# Advanced Coroutines

Advanced alternative to standard Unity Coroutines

## Packages

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

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**AdvancedCoroutines Namespace Reference**
Namespaces
Classes

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**AdvancedCoroutines.Extensions Namespace Reference**
# Classes

```
class AdvancedCoroutinesExtension
```

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AdvancedCoroutines.Samples Namespace Reference
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AdvancedCoroutines | Samples | Scripts | Classes

**AdvancedCoroutines.Samples.Scripts**

Namespace Reference
### Classes

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<td>GoBack</td>
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<tr>
<td>LinkedCoroutineExample</td>
<td></td>
</tr>
<tr>
<td>MainMenu</td>
<td></td>
</tr>
<tr>
<td>NonMonoBehaviorClass</td>
<td></td>
</tr>
<tr>
<td>PrefabWithLinkedCoroutine</td>
<td></td>
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<tr>
<td>StandaloneCoroutineExample</td>
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</tr>
<tr>
<td>StopAllCoroutinesExample</td>
<td></td>
</tr>
<tr>
<td>TimeCoroutineExample</td>
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</tbody>
</table>

Generated by [doxygen](https://www.doxygen.org/) 1.8.11
Here are the classes, structs, unions and interfaces with brief descriptions:

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<tr>
<td>AdvancedCoroutinesExtension</td>
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<tr>
<td>TimeCoroutineExample</td>
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<tr>
<td>AdvancedCoroutinesCameraMonoController</td>
<td></td>
</tr>
<tr>
<td>AdvancedCoroutinesMonoContoller</td>
<td></td>
</tr>
<tr>
<td>---------------------------------</td>
<td></td>
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<tr>
<td>CameraData</td>
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<td>CoroutineManager</td>
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Generated by [doxygen](https://www.doxygen.nl) 1.8.11
## AdvancedCoroutines.Editor.AdvancedCoroutinesDebugModes

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Editor/AdvancedCoroutinesDebugModes.cs

Generated by [doxygen](https://www.doxygen.org/) 1.8.11
Inherits EditorWindow.
Public Member Functions

```csharp
void OnInspectorUpdate ()
```

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Editor/AdvancedCoroutinesStatisticsWindow.cs

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AdvancedCoroutines Extentions AdvancedCoroutinesExtention

**AdvancedCoroutines.Extentions.AdvancedCoro Class Reference**

Static Public Member Functions | List of all members
### Static Public Member Functions

<table>
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<tr>
<th>static bool</th>
<th>ExtentionMethod (object o)</th>
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<tr>
<td></td>
<td>Extention method for coroutines</td>
</tr>
</tbody>
</table>
Member Function Documentation

**static bool**
```csharp
```

Extention method for coroutines

**Parameters**
- `o` Object of any type

**Returns**
- Must return 'true' when coroutine needs to wait for condition and 'false' when it needs to proceed

```csharp
///
...
if(o is SomeEntity)
{
    return (o as SomeEntity).NeedsToWaitForSomething;
}
return false;
```

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Extention.cs

Generated by [doxygen](http://www.doxygen.org) 1.8.11
Inherits MonoBehaviour.
Public Attributes

<table>
<thead>
<tr>
<th>Text</th>
<th>ResultLabel</th>
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The documentation for this class was generated from the following file:

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</table>

AdvancedCoroutines.Samples.Scripts.GoBack

Class Reference

Inherits MonoBehaviour.
Public Member Functions

```c
void Back ()
```

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Samples/GoBack.cs

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AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample
Class Reference

InheritsMonoBehaviour.
Public Member Functions

void  Awake ()

void  CreateInstance ()

void  DestroyInstance ()
Public Attributes

| GameObject | Prefab |
| Text | HintText |

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Samples/LinkedCoroutineExample.cs

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Inherits MonoBehaviour.
Public Member Functions

void LoadScene1 ()

void LoadScene2 ()

void LoadScene3 ()

void LoadScene4 ()

void LoadScene5 ()

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Samples/MainMenu.cs

Generated by doxygen 1.8.11
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<tr>
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</tbody>
</table>

AdvancedCoroutines.Samples.Scripts.NonMonoBehaviorClass
Class Reference
## Public Member Functions

