FantasyHeroes Reference
# FantasyHeroes Reference

## Namespaces

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assets.FantasyHeroes.Scripts</td>
<td></td>
</tr>
</tbody>
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FantasyHeroes Reference
# Assets.FantasyHeroes.Scripts Namespace

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Classes

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<tbody>
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<tr>
<td>AnimationManager</td>
<td>Play animation from character editor</td>
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<tr>
<td>Character</td>
<td>Character presentation in editor</td>
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<tr>
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<td>EditorGUIColorField</td>
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<tr>
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<td></td>
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<tr>
<td>Palette</td>
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</tr>
<tr>
<td>Screenshot</td>
<td>Take a screenshot in play mode [S]</td>
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<tr>
<td>SpriteCollection</td>
<td>Collect sprites from specified path</td>
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<tr>
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<td>Refresh the main sprite</td>
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<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>weaponType</em></td>
<td>Weapon type enum</td>
</tr>
</tbody>
</table>

**Platforms**

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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**Version Information**

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1
FantasyHeroes Reference
AnimationEvents Class

See Also

Handle animation events

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Class AnimationEvents
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

**C#**

```csharp
public class AnimationEvents : MonoBehaviour

    This language is not supported or no code example is available.
```

**C++**

```cpp
public ref class AnimationEvents : public MonoBehaviour^

    This language is not supported or no code example is available.
```

**JScript**

```javascript
public class AnimationEvents
    extends MonoBehaviour

    This language is not supported or no code example is available.
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌿 OnHit()</td>
<td>Called from animation</td>
</tr>
</tbody>
</table>

### Inheritance Hierarchy

- `System.Object`
- `UnityEngine.Object`
- `UnityEngine.Component`
- `UnityEngine.Behaviour`
- `UnityEngine.MonoBehaviour`
- `Assets.FantasyHeroes.Scripts.AnimationEvents`

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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- **.NET Framework**
  
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

- **.NET Framework Client Profile**

  Supported in: 4, 3.5 SP1

### See Also

- `Assets.FantasyHeroes.Scripts Namespace`
FantasyHeroes Reference
AnimationEvents Methods

AnimationEvents Class  See Also

The following tables list the members exposed by the AnimationEvents type.

#### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnHit()</td>
<td>Called from animation</td>
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#### See Also

AnimationEvents Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
AnimationEvents.OnHit Method

See Also

Called from animation

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub OnHit()

This language is not supported or no code example is available.
```

**C#**

```csharp
public void OnHit()

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
void OnHit()

This language is not supported or no code example is available.
```

**JScript**

```jscript
public function OnHit();

This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

AnimationEvents Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
AnimationManager Class

See Also

Play animation from character editor

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public Class AnimationManager
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

### C#

```csharp
public class AnimationManager : MonoBehaviour

    This language is not supported or no code example is available.
```

### C++

```cpp
public ref class AnimationManager : public MonoBehaviour

    This language is not supported or no code example is available.
```

### JScript

```jscript
public class AnimationManager
    extends MonoBehaviour

    This language is not supported or no code example is available.
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlayAnimation(int)</td>
<td>Change animation and play it</td>
</tr>
<tr>
<td>Reset()</td>
<td>Reset animation on start and weapon type change</td>
</tr>
<tr>
<td>Start()</td>
<td>Called automatically on app start</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClipName</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
<td></td>
</tr>
</tbody>
</table>

### Inheritance Hierarchy

System.Object  
  UnityEngine.Object  
    UnityEngine.Component  
      UnityEngine.Behaviour  
        UnityEngine.MonoBehaviour  
          Assets.FantasyHeroes.Scripts.AnimationManager

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Assets.FantasyHeroes.Scripts Namespace

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AnimationManager Methods

**AnimationManager Class  See Also**

The following tables list the members exposed by the `AnimationManager` type.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlayAnimation(int)</td>
<td>Change animation and play it</td>
</tr>
<tr>
<td>Reset()</td>
<td>Reset animation on start and weapon type change</td>
</tr>
<tr>
<td>Start()</td>
<td>Called automatically on app start</td>
</tr>
</tbody>
</table>

### See Also

**AnimationManager Class Assets.FantasyHeroes.Scripts Namespace**

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FantasyHeroes Reference
AnimationManager.PlayAnimation Method

