Cpp.PassiveType kGhostlyShield
- static Il2Cpp.PassiveType kGoldenBull
- static Il2Cpp.PassiveType kGraciousImpaler
- static Il2Cpp.PassiveType kHandFan
- static Il2Cpp.PassiveType kHandMirror
- static Il2Cpp.PassiveType kHealerEffigy
- static Il2Cpp.PassiveType kHourglass
- static Il2Cpp.PassiveType kIngloriousHammer
- static Il2Cpp.PassiveType kIronOnesie
- static Il2Cpp.PassiveType kKissOfDeath
- static Il2Cpp.PassiveType kLeftstabDagger
- static Il2Cpp.PassiveType kLoversQuiver
- static Il2Cpp.PassiveType kMagicStaff
- static Il2Cpp.PassiveType kMagnet
- static Il2Cpp.PassiveType kMidnightOil
- static Il2Cpp.PassiveType kNum
- static Il2Cpp.PassiveType kOdiferousShell
- static Il2Cpp.PassiveType kOverheal
- static Il2Cpp.PassiveType kPhantomRegalia
- static Il2Cpp.PassiveType kPlatinumDumbbell
- static Il2Cpp.PassiveType kProtectiveCharm
- static Il2Cpp.PassiveType kReachersSpear

- static Il2Cpp.PassiveType kRemoteDetonator
- static Il2Cpp.PassiveType kRightstabDagger
- static Il2Cpp.PassiveType kRobotHeart
- static Il2Cpp.PassiveType kRubberHeadband
- static Il2Cpp.PassiveType kSilverBlindfold
- static Il2Cpp.PassiveType kSilverBullet
- static Il2Cpp.PassiveType kSlingshot
- static Il2Cpp.PassiveType kSneakers
- static Il2Cpp.PassiveType kSoulReaver
- static Il2Cpp.PassiveType kSpikedCollar
- static Il2Cpp.PassiveType kStoneEffigy
- static Il2Cpp.PassiveType kSwordBreaker
- static Il2Cpp.PassiveType kThorns
- static Il2Cpp.PassiveType kTormentersMask
- static Il2Cpp.PassiveType kTornado
- static Il2Cpp.PassiveType kTraitorsCowl
- static Il2Cpp.PassiveType kTurret
- static Il2Cpp.PassiveType kUpturnedHatchet
- static Il2Cpp.PassiveType kVampiricSword
- static Il2Cpp.PassiveType kVoodooDoll
- static Il2Cpp.PassiveType kWagonWheel
- static Il2Cpp.PassiveType kWindWeaver
- static Il2Cpp.PassiveType kWretchedOnion

Il2Cpp.CharType

Base: `System.Enum`; enum: true.

Enum values (24)

- kDefault
- kRecaller
- kItchyFinger
- kTunneller
- kTiptoer
- kCogitator

- kTactician
- kSpendthrift
- kEmbedded
- kRadicalAI
- kEmptyNester
- kShade
- kCohabitants
- kPhysicist
- kBrickHead
- kSisyphus
- kFlagellant
- kWimp
- kPackRat
- kFalconer
- kCarouser
- kBackpacker
- kInfluencer
- kNum

Fields (25)

- System.Int32 value__
- static Il2Cpp.CharType kBackpacker
- static Il2Cpp.CharType kBrickHead
- static Il2Cpp.CharType kCarouser
- static Il2Cpp.CharType kCogitator
- static Il2Cpp.CharType kCohabitants
- static Il2Cpp.CharType kDefault
- static Il2Cpp.CharType kEmbedded
- static Il2Cpp.CharType kEmptyNester
- static Il2Cpp.CharType kFalconer
- static Il2Cpp.CharType kFlagellant
- static Il2Cpp.CharType kInfluencer
- static Il2Cpp.CharType kItchyFinger
- static Il2Cpp.CharType kNum
- static Il2Cpp.CharType kPackRat
- static Il2Cpp.CharType kPhysicist

- `static Il2Cpp.CharType kRadicalAI`
- `static Il2Cpp.CharType kRecaller`
- `static Il2Cpp.CharType kShade`
- `static Il2Cpp.CharType kSisyphus`
- `static Il2Cpp.CharType kSpendthrift`
- `static Il2Cpp.CharType kTactician`
- `static Il2Cpp.CharType kTiptoer`
- `static Il2Cpp.CharType kTunneller`
- `static Il2Cpp.CharType kWimp`

Il2Cpp.UpgradeType

Base: `System.Enum`; enum: true.

Enum values (4)

- `kHero`
- `kPassive`
- `kPet`
- `kPetUpgrade`

Fields (5)

- `System.Int32 value__`
- `static Il2Cpp.UpgradeType kHero`
- `static Il2Cpp.UpgradeType kPassive`
- `static Il2Cpp.UpgradeType kPet`
- `static Il2Cpp.UpgradeType kPetUpgrade`

Il2Cpp.SaveMgr

Base: `Il2CppSirenix.OdinInspector.SerializedMonoBehaviour`; enum: false.

Fields (67)

- `static System.IntPtr NativeFieldInfoPtr_BattleSave`
- `static System.IntPtr NativeFieldInfoPtr_DidJustTransferDemo`

- static System.IntPtr NativeFieldInfoPtr_I
- static System.IntPtr NativeFieldInfoPtr_MetaSave
- static System.IntPtr NativeFieldInfoPtr_OnResourceChanged
- static System.IntPtr NativeFieldInfoPtr_OnResourcesChanged
- static System.IntPtr NativeFieldInfoPtr_OnSaveLoaded
- static System.IntPtr NativeFieldInfoPtr_SlotDataList
- static System.IntPtr NativeFieldInfoPtr__lastSaveTime
- static System.IntPtr NativeFieldInfoPtr__metaDirty
- static System.IntPtr NativeFieldInfoPtr__preservedBattleResources
- static System.IntPtr NativeFieldInfoPtr_kBattleSaveBackupPath
- static System.IntPtr NativeFieldInfoPtr_kBattleSavePath
- static System.IntPtr NativeFieldInfoPtr_kBattleSaveTempPath
- static System.IntPtr NativeFieldInfoPtr_kMaxSaveSlots
- static System.IntPtr NativeFieldInfoPtr_kMetaSaveBackupPath
- static System.IntPtr NativeFieldInfoPtr_kMetaSavePath
- static System.IntPtr NativeFieldInfoPtr_kMetaSaveTempPath
- static System.IntPtr NativeMethodInfoPtr_AddMetaGold_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_AddResources_Public_Void_ResourceType_Int32_Boolean_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_ClearBattleSavedData_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_ClearBattle_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_ClearSave_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_ClearSave_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_FixUpLevelData_Private_Void_LevelData_0
- static System.IntPtr NativeMethodInfoPtr_GainBlueprint_Public_Void_BuildingType_0
- static System.IntPtr NativeMethodInfoPtr_GetDemoMetaSavePath_Public_String_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetDemoSlotMetaPath_Public_String_0
- static System.IntPtr NativeMethodInfoPtr_GetMaxSlot_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMetaSaveBackupPath_Public_String_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMetaSavePath_Public_String_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetMetaSaveTempPath_Public_String_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumBlueprintsAvailable_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumGold_Public_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetNumResources_Public_Int32_ResourceType_0
- static System.IntPtr NativeMethodInfoPtr_GetSlotDataPath_Public_String_0