<table>
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<tr>
<th>Routine</th>
<th>StartStandaloneCoroutine (IEnumerator enumerator)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>StopStandaloneCoroutine (Routine standaloneRoutine)</td>
</tr>
</tbody>
</table>

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Samples/StandaloneCoroutineExample.cs

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Inherits MonoBehaviour.
Public Member Functions

| void Start () |
Public Attributes

new Transform  transform

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Samples/PrefabWithLinkedCoroutine.cs

Generated by doxygen 1.8.11
Inherits MonoBehaviour.
## Public Member Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>void Awake()</td>
<td></td>
</tr>
<tr>
<td>void OnDestroy()</td>
<td></td>
</tr>
<tr>
<td>void StartTest()</td>
<td></td>
</tr>
<tr>
<td>void StopTest()</td>
<td></td>
</tr>
</tbody>
</table>
Public Attributes

<table>
<thead>
<tr>
<th>Text</th>
<th>ResultText</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text</td>
<td>ResultTextNonStandalone</td>
</tr>
<tr>
<td>Text</td>
<td>ResultTextStandalone</td>
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</table>

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Scripts/StandaloneCoroutineExample.cs

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Inherits MonoBehaviour.
Public Member Functions

<table>
<thead>
<tr>
<th>void</th>
<th>StartTest ()</th>
</tr>
</thead>
<tbody>
<tr>
<td>void</td>
<td>StopTest ()</td>
</tr>
</tbody>
</table>
## Public Attributes

<table>
<thead>
<tr>
<th>Text</th>
<th>ResultText</th>
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</table>

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/Samples/StopAllCoroutinesExample.cs

Generated by [doxygen](https://www.doxygen.org) 1.8.11
Inherits MonoBehaviour.
Public Member Functions

<table>
<thead>
<tr>
<th>Function</th>
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<tbody>
<tr>
<td>void Awake()</td>
<td></td>
</tr>
<tr>
<td>void StartTest()</td>
<td></td>
</tr>
<tr>
<td>void StopTest()</td>
<td></td>
</tr>
<tr>
<td>void PauseResumeTest()</td>
<td></td>
</tr>
<tr>
<td>IEnumerator TimeCoroutine()</td>
<td></td>
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</table>
### Public Attributes

<table>
<thead>
<tr>
<th>Text</th>
<th>ResultText</th>
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</thead>
<tbody>
<tr>
<td>Text</td>
<td>PauseResumeBtnText</td>
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<tr>
<td>Button</td>
<td>PauseResumeBtn</td>
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### AdvancedCoroutines.AdvancedCoroutinesCameraMonoController

Inherits MonoBehaviour.
## Public Member Functions

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<th>Function</th>
<th>Description</th>
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<tbody>
<tr>
<td>void OnPostRender ()</td>
<td></td>
</tr>
<tr>
<td>void OnEnable ()</td>
<td></td>
</tr>
<tr>
<td>void OnDisable ()</td>
<td></td>
</tr>
<tr>
<td>void OnDestroy ()</td>
<td></td>
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</tbody>
</table>
Public Attributes

AdvancedCoroutinesMonoController  monoController

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#### AdvancedCoroutines.AdvancedCoroutinesMonoContoller

**Class Reference**

Inherits MonoBehaviour.
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<tr>
<td>struct  CameraData</td>
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</table>
Public Member Functions

```csharp
void PostRender ()

void CameraDestroyed (AdvancedCoroutinesCameraMonoController link)

void CameraEnabled (AdvancedCoroutinesCameraMonoController link)

void CameraDisabled (AdvancedCoroutinesCameraMonoController link)
```

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<td>CameraData</td>
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**AdvancedCoroutines.AdvancedCoroutinesMonoController.CameraData**

Struct Reference
Public Attributes

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<tr>
<th>AdvancedCoroutinesCameraMonoController</th>
<th>cameraScript</th>
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<tbody>
<tr>
<td>bool</td>
<td>isEnabled</td>
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AdvancedCoroutines.CORoutineManager Class Reference
## Static Public Member Functions