See Also

Change animation and play it

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub PlayAnimation(   ByVal direction As Integer   )
This language is not supported or no code example is available.
```

**C#**

```csharp
public void PlayAnimation(   int direction   )
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
void PlayAnimation(   int direction   )
This language is not supported or no code example is available.
```

**JScript**

```jscript
```

This language is not supported or no code example is available.
public function PlayAnimation(
    direction : int
);

This language is not supported or no code example is available.

Parameters

direction
    Type: int
    Pass 1 or -1 value to play forward / reverse

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

AnimationManager Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
AnimationManager.Reset Method

See Also

Reset animation on start and weapon type change

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public Sub Reset()
    This language is not supported or no code example is available.
End Sub
```

### C#

```csharp
public void Reset()
    This language is not supported or no code example is available.
```

### C++

```cpp
public:
    void Reset()
    This language is not supported or no code example is available.
```

### JScript

```javascript
public function Reset();
    This language is not supported or no code example is available.
```
### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

#### .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

#### .NET Framework Client Profile
Supported in: 4, 3.5 SP1

### See Also

- [AnimationManager Class](#)
- [Assets.FantasyHeroes.Scripts Namespace](#)

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FantasyHeroes Reference
AnimationManager.Start Method

See Also

Called automatically on app start

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```
Public Sub Start()
    This language is not supported or no code example is available.
```

### C#

```
public void Start()
    This language is not supported or no code example is available.
```

### C++

```
public:
    void Start()
    This language is not supported or no code example is available.
```

### JScript

```
public function Start();
    This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
AnimationManager Class
Assets.FantasyHeroes.Scripts Namespace
# AnimationManager Fields

**AnimationManager Class**  See Also

The following tables list the members exposed by the `AnimationManager` type.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClipName</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
<td></td>
</tr>
</tbody>
</table>

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## See Also

`AnimationManager Class Assets.FantasyHeroes.Scripts Namespace`

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ClipName Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
<Header("UI")> _
Public ClipName As Text

This language is not supported or no code example is available.
```

**C#**

```csharp
[Header("UI")]
public Text ClipName

This language is not supported or no code example is available.
```

**C++**

```cpp
[Header("UI")]
public:
    Text^ ClipName;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public
    Header("UI")
ClipName : Text

This language is not supported or no code example is available.
```
## Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

## See Also

AnimationManager Class  
Assets.FantasyHeroes.Scripts Namespace
Dummy Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vb
Public Dummy As Character

This language is not supported or no code example is available.
```

#### C#

```csharp
public Character Dummy

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
Character^ Dummy;

This language is not supported or no code example is available.
```

#### JScript

```jscript
public Dummy : Character

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

AnimationManager Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
Character Class

See Also

Character presentation in editor


Syntax

### VB

```vbnet
<ExecuteInEditMode()> _
Public Class Character
    Inherits MonoBehaviour

    This language is not supported or no code example is available.

```

### C#

```csharp
[ExecuteInEditMode()]
public class Character : MonoBehaviour

This language is not supported or no code example is available.

```

### C++

```cpp
[ExecuteInEditMode()]
public ref class Character : public MonoBehaviour^

This language is not supported or no code example is available.

```

### JScript