- static System.IntPtr NativeMethodInfoPtr_HasAnyData_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_HasBattleSaveData_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_HasBlueprint_Public_Boolean_BuildingType_0
- static System.IntPtr NativeMethodInfoPtr_HasDemoSave_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_HasMetaInSlot_Public_Boolean_Int32_0
- static System.IntPtr NativeMethodInfoPtr_LateUpdate_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_LoadBattleAtPath_Public_BattleSaveData_String_0
- static System.IntPtr NativeMethodInfoPtr_LoadBattle_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_LoadMetaAtPath_Public_MetaSaveData_String_String_0
- static System.IntPtr NativeMethodInfoPtr_LoadMetaInSlot_Public_MetaSaveData_Int32_0
- static System.IntPtr NativeMethodInfoPtr_LoadMeta_Public_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_LoadSlotData_Public_SlotMetaDataList_0
- static System.IntPtr NativeMethodInfoPtr_LoadSlotMeta_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_LockChar_Public_Void_CharType_0
- static System.IntPtr NativeMethodInfoPtr_MarkMetaDirty_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_OnSaveSlotChanged_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_PreserveBattleResources_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_SaveBattle_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_SaveDataToPathSafe_Public_Void_Object_String_String_String_0
- static System.IntPtr NativeMethodInfoPtr_SaveDataToPath_Public_Void_Object_String_Boolean_0
- static System.IntPtr NativeMethodInfoPtr_SaveMeta_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_SaveSlotData_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_SpendGold_Public_Void_Int32_0
- static System.IntPtr NativeMethodInfoPtr_SpendResources_Public_Void_ResourceType_Int32_0
- static System.IntPtr NativeMethodInfoPtr_StartNewBattle_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_StartNewGame_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_TransferDemoFiles_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_TryCopyFile_Private_Void_String_String_0
- static System.IntPtr NativeMethodInfoPtr_UnlockChar_Public_Void_CharType_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (18)

- Il2Cpp.BattleSaveData BattleSave { get; set; }
- Il2Cpp.Cost _preservedBattleResources { get; set; }
- Il2Cpp.DelegateUtl+NoArgsEvent OnSaveLoaded { get; set; }

- Il2Cpp.DelegateUtl+ResourceEvent OnResourcesChanged { get; set; }
- Il2Cpp.MetaSaveData MetaSave { get; set; }
- Il2Cpp.SaveMgr I { get; set; }
- Il2Cpp.SlotMetaDataList SlotDataList { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.DelegateUtl+NoArgsEvent, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] OnResourceChanged { get; set; }
- System.Boolean DidJustTransferDemo { get; set; }
- System.Boolean _metaDirty { get; set; }
- System.Int32 kMaxSaveSlots { get; set; }
- System.Single _lastSaveTime { get; set; }
- System.String kBattleSaveBackupPath { get; set; }
- System.String kBattleSavePath { get; set; }
- System.String kBattleSaveTempPath { get; set; }
- System.String kMetaSaveBackupPath { get; set; }
- System.String kMetaSavePath { get; set; }
- System.String kMetaSaveTempPath { get; set; }

Methods (84)

- Il2Cpp.BattleSaveData LoadBattleAtPath(System.String path)
- Il2Cpp.BattleSaveData get_BattleSave()
- Il2Cpp.Cost get__preservedBattleResources()
- Il2Cpp.DelegateUtl+NoArgsEvent get_OnSaveLoaded()
- Il2Cpp.DelegateUtl+ResourceEvent get_OnResourcesChanged()
- Il2Cpp.MetaSaveData LoadMetaAtPath(System.String path, System.String backupPath)
- Il2Cpp.MetaSaveData LoadMetaInSlot(System.Int32 slot)
- Il2Cpp.MetaSaveData get_MetaSave()
- Il2Cpp.SlotMetaDataList LoadSlotData()
- Il2Cpp.SlotMetaDataList get_SlotDataList()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.DelegateUtl+NoArgsEvent, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_OnResourceChanged()
- System.Boolean HasAnyData()
- System.Boolean HasBattleSaveData()
- System.Boolean HasBlueprint(Il2Cpp.BuildingType bt)
- System.Boolean HasDemoSave()
- System.Boolean HasMetaInSlot(System.Int32 slot)

- System.Boolean LoadBattle()
- System.Boolean LoadMeta()
- System.Boolean get_DidJustTransferDemo()
- System.Boolean get__metaDirty()
- System.Int32 GetMaxSlot()
- System.Int32 GetNumBlueprintsAvailable()
- System.Int32 GetNumGold()
- System.Int32 GetNumResources(Il2Cpp.ResourceType rt)
- System.Single get__lastSaveTime()
- System.String GetDemoMetaSavePath(System.Int32 slot)
- System.String GetDemoSlotMetaPath()
- System.String GetMetaSaveBackupPath(System.Int32 slot)
- System.String GetMetaSavePath(System.Int32 slot)
- System.String GetMetaSaveTempPath(System.Int32 slot)
- System.String GetSlotDataPath()
- System.Void AddMetaGold(System.Int32 amt)
- System.Void AddResources(Il2Cpp.ResourceType rt, System.Int32 amt, System.Boolean saveGame, System.Boolean logStats)
- System.Void Awake()
- System.Void ClearBattle()
- System.Void ClearBattleSavedData()
- System.Void ClearSave()
- System.Void ClearSave(System.Int32 slot)
- System.Void FixUpLevelData(Il2Cpp.LevelData ld)
- System.Void GainBlueprint(Il2Cpp.BuildingType bt)
- System.Void LateUpdate()
- System.Void LoadSlotMeta()
- System.Void LockChar(Il2Cpp.CharType ct)
- System.Void MarkMetaDirty()
- System.Void OnSaveSlotChanged()
- System.Void PreserveBattleResources()
- System.Void SaveBattle()
- System.Void SaveDataToPath(Il2CppSystem.Object sav, System.String path, System.Boolean saveToCloud)
- System.Void SaveDataToPathSafe(Il2CppSystem.Object sav, System.String mainPath, System.String tmpPath, System.String backupPath)