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<th>Function</th>
<th>Description</th>
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<tbody>
<tr>
<td>static void Update</td>
<td>(float deltaTime)</td>
</tr>
<tr>
<td>static void LateUpdate</td>
<td>()</td>
</tr>
<tr>
<td>static void OnPostRender</td>
<td>()</td>
</tr>
</tbody>
</table>
| static Routine StartStandaloneCoroutine | (IEnumerator enumerator)  
Start new standalone coroutine [More...](#)                      |
| static Routine StartCoroutine | (IEnumerator enumerator, object o)  
Start coroutine attached to certain 'object'. Can be stopped by StopCoroutine() and StopAllCoroutines() [More...](#) |
| static void StopCoroutine | (Routine routine)                                                          |
|                          | Stop coroutine                                                              |
| static void StopAllCoroutines | (object o)                     
Stop all coroutines executed from certain GameObject [More...](#) |
**Member Function Documentation**

**static Routine**

*AdvancedCoroutines.CoroutineManager.StartCoroutine (IEnumerator object)*

Start coroutine attached to certain 'object'. Can be stopped by *StopCoroutine()* and *StopAllCoroutines()*.

**Parameters**

- **enumerator**: Method returning 'IEnumerator' in most cases
- **o**: object which StartCoroutine was executed from. *gameObject* for example

**Returns**

New Routine object

```csharp
///

IEnumerator CoroutineMethod()
{
    yield return new Wait(1f);
    yield return new Wait(Wait.WaitType.ForEndOfUpdate);
    yield return new Wait(Wait.WaitType.ForNextFrame);
}

StartCoroutine(CoroutineMethod(), gameObject);
```

**static Routine**

*AdvancedCoroutines.CoroutineManager.StartStandaloneCoroutine*

Start new standalone coroutine

**Parameters**
enumerator Method returning 'IEnumerator' in most cases

Returns
New StandaloneRoutine object

IEnumerator CoroutineMethod()
{
    yield return new Wait(1f);
    yield return new Wait(Wait.WaitType.ForEndOfUpdate);
    yield return new Wait(Wait.WaitType.ForNextFrame);
}

StartCoroutine(CoroutineMethod());

static void
AdvancedCoroutines.CoroutineManager.StopAllCoroutines (object)

Stop all coroutines executed from certain GameObject

Parameters
object which coroutines was executed from. gameObject for exa

static void
AdvancedCoroutines.CoroutineManager.StopCoroutine (Routine)

Stop coroutine

Parameters
routine Routine object to stop

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

- D:/Work/Git/AdvancedCoroutines/Assets/AdvancedCoroutines/CoroutineManager.cs

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Class Index

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A
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AdvancedCoroutinesDebugModes (AdvancedCoroutines.Editor)
AdvancedCoroutinesExtention (AdvancedCoroutines.Extensions)
AdvancedCoroutinesMonoContoller (AdvancedCoroutines)
AdvancedCoroutinesStatisticsWindow (AdvancedCoroutines.Editor)

C
AdvancedCoroutinesMonoContoller.CameraData (AdvancedCoroutines)

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Class Hierarchy

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

- AdvancedCoroutines.Editor.AdvancedCoroutinesDebugModes
- AdvancedCoroutines.Extensions.AdvancedCoroutinesExtension
- AdvancedCoroutines.AdvancedCoroutinesMonoController.CameraData
- AdvancedCoroutines.CoroutineManager
- EditorWindow
- AdvancedCoroutines.Editor.AdvancedCoroutinesStatisticsWindow
- MonoBehaviour
- AdvancedCoroutines.AdvancedCoroutinesCameraMonoController
- AdvancedCoroutines.AdvancedCoroutinesMonoController
- AdvancedCoroutines.Samples.Scripts.FrameCoroutineExample
- AdvancedCoroutines.Samples.Scripts.GoBack
- AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample
- AdvancedCoroutines.Samples.Scripts.MainMenu
- AdvancedCoroutines.Samples.Scripts.PrefabWithLinkedCoroutine
- AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample
- AdvancedCoroutines.Samples.Scripts.StopAllCoroutinesExample
- AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample
- AdvancedCoroutines.Samples.Scripts.NonMonoBehaviorClass
Here is a list of all documented class members with links to the class documentation for each member:

- `ExtentionMethod()` : [AdvancedCoroutines.Extentions.AdvancedCoroutinesExtention]
- `StartCoroutine()` : [AdvancedCoroutines.CoroutineManager]
- `StartStandaloneCoroutine()` : [AdvancedCoroutines.CoroutineManager]
- `StopAllCoroutines()` : [AdvancedCoroutines.CoroutineManager]
- `StopCoroutine()` : [AdvancedCoroutines.CoroutineManager]
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- StartCoroutine() : AdvancedCoroutines.CoroutineManager
- StartStandaloneCoroutine() : AdvancedCoroutines.CoroutineManager
- StopAllCoroutines() : AdvancedCoroutines.CoroutineManager
- StopCoroutine() : AdvancedCoroutines.CoroutineManager

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### AdvancedCoroutines.Editor.AdvancedCoroutinesDebugModes

Member List

This is the complete list of members for `AdvancedCoroutines.Editor.AdvancedCoroutinesDebugModes`, including all inherited members.

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## AdvancedCoroutines.Editor.AdvancedCoroutinesStatisticsWindow

### Member List

This is the complete list of members for AdvancedCoroutines.Editor.AdvancedCoroutinesStatisticsWindow, including all inherited members.

**OnInspectorUpdate()** (defined in AdvancedCoroutines.Editor.AdvancedCoroutinesStatisticsWindow)

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# AdvancedCoroutines.Extentions.AdvancedCoroutinesExtention

This is the complete list of members for `AdvancedCoroutines.Extentions.AdvancedCoroutinesExtention`, including all inherited members.

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**AdvancedCoroutines.Samples.Scripts.FrameCoroutineExample**

Member List

This is the complete list of members for
AdvancedCoroutines.Samples.Scripts.FrameCoroutineExample, including all inherited members.

**ResultLabel (defined in AdvancedCoroutines.Samples.Scripts.FrameCoroutineExample)**
This is the complete list of members for AdvancedCoroutines.Samples.Scripts.GoBack, including all inherited members.

Back() (defined in AdvancedCoroutines.Samples.Scripts.GoBack)
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AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample

Member List

This is the complete list of members for AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample, including all inherited members.

- **Awake()** (defined in AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample)
- **CreateInstance()** (defined in AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample)
- **DestroyInstance()** (defined in AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample)
- **HintText** (defined in AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample)
- **Prefab** (defined in AdvancedCoroutines.Samples.Scripts.LinkedCoroutineExample)

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AdvancedCoroutines.Samples.Scripts.MainMenu

Member List

This is the complete list of members for AdvancedCoroutines.Samples.Scripts.MainMenu, including all inherited members.

LoadScene1() (defined in AdvancedCoroutines.Samples.Scripts.MainMenu)
LoadScene2() (defined in AdvancedCoroutines.Samples.Scripts.MainMenu)
LoadScene3() (defined in AdvancedCoroutines.Samples.Scripts.MainMenu)
LoadScene4() (defined in AdvancedCoroutines.Samples.Scripts.MainMenu)
LoadScene5() (defined in AdvancedCoroutines.Samples.Scripts.MainMenu)

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AdvancedCoroutines.Samples.Scripts.NonMonoBehaviorClass

Member List

This is the complete list of members for AdvancedCoroutines.Samples.Scripts.NonMonoBehaviorClass, including all inherited members.

StartStandaloneCoroutine(IEnumerator enumerator) (defined in AdvancedCoroutines.Samples.Scripts.NonMonoBehaviorClass)
StopStandaloneCoroutine(Routine standaloneRoutine) (defined in AdvancedCoroutines.Samples.Scripts.NonMonoBehaviorClass)
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AdvancedCoroutines.Samples.Scripts.PrefabWithLinkedCoroutine

Member List

This is the complete list of members for AdvancedCoroutines.Samples.Scripts.PrefabWithLinkedCoroutine, including all inherited members.

Start() (defined in AdvancedCoroutines.Samples.Scripts.PrefabWithLinkedCoroutine)

transform (defined in AdvancedCoroutines.Samples.Scripts.PrefabWithLinkedCoroutine)
**AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample**

This is the complete list of members for `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample` including all inherited members.