```javascript
public
    ExecuteInEditMode()
class Character
    extends MonoBehaviour

```


### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initialize()</td>
<td>Initialize character renderers with selected sprites</td>
</tr>
<tr>
<td>OnValidate()</td>
<td>Called automatically when something was changed</td>
</tr>
<tr>
<td>SetArmor(Sprite, Sprite, Sprite, Sprite, Sprite, Sprite)</td>
<td></td>
</tr>
<tr>
<td>SetBody(Sprite, Sprite, Sprite, Sprite, Sprite, Sprite, Sprite, Sprite)</td>
<td></td>
</tr>
<tr>
<td>SetBow(Sprite, Sprite, Sprite)</td>
<td></td>
</tr>
<tr>
<td>SetGloves(Sprite, Sprite)</td>
<td></td>
</tr>
<tr>
<td>SetLowerArmor(Sprite, Sprite, Sprite, Sprite, Sprite, Sprite)</td>
<td></td>
</tr>
<tr>
<td>SetUpperArmor(Sprite, Sprite, Sprite, Sprite, Sprite, Sprite, Sprite, Sprite)</td>
<td></td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animator</td>
<td></td>
</tr>
<tr>
<td>Item</td>
<td></td>
</tr>
<tr>
<td>---------------------------</td>
<td></td>
</tr>
<tr>
<td>ArmorArmL</td>
<td></td>
</tr>
<tr>
<td>ArmorArmLRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorArmR</td>
<td></td>
</tr>
<tr>
<td>ArmorArmRRenderers</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmL</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmLRenderers</td>
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</tr>
<tr>
<td>ArmorForearmR</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmRRenderers</td>
<td></td>
</tr>
<tr>
<td>ArmorHandL</td>
<td></td>
</tr>
<tr>
<td>ArmorHandLRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorHandR</td>
<td></td>
</tr>
<tr>
<td>ArmorHandRRenderers</td>
<td></td>
</tr>
<tr>
<td>ArmorLeg</td>
<td></td>
</tr>
<tr>
<td>ArmorLegRenderers</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvis</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvisRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorShin</td>
<td></td>
</tr>
<tr>
<td>ArmorShinRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorTorso</td>
<td></td>
</tr>
<tr>
<td>ArmorTorsoRenderer</td>
<td></td>
</tr>
<tr>
<td>Back</td>
<td></td>
</tr>
<tr>
<td>BackRenderer</td>
<td></td>
</tr>
<tr>
<td>Beard</td>
<td></td>
</tr>
<tr>
<td>BeardRenderer</td>
<td></td>
</tr>
<tr>
<td>Body Arm L</td>
<td></td>
</tr>
<tr>
<td>Body Arm L Renderer</td>
<td></td>
</tr>
<tr>
<td>Body Arm R</td>
<td></td>
</tr>
<tr>
<td>Body Arm R Renderers</td>
<td></td>
</tr>
<tr>
<td>Body Forearm L</td>
<td></td>
</tr>
<tr>
<td>Body Forearm L Renderers</td>
<td></td>
</tr>
<tr>
<td>Body Forearm R</td>
<td></td>
</tr>
<tr>
<td>Body Forearm R Renderers</td>
<td></td>
</tr>
<tr>
<td>Body Hand L</td>
<td></td>
</tr>
<tr>
<td>Body Hand L Renderers</td>
<td></td>
</tr>
<tr>
<td>Body Hand R</td>
<td></td>
</tr>
<tr>
<td>Body Hand R Renderers</td>
<td></td>
</tr>
<tr>
<td>Body Leg</td>
<td></td>
</tr>
<tr>
<td>Body Leg Renderers</td>
<td></td>
</tr>
<tr>
<td>Body Pelvis</td>
<td></td>
</tr>
<tr>
<td>Body Pelvis Renderer</td>
<td></td>
</tr>
<tr>
<td>Body Shin</td>
<td></td>
</tr>
<tr>
<td>Body Shin Renderers</td>
<td></td>
</tr>
<tr>
<td>Body Torso</td>
<td></td>
</tr>
<tr>
<td>Body Torso Renderer</td>
<td></td>
</tr>
<tr>
<td>Bow Arrow</td>
<td></td>
</tr>
<tr>
<td>Bow Arrow Renderers</td>
<td></td>
</tr>
<tr>
<td>Bow Limb</td>
<td></td>
</tr>
<tr>
<td>Bow Limb Renderers</td>
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<td>「</td>
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<td>BowRiserRenderers</td>
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<td>「</td>
<td>Ears</td>
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<td>EarsRenderer</td>
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<tr>
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<td>Eyebrows</td>
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<td>Helmet</td>
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<td>HelmetRenderer</td>
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<tr>
<td>「</td>
<td>Mouth</td>
</tr>
<tr>
<td>「</td>
<td>MouthRenderer</td>
</tr>
<tr>
<td>「</td>
<td>PrimaryMeleeWeapon</td>
</tr>
<tr>
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</table>
### Inheritance Hierarchy

- System.Object
- UnityEngine.Object
- UnityEngine.Component
- UnityEngine.Behaviour
- UnityEngine.MonoBehaviour
- Assets.FantasyHeroes.Scripts.Character

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Assets.FantasyHeroes.Scripts Namespace
# Character Methods

**Character Class**  
See Also

The following tables list the members exposed by the `Character` type.

## Methods

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<td></td>
</tr>
</tbody>
</table>
Character.Initialize Method

See Also

Initialize character renderers with selected sprites


Syntax

**VB**

Public Sub Initialize()

This language is not supported or no code example is available.

**C#**

public void Initialize()

This language is not supported or no code example is available.

**C++**

public:
void Initialize()

This language is not supported or no code example is available.

**JScript**

public function Initialize();

This language is not supported or no code example is available.
 Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also
Character Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
Character.OnValidate Method

See Also

Called automatically when something was changed

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub OnValidate()
    'This language is not supported or no code example is available.
```