- System.Void SaveMeta()
- System.Void SaveSlotData()
- System.Void SpendGold(System.Int32 amt)
- System.Void SpendResources(Il2Cpp.ResourceType rt, System.Int32 amt)
- System.Void StartNewBattle()
- System.Void StartNewGame()
- System.Void TransferDemoFiles()
- System.Void TryCopyFile(System.String sourcePath, System.String destPath)
- System.Void UnlockChar(Il2Cpp.CharType ct)
- System.Void set_BattleSave(Il2Cpp.BattleSaveData)
- System.Void set_DidJustTransferDemo(System.Boolean)
- System.Void set_MetaSave(Il2Cpp.MetaSaveData)
- System.Void set_OnResourceChanged(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2Cpp.DelegateUtl+NoArgsEvent, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_OnResourcesChanged(Il2Cpp.DelegateUtl+ResourceEvent)
- System.Void set_OnSaveLoaded(Il2Cpp.DelegateUtl+NoArgsEvent)
- System.Void set_SlotDataList(Il2Cpp.SlotMetaDataList)
- System.Void set__lastSaveTime(System.Single)
- System.Void set__metaDirty(System.Boolean)
- System.Void set__preservedBattleResources(Il2Cpp.Cost)
- static Il2Cpp.SaveMgr get_I()
- static System.Int32 get_kMaxSaveSlots()
- static System.String get_kBattleSaveBackupPath()
- static System.String get_kBattleSavePath()
- static System.String get_kBattleSaveTempPath()
- static System.String get_kMetaSaveBackupPath()
- static System.String get_kMetaSavePath()
- static System.String get_kMetaSaveTempPath()
- static System.Void set_I(Il2Cpp.SaveMgr)
- static System.Void set_kBattleSaveBackupPath(System.String)
- static System.Void set_kBattleSavePath(System.String)
- static System.Void set_kBattleSaveTempPath(System.String)
- static System.Void set_kMaxSaveSlots(System.Int32)
- static System.Void set_kMetaSaveBackupPath(System.String)

- static System.Void set_kMetaSavePath(System.String)
- static System.Void set_kMetaSaveTempPath(System.String)

Il2Cpp.HeroMetaStats

Base: Il2CppSystem.Object; enum: false.

Fields (9)

- static System.IntPtr NativeFieldInfoPtr_NumCombos
- static System.IntPtr NativeFieldInfoPtr_NumCompletedRuns
- static System.IntPtr NativeFieldInfoPtr_NumNewRejected
- static System.IntPtr NativeFieldInfoPtr_NumObtained
- static System.IntPtr NativeFieldInfoPtr_NumUpgradeRejected
- static System.IntPtr NativeFieldInfoPtr_NumUpgraded
- static System.IntPtr NativeFieldInfoPtr_TotalDamage
- static System.IntPtr NativeFieldInfoPtr_TotalLaunches
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (8)

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] NumCombos { get; set; }
- System.Int32 NumCompletedRuns { get; set; }
- System.Int32 NumNewRejected { get; set; }
- System.Int32 NumObtained { get; set; }
- System.Int32 NumUpgradeRejected { get; set; }
- System.Int32 NumUpgraded { get; set; }
- System.Int32 TotalDamage { get; set; }
- System.Int32 TotalLaunches { get; set; }

Methods (16)

- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]] get_NumCombos()
- System.Int32 get_NumCompletedRuns()
- System.Int32 get_NumNewRejected()

- System.Int32 get_NumObtained()
- System.Int32 get_NumUpgradeRejected()
- System.Int32 get_NumUpgraded()
- System.Int32 get_TotalDamage()
- System.Int32 get_TotalLaunches()
- System.Void set_NumCombos(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Int32, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]])
- System.Void set_NumCompletedRuns(System.Int32)
- System.Void set_NumNewRejected(System.Int32)
- System.Void set_NumObtained(System.Int32)
- System.Void set_NumUpgradeRejected(System.Int32)
- System.Void set_NumUpgraded(System.Int32)
- System.Void set_TotalDamage(System.Int32)
- System.Void set_TotalLaunches(System.Int32)

Il2Cpp.PassiveMetaStats

Base: Il2CppSystem.Object; enum: false.

Fields (6)

- static System.IntPtr NativeFieldInfoPtr_NumCompletedRuns
- static System.IntPtr NativeFieldInfoPtr_NumNewRejected
- static System.IntPtr NativeFieldInfoPtr_NumObtained
- static System.IntPtr NativeFieldInfoPtr_NumUpgradeRejected
- static System.IntPtr NativeFieldInfoPtr_NumUpgraded
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (5)

- System.Int32 NumCompletedRuns { get; set; }
- System.Int32 NumNewRejected { get; set; }
- System.Int32 NumObtained { get; set; }
- System.Int32 NumUpgradeRejected { get; set; }
- System.Int32 NumUpgraded { get; set; }

Methods (10)

- `System.Int32 get_NumCompletedRuns()`
- `System.Int32 get_NumNewRejected()`
- `System.Int32 get_NumObtained()`
- `System.Int32 get_NumUpgradeRejected()`
- `System.Int32 get_NumUpgraded()`
- `System.Void set_NumCompletedRuns(System.Int32 )`
- `System.Void set_NumNewRejected(System.Int32 )`
- `System.Void set_NumObtained(System.Int32 )`
- `System.Void set_NumUpgradeRejected(System.Int32 )`
- `System.Void set_NumUpgraded(System.Int32 )`

Il2Cpp.UpgradeMgr

Base: `Il2CppSirenix.OdinInspector.SerializedMonoBehaviour`; enum: false.

Fields (161)

- `static System.IntPtr NativeFieldInfoPtr_AOEDamageMult`
- `static System.IntPtr NativeFieldInfoPtr_Acceleration`
- `static System.IntPtr NativeFieldInfoPtr_AimScatter`
- `static System.IntPtr NativeFieldInfoPtr_AllyHealthMult`
- `static System.IntPtr NativeFieldInfoPtr_AllyHitSelfHeal`
- `static System.IntPtr NativeFieldInfoPtr_AllyPierceHeal`
- `static System.IntPtr NativeFieldInfoPtr_AllyPierceHealChance`
- `static System.IntPtr NativeFieldInfoPtr_AvoidObstacles`
- `static System.IntPtr NativeFieldInfoPtr_BabyRattlePassive`
- `static System.IntPtr NativeFieldInfoPtr_BackCritChance`
- `static System.IntPtr NativeFieldInfoPtr_BallDamageMult`
- `static System.IntPtr NativeFieldInfoPtr_BallReturnSpeed`
- `static System.IntPtr NativeFieldInfoPtr_BaseNumFollowers`
- `static System.IntPtr NativeFieldInfoPtr_BaseSpeed`
- `static System.IntPtr NativeFieldInfoPtr_BlindCritChance`
- `static System.IntPtr NativeFieldInfoPtr_BonusCatchRange`
- `static System.IntPtr NativeFieldInfoPtr_BonusCharXP`