- `Awake()` (defined in `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample`)
- `OnDestroy()` (defined in `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample`)
- `ResultText` (defined in `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample`)
- `ResultTextNonStandalone` (defined in `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample`)
- `ResultTextStandalone` (defined in `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample`)
- `StartTest()` (defined in `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample`)
- `StopTest()` (defined in `AdvancedCoroutines.Samples.Scripts.StandaloneCoroutineExample`)

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**AdvancedCoroutines.Samples.Scripts.StopAllCoroutinesExample**

Member List

This is the complete list of members for **AdvancedCoroutines.Samples.Scripts.StopAllCoroutinesExample**, including all inherited members.

- **ResultText** (defined in AdvancedCoroutines.Samples.Scripts.StopAllCoroutinesExample)
- **StartTest**() (defined in AdvancedCoroutines.Samples.Scripts.StopAllCoroutinesExample)
- **StopTest**() (defined in AdvancedCoroutines.Samples.Scripts.StopAllCoroutinesExample)
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### AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample Members

This is the complete list of members for `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`, including all inherited members.

- `Awake()` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)
- `PauseResumeBtn` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)
- `PauseResumeBtnText` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)
- `PauseResumeTest()` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)
- `ResultText` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)
- `StartTest()` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)
- `StopTest()` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)
- `TimeCoroutine()` (defined in `AdvancedCoroutines.Samples.Scripts.TimeCoroutineExample`)

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**AdvancedCoroutines.AdvancedCoroutinesCameraMonoController**

Member List

This is the complete list of members for
*AdvancedCoroutines.AdvancedCoroutinesCameraMonoController*, including all inherited members.

**monoContoller** (defined in *AdvancedCoroutines.AdvancedCoroutinesCameraMonoController*)

**OnDestroy()** (defined in *AdvancedCoroutines.AdvancedCoroutinesCameraMonoController*)

**OnDisable()** (defined in *AdvancedCoroutines.AdvancedCoroutinesCameraMonoController*)

**OnEnable()** (defined in *AdvancedCoroutines.AdvancedCoroutinesCameraMonoController*)

**OnPostRender()** (defined in *AdvancedCoroutines.AdvancedCoroutinesCameraMonoController*)

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**AdvancedCoroutines.AdvancedCoroutinesMonoContoller**

## Member List

This is the complete list of members for `AdvancedCoroutines.AdvancedCoroutinesMonoContoller`, including all inherited members.

- **CameraDestroyed** (AdvancedCoroutinesCameraMonoController link) (defined in `AdvancedCoroutines.AdvancedCoroutinesCameraMonoController`)
- **CameraDisabled** (AdvancedCoroutinesCameraMonoController link) (defined in `AdvancedCoroutines.AdvancedCoroutinesCameraMonoController`)
- **CameraEnabled** (AdvancedCoroutinesCameraMonoController link) (defined in `AdvancedCoroutines.AdvancedCoroutinesCameraMonoController`)
- **PostRender()** (defined in `AdvancedCoroutines.AdvancedCoroutinesCameraMonoController`)

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This is the complete list of members for `AdvancedCoroutines.AdvancedCoroutinesMonoContoller.CameraData` including all inherited members.

- `cameraScript` (defined in `AdvancedCoroutines.AdvancedCoroutinesMonoContoller.CameraData`)
- `isEnabled` (defined in `AdvancedCoroutines.AdvancedCoroutinesMonoContoller.CameraData`)

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# AdvancedCoroutines.CoroutineManager Member List

This is the complete list of members for `AdvancedCoroutines.CoroutineManager`, including all inherited members.

- `LateUpdate()` (defined in `AdvancedCoroutines.CoroutineManager`)
- `OnPostRender()` (defined in `AdvancedCoroutines.CoroutineManager`)
- `StartCoroutine(IEnumerator enumerator, object o)`
- `StartStandaloneCoroutine(IEnumerator enumerator)`
- `StopAllCoroutines(object o)`
- `StopCoroutine(Routine routine)`
- `Update(float deltaTime)` (defined in `AdvancedCoroutines.CoroutineManager`)

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