**C#**

```csharp
public void OnValidate()
    'This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void OnValidate()
    'This language is not supported or no code example is available.
```

**JScript**

```javascript
public function OnValidate();
    'This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Character.SetArmor Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
Public Sub SetArmor( _
    ByVal armL As Sprite, _
    ByVal armR As Sprite, _
    ByVal forearmL As Sprite, _
    ByVal forearmR As Sprite, _
    ByVal handL As Sprite, _
    ByVal handR As Sprite, _
    ByVal leg As Sprite, _
    ByVal pelvis As Sprite, _
    ByVal shin As Sprite, _
    ByVal torso As Sprite _
)
```

This language is not supported or no code example is available.

**C#**

```csharp
public void SetArmor(
    Sprite armL,
    Sprite armR,
    Sprite forearmL,
    Sprite forearmR,
    Sprite handL,
    Sprite handR,
    Sprite leg,
    Sprite pelvis,
    Sprite shin,
    Sprite torso
)
```

This language is not supported or no code example is available.
public:
    void SetArmor(
        Sprite^ armL,
        Sprite^ armR,
        Sprite^ forearmL,
        Sprite^ forearmR,
        Sprite^ handL,
        Sprite^ handR,
        Sprite^ leg,
        Sprite^ pelvis,
        Sprite^ shin,
        Sprite^ torso
    )

This language is not supported or no code example is available.

Parameters

armL
    Type: Sprite
Platforms
Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

**Version Information**

_.NET Framework_
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

_.NET Framework Client Profile_
Supported in: 4, 3.5 SP1

**See Also**

Character Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
Character.SetBody Method

See Also


Syntax

```vbnet
Public Sub SetBody(_
    ByVal armL As Sprite, _
    ByVal armR As Sprite, _
    ByVal forearmL As Sprite, _
    ByVal forearmR As Sprite, _
    ByVal handL As Sprite, _
    ByVal handR As Sprite, _
    ByVal leg As Sprite, _
    ByVal pelvis As Sprite, _
    ByVal shin As Sprite, _
    ByVal torso As Sprite _
)

This language is not supported or no code example is available.
```

```csharp
public void SetBody(  
    Sprite armL,  
    Sprite armR,  
    Sprite forearmL,  
    Sprite forearmR,  
    Sprite handL,  
    Sprite handR,  
    Sprite leg,  
    Sprite pelvis,  
    Sprite shin,  
    Sprite torso  
)

This language is not supported or no code example is available.
```
C++

```cpp
public:
void SetBody(
    Sprite^ armL,
    Sprite^ armR,
    Sprite^ forearmL,
    Sprite^ forearmR,
    Sprite^ handL,
    Sprite^ handR,
    Sprite^ leg,
    Sprite^ pelvis,
    Sprite^ shin,
    Sprite^ torso
)
```

This language is not supported or no code example is available.

JScript

```jscript
public function SetBody(
    armL : Sprite,
    armR : Sprite,
    forearmL : Sprite,
    forearmR : Sprite,
    handL : Sprite,
    handR : Sprite,
    leg : Sprite,
    pelvis : Sprite,
    shin : Sprite,
    torso : Sprite
);
```

This language is not supported or no code example is available.