- static System.IntPtr NativeFieldInfoPtr_BonusFollowerDamageMax
- static System.IntPtr NativeFieldInfoPtr_BonusFollowerDamageMin
- static System.IntPtr NativeFieldInfoPtr_BonusGoldDropped
- static System.IntPtr NativeFieldInfoPtr_BonusHeroDamage
- static System.IntPtr NativeFieldInfoPtr_BonusXPDropped
- static System.IntPtr NativeFieldInfoPtr_BounceBonusDamagePct
- static System.IntPtr NativeFieldInfoPtr_BounceRandomDamage
- static System.IntPtr NativeFieldInfoPtr_BounceScatter
- static System.IntPtr NativeFieldInfoPtr_CharmKillChance
- static System.IntPtr NativeFieldInfoPtr_ColCritChance
- static System.IntPtr NativeFieldInfoPtr_ColumnSlowPct
- static System.IntPtr NativeFieldInfoPtr_ComboChars
- static System.IntPtr NativeFieldInfoPtr_CorpseBombLvl
- static System.IntPtr NativeFieldInfoPtr_CorpseExplodeDamageMax
- static System.IntPtr NativeFieldInfoPtr_CorpseExplodeDamageMin
- static System.IntPtr NativeFieldInfoPtr_CritBonusDamageMax
- static System.IntPtr NativeFieldInfoPtr_CritBonusDamageMin
- static System.IntPtr NativeFieldInfoPtr_CritChance
- static System.IntPtr NativeFieldInfoPtr_CritKillChance
- static System.IntPtr NativeFieldInfoPtr_CritMultiplier
- static System.IntPtr NativeFieldInfoPtr_CrvStatWeight
- static System.IntPtr NativeFieldInfoPtr_CurChar
- static System.IntPtr NativeFieldInfoPtr_CurseKillChance
- static System.IntPtr NativeFieldInfoPtr_DamageDecayPerBounce
- static System.IntPtr NativeFieldInfoPtr_DamageReduction
- static System.IntPtr NativeFieldInfoPtr_DefenseMult
- static System.IntPtr NativeFieldInfoPtr_DetectKillChance
- static System.IntPtr NativeFieldInfoPtr_DodgeChance
- static System.IntPtr NativeFieldInfoPtr_EachBabyBallBonusDmgPct
- static System.IntPtr NativeFieldInfoPtr_EachEnemyBonusDmgPct
- static System.IntPtr NativeFieldInfoPtr_EtherealDamagePct
- static System.IntPtr NativeFieldInfoPtr_FireRate
- static System.IntPtr NativeFieldInfoPtr_FollowerDamageMax
- static System.IntPtr NativeFieldInfoPtr_FollowerDamageMin
- static System.IntPtr NativeFieldInfoPtr_FrontCritChance
- static System.IntPtr NativeFieldInfoPtr_GemBabyChance

- static System.IntPtr NativeFieldInfoPtr_GemWindBallLvl
- static System.IntPtr NativeFieldInfoPtr_GhostDamagePct
- static System.IntPtr NativeFieldInfoPtr_HealthPerKill
- static System.IntPtr NativeFieldInfoPtr_HeroDamageMult
- static System.IntPtr NativeFieldInfoPtr_I
- static System.IntPtr NativeFieldInfoPtr_IsEthereal
- static System.IntPtr NativeFieldInfoPtr_IsSideGhost
- static System.IntPtr NativeFieldInfoPtr_LeftCritChance
- static System.IntPtr NativeFieldInfoPtr_MaxBonusFireBallDamage
- static System.IntPtr NativeFieldInfoPtr_MaxCatchBabies
- static System.IntPtr NativeFieldInfoPtr_MaxCornucopiaBabies
- static System.IntPtr NativeFieldInfoPtr_MaxDecayingDamagePct
- static System.IntPtr NativeFieldInfoPtr_MaxFrozenSpikeDamage
- static System.IntPtr NativeFieldInfoPtr_MaxHealBabies
- static System.IntPtr NativeFieldInfoPtr_MaxHealth
- static System.IntPtr NativeFieldInfoPtr_MinBonusFireBallDamage
- static System.IntPtr NativeFieldInfoPtr_MinCatchBabies
- static System.IntPtr NativeFieldInfoPtr_MinCornucopiaBabies
- static System.IntPtr NativeFieldInfoPtr_MinDecayingDamagePct
- static System.IntPtr NativeFieldInfoPtr_MinFrozenSpikeDamage
- static System.IntPtr NativeFieldInfoPtr_MinHealBabies
- static System.IntPtr NativeFieldInfoPtr_MoveSpeed
- static System.IntPtr NativeFieldInfoPtr_MoveSpeedWhileShooting
- static System.IntPtr NativeFieldInfoPtr_NonBackBonusDamagePct
- static System.IntPtr NativeFieldInfoPtr_NonWallBonusDamagePct
- static System.IntPtr NativeFieldInfoPtr_NumFollowers
- static System.IntPtr NativeFieldInfoPtr_NumMultiHeroes
- static System.IntPtr NativeFieldInfoPtr_OnHeroesChanged
- static System.IntPtr NativeFieldInfoPtr_OnPassivesChanged
- static System.IntPtr NativeFieldInfoPtr_OnionMaxDamage
- static System.IntPtr NativeFieldInfoPtr_OnionMinDamage
- static System.IntPtr NativeFieldInfoPtr_OnionRange
- static System.IntPtr NativeFieldInfoPtr_OverhealEfficiency
- static System.IntPtr NativeFieldInfoPtr_PassivePowerMult
- static System.IntPtr NativeFieldInfoPtr_PeakSpeed
- static System.IntPtr NativeFieldInfoPtr_PickupRange

- static System.IntPtr NativeFieldInfoPtr_PierceAllies
- static System.IntPtr NativeFieldInfoPtr_PoisonZombieChance
- static System.IntPtr NativeFieldInfoPtr_ProjArrowReflectMax
- static System.IntPtr NativeFieldInfoPtr_ProjArrowReflectMin
- static System.IntPtr NativeFieldInfoPtr_ProjHealAmt
- static System.IntPtr NativeFieldInfoPtr_ProjHealChance
- static System.IntPtr NativeFieldInfoPtr_ProjReflectChance
- static System.IntPtr NativeFieldInfoPtr_ProjSpeedMult
- static System.IntPtr NativeFieldInfoPtr_PropertyLabels
- static System.IntPtr NativeFieldInfoPtr_PropertySlugs
- static System.IntPtr NativeFieldInfoPtr_ReloadTime
- static System.IntPtr NativeFieldInfoPtr_RightCritChance
- static System.IntPtr NativeFieldInfoPtr_SelfDamagePerShot
- static System.IntPtr NativeFieldInfoPtr_ShieldCooldownLength
- static System.IntPtr NativeFieldInfoPtr_ShootKnockbackAmt
- static System.IntPtr NativeFieldInfoPtr_SideGhostDamagePct
- static System.IntPtr NativeFieldInfoPtr_SpikedCollarPassive
- static System.IntPtr NativeFieldInfoPtr_StatEffectLabels
- static System.IntPtr NativeFieldInfoPtr_StatLabels
- static System.IntPtr NativeFieldInfoPtr_StatLvlWeight
- static System.IntPtr NativeFieldInfoPtr_StatPropertyLabels
- static System.IntPtr NativeFieldInfoPtr_StatSlugs
- static System.IntPtr NativeFieldInfoPtr_StatusEffectDamageMult
- static System.IntPtr NativeFieldInfoPtr_StatusEffectLengthMult
- static System.IntPtr NativeFieldInfoPtr_TgtXP
- static System.IntPtr NativeFieldInfoPtr_ThornsAmt
- static System.IntPtr NativeFieldInfoPtr_TouchKillChance
- static System.IntPtr NativeFieldInfoPtr_UpturnedHatchetPassive
- static System.IntPtr NativeFieldInfoPtr_WallBonusDamagePct
- static System.IntPtr NativeFieldInfoPtr_kEnduranceHealthFactor
- static System.IntPtr NativeMethodInfoPtr_AddHero_Public_Void_HeroType_Int32_0
- static System.IntPtr NativeMethodInfoPtr_ApplyUpgrade_Public_Void_UpgradeChoice_0
- static System.IntPtr NativeMethodInfoPtr_Awake_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropFloat_Public_Single_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropFloat_Public_Single_StatPropType_Int32_StatScaling_0

- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropIntMax_Public_Int32_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropIntMax_Public_Int32_StatPropType_Int32_StatScaling_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropIntMin_Public_Int32_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropIntMin_Public_Int32_StatPropType_Int32_StatScaling_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropInt_Public_Int32_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropInt_Public_Int32_StatPropType_Int32_StatScaling_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStatPropStr_Public_String_StatPropType_Int32_StatScaling_0
- static System.IntPtr NativeMethodInfoPtr_CalculateStats_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_CalculateTgtXP_Public_Void_0
- static System.IntPtr NativeMethodInfoPtr_CombineHeroes_Public_Void_HeroCombo_0
- static System.IntPtr NativeMethodInfoPtr_GetCurStatWeight_Public_Single_StatType_StatCrvType_0
- static System.IntPtr NativeMethodInfoPtr_GetCurStat_Public_Int32_StatType_0
- static System.IntPtr NativeMethodInfoPtr_GetDisplayType_Public_StatPropDisplayType_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_GetHero_Public_HeroInst_HeroType_0
- static System.IntPtr NativeMethodInfoPtr_GetPassive_Public_PassiveInst_PassiveType_0
- static System.IntPtr NativeMethodInfoPtr_GetPropertyLabelSlug_Public_String_PropertyType_0
- static System.IntPtr NativeMethodInfoPtr_GetSoloHeroIdx_Public_Int32_HeroType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatEffectsSlug_Public_String_StatType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatLabelSlug_Public_String_StatType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatPropFloat_Public_Single_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatPropIntMax_Public_Int32_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatPropInt_Public_Int32_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatPropLabelSlug_Public_String_StatPropType_0
- static System.IntPtr NativeMethodInfoPtr_GetStatWeight_Public_Single_StatCrvType_Int32_0
- static System.IntPtr NativeMethodInfoPtr_GetUpgradableHero_Public_HeroInst_HeroType_0
- static System.IntPtr NativeMethodInfoPtr_HasHitEffect_Public_Boolean_StatusEffectType_0
- static System.IntPtr NativeMethodInfoPtr_HasPassive_Public_Boolean_PassiveType_0
- static System.IntPtr NativeMethodInfoPtr_HasSpecial_Public_Boolean_BallSpecialType_BallSpecialType_0
- static System.IntPtr NativeMethodInfoPtr_HasUncombinedUpgrade_Public_Boolean_UpgradeInfo_0

- static System.IntPtr NativeMethodInfoPtr_LogPassiveBonusDamage_Public_Void_PassiveType_Int32_0
- static System.IntPtr NativeMethodInfoPtr_RefreshFollowerOrder_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr_RemoveMergeComponents_Public_Void_UpgradeInfo_Int32_Int32_0
- static System.IntPtr NativeMethodInfoPtr_RemoveUpgrade_Public_Void_UpgradeInfo_Int32_0
- static System.IntPtr NativeMethodInfoPtr_SelectCharFusion_Public_Void_CharInfo_0
- static System.IntPtr NativeMethodInfoPtr_SelectChar_Public_Void_CharInfo_0
- static System.IntPtr NativeMethodInfoPtr_Start_Private_Void_0
- static System.IntPtr NativeMethodInfoPtr__ctor_Public_Void_0

Properties (119)

- Il2Cpp.CharInfo CurChar { get; set; }
- Il2Cpp.DelegateUtl+NoArgsEvent OnHeroesChanged { get; set; }
- Il2Cpp.DelegateUtl+NoArgsEvent OnPassivesChanged { get; set; }
- Il2Cpp.PassiveInst BabyRattlePassive { get; set; }
- Il2Cpp.PassiveInst SpikedCollarPassive { get; set; }
- Il2Cpp.PassiveInst UpturnedHatchetPassive { get; set; }
- Il2Cpp.UpgradeMgr I { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] StatLvlWeight { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.AnimationCurve, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] CrvStatWeight { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray PropertyLabels { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray PropertySlugs { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray StatEffectLabels { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray StatLabels { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray StatPropertyLabels { get; set; }
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray StatSlugs { get; set; }
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] ComboChars { get; set; }
- System.Boolean AvoidObstacles { get; set; }
- System.Boolean IsEthereal { get; set; }
- System.Boolean IsSideGhost { get; set; }

- System.Boolean PierceAllies { get; set; }
- System.Int32 AllyHitSelfHeal { get; set; }
- System.Int32 AllyPierceHeal { get; set; }
- System.Int32 BaseNumFollowers { get; set; }
- System.Int32 BonusFollowerDamageMax { get; set; }
- System.Int32 BonusFollowerDamageMin { get; set; }
- System.Int32 BonusHeroDamage { get; set; }
- System.Int32 CorpseBombLvl { get; set; }
- System.Int32 CorpseExplodeDamageMax { get; set; }
- System.Int32 CorpseExplodeDamageMin { get; set; }
- System.Int32 CritBonusDamageMax { get; set; }
- System.Int32 CritBonusDamageMin { get; set; }
- System.Int32 FollowerDamageMax { get; set; }
- System.Int32 FollowerDamageMin { get; set; }
- System.Int32 GemWindBallLvl { get; set; }
- System.Int32 HealthPerKill { get; set; }
- System.Int32 MaxBonusFireBallDamage { get; set; }
- System.Int32 MaxCatchBabies { get; set; }
- System.Int32 MaxCornucopiaBabies { get; set; }
- System.Int32 MaxFrozenSpikeDamage { get; set; }
- System.Int32 MaxHealBabies { get; set; }
- System.Int32 MaxHealth { get; set; }
- System.Int32 MinBonusFireBallDamage { get; set; }
- System.Int32 MinCatchBabies { get; set; }
- System.Int32 MinCornucopiaBabies { get; set; }
- System.Int32 MinFrozenSpikeDamage { get; set; }
- System.Int32 MinHealBabies { get; set; }
- System.Int32 NumFollowers { get; set; }
- System.Int32 NumMultiHeroes { get; set; }
- System.Int32 OnionMaxDamage { get; set; }
- System.Int32 OnionMinDamage { get; set; }
- System.Int32 ProjArrowReflectMax { get; set; }
- System.Int32 ProjArrowReflectMin { get; set; }
- System.Int32 ProjHealAmt { get; set; }
- System.Int32 SelfDamagePerShot { get; set; }
- System.Int32 TgtXP { get; set; }

- System.Int32 ThornsAmt { get; set; }
- System.Int32 kEnduranceHealthFactor { get; set; }
- System.Single AOEDamageMult { get; set; }
- System.Single Acceleration { get; set; }
- System.Single AimScatter { get; set; }
- System.Single AllyHealthMult { get; set; }
- System.Single AllyPierceHealChance { get; set; }
- System.Single BackCritChance { get; set; }
- System.Single BallDamageMult { get; set; }
- System.Single BallReturnSpeed { get; set; }
- System.Single BaseSpeed { get; set; }
- System.Single BlindCritChance { get; set; }
- System.Single BonusCatchRange { get; set; }
- System.Single BonusCharXP { get; set; }
- System.Single BonusGoldDropped { get; set; }
- System.Single BonusXPDropped { get; set; }
- System.Single BounceBonusDamagePct { get; set; }
- System.Single BounceRandomDamage { get; set; }
- System.Single BounceScatter { get; set; }
- System.Single CharmKillChance { get; set; }
- System.Single ColCritChance { get; set; }
- System.Single ColumnSlowPct { get; set; }
- System.Single CritChance { get; set; }
- System.Single CritKillChance { get; set; }
- System.Single CritMultiplier { get; set; }
- System.Single CurseKillChance { get; set; }
- System.Single DamageDecayPerBounce { get; set; }
- System.Single DamageReduction { get; set; }
- System.Single DefenseMult { get; set; }
- System.Single DetectKillChance { get; set; }
- System.Single DodgeChance { get; set; }
- System.Single EachBabyBallBonusDmgPct { get; set; }
- System.Single EachEnemyBonusDmgPct { get; set; }
- System.Single EtherealDamagePct { get; set; }
- System.Single FireRate { get; set; }
- System.Single FrontCritChance { get; set; }

- System.Single GemBabyChance { get; set; }
- System.Single GhostDamagePct { get; set; }
- System.Single HeroDamageMult { get; set; }
- System.Single LeftCritChance { get; set; }
- System.Single MaxDecayingDamagePct { get; set; }
- System.Single MinDecayingDamagePct { get; set; }
- System.Single MoveSpeed { get; set; }
- System.Single MoveSpeedWhileShooting { get; set; }
- System.Single NonBackBonusDamagePct { get; set; }
- System.Single NonWallBonusDamagePct { get; set; }
- System.Single OnionRange { get; set; }
- System.Single OverhealEfficiency { get; set; }
- System.Single PassivePowerMult { get; set; }
- System.Single PeakSpeed { get; set; }
- System.Single PickupRange { get; set; }
- System.Single PoisonZombieChance { get; set; }
- System.Single ProjHealChance { get; set; }
- System.Single ProjReflectChance { get; set; }
- System.Single ProjSpeedMult { get; set; }
- System.Single ReloadTime { get; set; }
- System.Single RightCritChance { get; set; }
- System.Single ShieldCooldownLength { get; set; }
- System.Single ShootKnockbackAmt { get; set; }
- System.Single SideGhostDamagePct { get; set; }
- System.Single StatusEffectDamageMult { get; set; }
- System.Single StatusEffectLengthMult { get; set; }
- System.Single TouchKillChance { get; set; }
- System.Single WallBonusDamagePct { get; set; }

Methods (279)

- Il2Cpp.CharInfo get_CurChar()
- Il2Cpp.DelegateUtl+NoArgsEvent get_OnHeroesChanged()
- Il2Cpp.DelegateUtl+NoArgsEvent get_OnPassivesChanged()
- Il2Cpp.HeroInst GetHero(Il2Cpp.HeroType ht)
- Il2Cpp.HeroInst GetUpgradableHero(Il2Cpp.HeroType ht)
- Il2Cpp.PassiveInst GetPassive(Il2Cpp.PassiveType pt)

- Il2Cpp.PassiveInst get_BabyRattlePassive()
- Il2Cpp.PassiveInst get_SpikedCollarPassive()
- Il2Cpp.PassiveInst get_UpturnedHatchetPassive()
- Il2Cpp.StatPropDisplayType GetDisplayType(Il2Cpp.StatPropType pt)
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]] get_StatLvlWeight()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.AnimationCurve, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_CrvStatWeight()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray get_PropertyLabels()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray get_PropertySlugs()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray get_StatEffectLabels()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray get_StatLabels()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray get_StatPropertyLabels()
- Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray get_StatSlugs()
- Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]] get_ComboChars()
- System.Boolean HasHitEffect(Il2Cpp.StatusEffectType hf)
- System.Boolean HasPassive(Il2Cpp.PassiveType pt)
- System.Boolean HasSpecial(Il2Cpp.BallSpecialType st, Il2Cpp.BallSpecialType st2)
- System.Boolean HasUncombinedUpgrade(Il2Cpp.UpgradeInfo inf)
- System.Boolean get_AvoidObstacles()
- System.Boolean get_IsEthereal()
- System.Boolean get_IsSideGhost()
- System.Boolean get_PierceAllies()
- System.Int32 CalculateStatPropInt(Il2Cpp.StatPropType pt)
- System.Int32 CalculateStatPropInt(Il2Cpp.StatPropType pt, System.Int32 statVal, Il2Cpp.StatScaling sc)
- System.Int32 CalculateStatPropIntMax(Il2Cpp.StatPropType pt)
- System.Int32 CalculateStatPropIntMax(Il2Cpp.StatPropType pt, System.Int32 statVal, Il2Cpp.StatScaling sc)
- System.Int32 CalculateStatPropIntMin(Il2Cpp.StatPropType pt)
- System.Int32 CalculateStatPropIntMin(Il2Cpp.StatPropType pt, System.Int32 statVal, Il2Cpp.StatScaling sc)
- System.Int32 GetCurStat(Il2Cpp.StatType st)