**Parameters**

*armL*  
Type: *Sprite*
armR
  Type: Sprite

forearmL
  Type: Sprite

forearmR
  Type: Sprite

handL
  Type: Sprite

handR
  Type: Sprite

leg
  Type: Sprite

pelvis
  Type: Sprite

shin
  Type: Sprite

torso
  Type: Sprite

 Platforms
Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
Character.SetBow Method

See Also


Syntax

```vbnet
Public Sub SetBow(  
    ByVal arrow As Sprite,  
    ByVal limb As Sprite,  
    ByVal riser As Sprite  
)

This language is not supported or no code example is available.
```

```csharp
public void SetBow(  
    Sprite arrow,  
    Sprite limb,  
    Sprite riser  
)

This language is not supported or no code example is available.
```

```cpp
public:  
    void SetBow(  
        Sprite^ arrow,  
        Sprite^ limb,  
        Sprite^ riser  
    )

This language is not supported or no code example is available.
```
public function SetBow(
    arrow : Sprite,
    limb : Sprite,
    riser : Sprite
);

This language is not supported or no code example is available.

Parameters

arrow
    Type: Sprite

limb
    Type: Sprite

riser
    Type: Sprite

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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Character.SetGloves Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
Public Sub SetGloves(_
    ByVal handL As Sprite, _
    ByVal handR As Sprite)_

This language is not supported or no code example is available.
```

**C#**

```csharp
public void SetGloves(
    Sprite handL,
    Sprite handR
)

This language is not supported or no code example is available.
```

**C++**

```cpp
public:

void SetGloves(
    Sprite^ handL,
    Sprite^ handR
)

This language is not supported or no code example is available.
```

**JScript**

```javascript

```

This language is not supported or no code example is available.
```
public function SetGloves(
    handL : Sprite,
    handR : Sprite
);

This language is not supported or no code example is available.

Parameters

handL
    Type: Sprite

handR
    Type: Sprite

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Character.SetLowerArmor Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public Sub SetLowerArmor(_
    ByVal leg As Sprite, _
    ByVal pelvis As Sprite _
)
This language is not supported or no code example is available.
```

### C#

```csharp
public void SetLowerArmor(
    Sprite leg,
    Sprite pelvis
)
This language is not supported or no code example is available.
```

### C++

```cpp
public:
    void SetLowerArmor(
        Sprite^ leg,
        Sprite^ pelvis
    )
This language is not supported or no code example is available.
```

### JScript

```jscript
define text
```
public function SetLowerArmor(
    leg : Sprite,
    pelvis : Sprite
);

This language is not supported or no code example is available.

Parameters

leg

    Type: Sprite

pelvis

    Type: Sprite

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
Character Class
Assets.FantasyHeroes.Scripts Namespace

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Character.SetUpperArmor Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub SetUpperArmor(_
    ByVal armL As Sprite, _
    ByVal armR As Sprite, _
    ByVal forearmL As Sprite, _
    ByVal forearmR As Sprite, _
    ByVal torso As Sprite)

This language is not supported or no code example is available.
```

**C#**

```csharp
public void SetUpperArmor(
    Sprite armL,
    Sprite armR,
    Sprite forearmL,
    Sprite forearmR,
    Sprite torso)

This language is not supported or no code example is available.
```

**C++**

```c++
public:
void SetUpperArmor(
    Sprite^ armL,
    Sprite^ armR,
    Sprite^ forearmL,
    Sprite^ forearmR,
```
public function SetUpperArmor(
  armL : Sprite,
  armR : Sprite,
  forearmL : Sprite,
  forearmR : Sprite,
  torso : Sprite
);

Parameters

armL
  Type: Sprite

armR
  Type: Sprite

forearmL
  Type: Sprite

forearmR
  Type: Sprite

torso
  Type: Sprite
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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The following tables list the members exposed by the `Character` type.

### Fields

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<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
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<td>Animator</td>
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<tr>
<td>ArmorArmL</td>
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<tr>
<td>ArmorArmLRenderer</td>
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<tr>
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<td>ArmorLeg</td>
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<td>ArmorLegRenderer</td>
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<td>ArmorPelvis</td>
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<td>HelmetRenderer</td>
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<td>Mouth</td>
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</table>
FantasyHeroes Reference
Animator Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
<Header("Animation")> _
Public Animator As Animator

This language is not supported or no code example is available.
```

**C#**

```
[Header("Animation")]
public Animator Animator

This language is not supported or no code example is available.
```

**C++**

```
[Header("Animation")]
public:
    Animator^ Animator;

This language is not supported or no code example is available.
```

**JScript**

```
public
    Header("Animation")
Animator : Animator

This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
Character Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ArmorArmL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public ArmorArmL As Sprite