- System.Int32 GetSoloHeroIdx(Il2Cpp.HeroType ht)
- System.Int32 GetStatPropInt(Il2Cpp.StatPropType pt)
- System.Int32 GetStatPropIntMax(Il2Cpp.StatPropType pt)
- System.Int32 get_AllyHitSelfHeal()
- System.Int32 get_AllyPierceHeal()
- System.Int32 get_BaseNumFollowers()
- System.Int32 get_BonusFollowerDamageMax()
- System.Int32 get_BonusFollowerDamageMin()
- System.Int32 get_BonusHeroDamage()
- System.Int32 get_CorpseBombLvl()
- System.Int32 get_CorpseExplodeDamageMax()
- System.Int32 get_CorpseExplodeDamageMin()
- System.Int32 get_CritBonusDamageMax()
- System.Int32 get_CritBonusDamageMin()
- System.Int32 get_FollowerDamageMax()
- System.Int32 get_FollowerDamageMin()
- System.Int32 get_GemWindBallLvl()
- System.Int32 get_HealthPerKill()
- System.Int32 get_MaxBonusFireBallDamage()
- System.Int32 get_MaxCatchBabies()
- System.Int32 get_MaxCornucopiaBabies()
- System.Int32 get_MaxFrozenSpikeDamage()
- System.Int32 get_MaxHealBabies()
- System.Int32 get_MaxHealth()
- System.Int32 get_MinBonusFireBallDamage()
- System.Int32 get_MinCatchBabies()
- System.Int32 get_MinCornucopiaBabies()
- System.Int32 get_MinFrozenSpikeDamage()
- System.Int32 get_MinHealBabies()
- System.Int32 get_NumFollowers()
- System.Int32 get_NumMultiHeroes()
- System.Int32 get_OnionMaxDamage()
- System.Int32 get_OnionMinDamage()
- System.Int32 get_ProjArrowReflectMax()
- System.Int32 get_ProjArrowReflectMin()
- System.Int32 get_ProjHealAmt()

- System.Int32 get_SelfDamagePerShot()
- System.Int32 get_TgtXP()
- System.Int32 get_ThornsAmt()
- System.Single CalculateStatPropFloat(Il2Cpp.StatPropType pt)
- System.Single CalculateStatPropFloat(Il2Cpp.StatPropType pt, System.Int32 statVal, Il2Cpp.StatScaling sc)
- System.Single GetCurStatWeight(Il2Cpp.StatType st, Il2Cpp.StatCrvType crv)
- System.Single GetStatPropFloat(Il2Cpp.StatPropType pt)
- System.Single GetStatWeight(Il2Cpp.StatCrvType st, System.Int32 lvl)
- System.Single get_AOEDamageMult()
- System.Single get_Acceleration()
- System.Single get_AimScatter()
- System.Single get_AllyHealthMult()
- System.Single get_AllyPierceHealChance()
- System.Single get_BackCritChance()
- System.Single get_BallDamageMult()
- System.Single get_BallReturnSpeed()
- System.Single get_BaseSpeed()
- System.Single get_BlindCritChance()
- System.Single get_BonusCatchRange()
- System.Single get_BonusCharXP()
- System.Single get_BonusGoldDropped()
- System.Single get_BonusXPDropped()
- System.Single get_BounceBonusDamagePct()
- System.Single get_BounceRandomDamage()
- System.Single get_BounceScatter()
- System.Single get_CharmKillChance()
- System.Single get_ColCritChance()
- System.Single get_ColumnSlowPct()
- System.Single get_CritChance()
- System.Single get_CritKillChance()
- System.Single get_CritMultiplier()
- System.Single get_CurseKillChance()
- System.Single get_DamageDecayPerBounce()
- System.Single get_DamageReduction()
- System.Single get_DefenseMult()

- System.Single get_DetectKillChance()
- System.Single get_DodgeChance()
- System.Single get_EachBabyBallBonusDmgPct()
- System.Single get_EachEnemyBonusDmgPct()
- System.Single get_EtherealDamagePct()
- System.Single get_FireRate()
- System.Single get_FrontCritChance()
- System.Single get_GemBabyChance()
- System.Single get_GhostDamagePct()
- System.Single get_HeroDamageMult()
- System.Single get_LeftCritChance()
- System.Single get_MaxDecayingDamagePct()
- System.Single get_MinDecayingDamagePct()
- System.Single get_MoveSpeed()
- System.Single get_MoveSpeedWhileShooting()
- System.Single get_NonBackBonusDamagePct()
- System.Single get_NonWallBonusDamagePct()
- System.Single get_OnionRange()
- System.Single get_OverhealEfficiency()
- System.Single get_PassivePowerMult()
- System.Single get_PeakSpeed()
- System.Single get_PickupRange()
- System.Single get_PoisonZombieChance()
- System.Single get_ProjHealChance()
- System.Single get_ProjReflectChance()
- System.Single get_ProjSpeedMult()
- System.Single get_ReloadTime()
- System.Single get_RightCritChance()
- System.Single get_ShieldCooldownLength()
- System.Single get_ShootKnockbackAmt()
- System.Single get_SideGhostDamagePct()
- System.Single get_StatusEffectDamageMult()
- System.Single get_StatusEffectLengthMult()
- System.Single get_TouchKillChance()
- System.Single get_WallBonusDamagePct()

- System.String CalculateStatPropStr(Il2Cpp.StatPropType pt, System.Int32 statVal, Il2Cpp.StatScaling sc)
- System.String GetPropertyLabelSlug(Il2Cpp.PropertyType pt)
- System.String GetStatEffectsSlug(Il2Cpp.StatType st)
- System.String GetStatLabelSlug(Il2Cpp.StatType st)
- System.String GetStatPropLabelSlug(Il2Cpp.StatPropType spt)
- System.Void AddHero(Il2Cpp.HeroType ht, System.Int32 evoIdx)
- System.Void ApplyUpgrade(Il2Cpp.UpgradeChoice c)
- System.Void Awake()
- System.Void CalculateStats()
- System.Void CalculateTgtXP()
- System.Void CombineHeroes(Il2Cpp.HeroCombo combo)
- System.Void LogPassiveBonusDamage(Il2Cpp.PassiveType pt, System.Int32 dmg)
- System.Void RefreshFollowerOrder()
- System.Void RemoveMergeComponents(Il2Cpp.UpgradeInfo inf, System.Int32 evoIdx, System.Int32 parentId)
- System.Void RemoveUpgrade(Il2Cpp.UpgradeInfo inf, System.Int32 parentId)
- System.Void SelectChar(Il2Cpp.CharInfo inf)
- System.Void SelectCharFusion(Il2Cpp.CharInfo inf)
- System.Void Start()
- System.Void set_AOEDamageMult(System.Single)
- System.Void set_Acceleration(System.Single)
- System.Void set_AimScatter(System.Single)
- System.Void set_AllyHealthMult(System.Single)
- System.Void set_AllyHitSelfHeal(System.Int32)
- System.Void set_AllyPierceHeal(System.Int32)
- System.Void set_AllyPierceHealChance(System.Single)
- System.Void set_AvoidObstacles(System.Boolean)
- System.Void set_BabyRattlePassive(Il2Cpp.PassiveInst)
- System.Void set_BackCritChance(System.Single)
- System.Void set_BallDamageMult(System.Single)
- System.Void set_BallReturnSpeed(System.Single)
- System.Void set_BaseNumFollowers(System.Int32)
- System.Void set_BaseSpeed(System.Single)
- System.Void set_BlindCritChance(System.Single)
- System.Void set_BonusCatchRange(System.Single)

- System.Void set_BonusCharXP(System.Single)
- System.Void set_BonusFollowerDamageMax(System.Int32)
- System.Void set_BonusFollowerDamageMin(System.Int32)
- System.Void set_BonusGoldDropped(System.Single)
- System.Void set_BonusHeroDamage(System.Int32)
- System.Void set_BonusXPDropped(System.Single)
- System.Void set_BounceBonusDamagePct(System.Single)
- System.Void set_BounceRandomDamage(System.Single)
- System.Void set_BounceScatter(System.Single)
- System.Void set_CharmKillChance(System.Single)
- System.Void set_ColCritChance(System.Single)
- System.Void set_ColumnSlowPct(System.Single)
- System.Void set_ComboChars(Il2CppSystem.Collections.Generic.List`1[[Il2Cpp.CharInfo, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CorpseBombLvl(System.Int32)
- System.Void set_CorpseExplodeDamageMax(System.Int32)
- System.Void set_CorpseExplodeDamageMin(System.Int32)
- System.Void set_CritBonusDamageMax(System.Int32)
- System.Void set_CritBonusDamageMin(System.Int32)
- System.Void set_CritChance(System.Single)
- System.Void set_CritKillChance(System.Single)
- System.Void set_CritMultiplier(System.Single)
- System.Void set_CrvStatWeight(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[UnityEngine.AnimationCurve, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_CurChar(Il2Cpp.CharInfo)
- System.Void set_CurseKillChance(System.Single)
- System.Void set_DamageDecayPerBounce(System.Single)
- System.Void set_DamageReduction(System.Single)
- System.Void set_DefenseMult(System.Single)
- System.Void set_DetectKillChance(System.Single)
- System.Void set_DodgeChance(System.Single)
- System.Void set_EachBabyBallBonusDmgPct(System.Single)
- System.Void set_EachEnemyBonusDmgPct(System.Single)
- System.Void set_EtherealDamagePct(System.Single)
- System.Void set_FireRate(System.Single)

- System.Void set_FollowerDamageMax(System.Int32)
- System.Void set_FollowerDamageMin(System.Int32)
- System.Void set_FrontCritChance(System.Single)
- System.Void set_GemBabyChance(System.Single)
- System.Void set_GemWindBallLvl(System.Int32)
- System.Void set_GhostDamagePct(System.Single)
- System.Void set_HealthPerKill(System.Int32)
- System.Void set_HeroDamageMult(System.Single)
- System.Void set_IsEthereal(System.Boolean)
- System.Void set_IsSideGhost(System.Boolean)
- System.Void set_LeftCritChance(System.Single)
- System.Void set_MaxBonusFireBallDamage(System.Int32)
- System.Void set_MaxCatchBabies(System.Int32)
- System.Void set_MaxCornucopiaBabies(System.Int32)
- System.Void set_MaxDecayingDamagePct(System.Single)
- System.Void set_MaxFrozenSpikeDamage(System.Int32)
- System.Void set_MaxHealBabies(System.Int32)
- System.Void set_MaxHealth(System.Int32)
- System.Void set_MinBonusFireBallDamage(System.Int32)
- System.Void set_MinCatchBabies(System.Int32)
- System.Void set_MinCornucopiaBabies(System.Int32)
- System.Void set_MinDecayingDamagePct(System.Single)
- System.Void set_MinFrozenSpikeDamage(System.Int32)
- System.Void set_MinHealBabies(System.Int32)
- System.Void set_MoveSpeed(System.Single)
- System.Void set_MoveSpeedWhileShooting(System.Single)
- System.Void set_NonBackBonusDamagePct(System.Single)
- System.Void set_NonWallBonusDamagePct(System.Single)
- System.Void set_NumFollowers(System.Int32)
- System.Void set_NumMultiHeroes(System.Int32)
- System.Void set_OnHeroesChanged(Il2Cpp.DelegateUtl+NoArgsEvent)
- System.Void set_OnPassivesChanged(Il2Cpp.DelegateUtl+NoArgsEvent)
- System.Void set_OnionMaxDamage(System.Int32)
- System.Void set_OnionMinDamage(System.Int32)
- System.Void set_OnionRange(System.Single)
- System.Void set_OverhealEfficiency(System.Single)

- System.Void set_PassivePowerMult(System.Single)
- System.Void set_PeakSpeed(System.Single)
- System.Void set_PickupRange(System.Single)
- System.Void set_PierceAllies(System.Boolean)
- System.Void set_PoisonZombieChance(System.Single)
- System.Void set_ProjArrowReflectMax(System.Int32)
- System.Void set_ProjArrowReflectMin(System.Int32)
- System.Void set_ProjHealAmt(System.Int32)
- System.Void set_ProjHealChance(System.Single)
- System.Void set_ProjReflectChance(System.Single)
- System.Void set_ProjSpeedMult(System.Single)
- System.Void set_PropertyLabels(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray)
- System.Void set_PropertySlugs(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray)
- System.Void set_ReloadTime(System.Single)
- System.Void set_RightCritChance(System.Single)
- System.Void set_SelfDamagePerShot(System.Int32)
- System.Void set_ShieldCooldownLength(System.Single)
- System.Void set_ShootKnockbackAmt(System.Single)
- System.Void set_SideGhostDamagePct(System.Single)
- System.Void set_SpikedCollarPassive(Il2Cpp.PassiveInst)
- System.Void set_StatEffectLabels(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray)
- System.Void set_StatLabels(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray)
- System.Void set_StatLvlWeight(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray`1[[Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStructArray`1[[System.Single, System.Private.CoreLib, Version=6.0.0.0, Culture=neutral, PublicKeyToken=7cec85d7bea7798e]], Il2CppInterop.Runtime, Version=1.5.1.0, Culture=neutral, PublicKeyToken=null]])
- System.Void set_StatPropertyLabels(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray)
- System.Void set_StatSlugs(Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppStringArray)
- System.Void set_StatusEffectDamageMult(System.Single)
- System.Void set_StatusEffectLengthMult(System.Single)
- System.Void set_TgtXP(System.Int32)
- System.Void set_ThornsAmt(System.Int32)
- System.Void set_TouchKillChance(System.Single)
- System.Void set_UpturnedHatchetPassive(Il2Cpp.PassiveInst)

- `System.Void set_WallBonusDamagePct(System.Single )`
- `static Il2Cpp.UpgradeMgr get_I()`
- `static System.Int32 get_kEnduranceHealthFactor()`
- `static System.Void set_I(Il2Cpp.UpgradeMgr )`
- `static System.Void set_kEnduranceHealthFactor(System.Int32 )`

Sources / References

Primary evidence: locally inspected BALL x PIT 1.301 interop metadata and research observations recorded in this project in September 2026. This page is a ModDocs interpretation of that evidence; inline external links identify loader and project documentation where used. Unverified behavior is labeled in the text.

- Content registration research and evidence limits
- BALL x PIT modding guide