This language is not supported or no code example is available.
```

**C#**

```
public Sprite ArmorArmL

This language is not supported or no code example is available.
```

**C++**

```
public:
    Sprite* ArmorArmL;

This language is not supported or no code example is available.
```

**JScript**

```
public ArmorArmL : Sprite

This language is not supported or no code example is available.
```

### Platforms
The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
- Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
- Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
ArmorArmLRenderer Field

See Also


### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | Public ArmorArmLRenderer As SpriteRenderer  
This language is not supported or no code example is available. |
| C#       | public SpriteRenderer ArmorArmLRenderer  
This language is not supported or no code example is available. |
| C++      | public: 
SpriteRenderer^ ArmorArmLRenderer;  
This language is not supported or no code example is available. |
| JScript  | public ArmorArmLRenderer : SpriteRenderer  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Saturday Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorArmR Field

See Also


### Syntax

**VB**

```vbnet
Public ArmorArmR As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite ArmorArmR

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
Sprite^ ArmorArmR;

This language is not supported or no code example is available.
```

**JScript**

```javascript
public ArmorArmR : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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ArmorArmRRenderers Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorArmRRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteRenderer> ArmorArmRRenderers

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    List<SpriteRenderer>^ ArmorArmRRenderers;

This language is not supported or no code example is available.
```

**JScript**

```javascript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorForearmL Field

See Also


## Syntax

### VB

```vbnet
Public ArmorForearmL As Sprite
This language is not supported or no code example is available.
```

### C#

```csharp
public Sprite ArmorForearmL
This language is not supported or no code example is available.
```

### C++

```cpp
public:
Sprite^ ArmorForearmL;
This language is not supported or no code example is available.
```

### JScript

```jscript
public ArmorForearmL : Sprite
This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorForearmLRenderers Field

See Also


Syntax

### VB

```vbnet
Public ArmorForearmLRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

### C#

```csharp
public List<SpriteRenderer> ArmorForearmLRenderers

This language is not supported or no code example is available.
```

### C++

```c++
public:

List<SpriteRenderer> ArmorForearmLRenderers;

This language is not supported or no code example is available.
```

### JScript

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
# ArmorForearmR Field

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public ArmorForearmR As Sprite

This language is not supported or no code example is available.
```

### C#

```csharp
public Sprite ArmorForearmR

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Sprite^ ArmorForearmR;

This language is not supported or no code example is available.
```

### JScript

```jscript
public ArmorForearmR : Sprite

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorForearmRRenderers Field

See Also


### Syntax

**VB**

```vbnet
Public ArmorForearmRRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteRenderer> ArmorForearmRRenderers

This language is not supported or no code example is available.
```

**C++**

```c++
public:
    List<SpriteRenderer> ArmorForearmRRenderers;

This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorHandL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public ArmorHandL As Sprite
This language is not supported or no code example is available.
```

### C#

```csharp
public Sprite ArmorHandL
This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Sprite* ArmorHandL;
This language is not supported or no code example is available.
```

### JScript

```jscript
public ArmorHandL : Sprite
This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

## Version Information

### .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

### .NET Framework Client Profile
Supported in: 4, 3.5 SP1

## See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorHandLRenderers Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorHandLRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteRenderer> ArmorHandLRenderers

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    List<SpriteRenderer> ArmorHandLRenderers;

This language is not supported or no code example is available.
```

**JScript**

JScript does not support generic types and methods.

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

[Character Class](#)
[Assets.FantasyHeroes.Scripts Namespace](#)

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ArmorHandR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorHandR As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite ArmorHandR

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Sprite^ ArmorHandR;

This language is not supported or no code example is available.
```

**JScript**

```javascript
public ArmorHandR : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ArmorHandRRenderers Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorHandRRenderers As List(Of SpriteRenderer)
```

This language is not supported or no code example is available.

**C#**

```csharp
public List<SpriteRenderer> ArmorHandRRenderers
```

This language is not supported or no code example is available.

**C++**

```cpp
public:
    List<SpriteRenderer>^ ArmorHandRRenderers;
```

This language is not supported or no code example is available.

**JScript**

```javascript
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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ArmorLeg Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorLeg As Sprite
This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite ArmorLeg
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
Sprite^ ArmorLeg;
This language is not supported or no code example is available.
```

**JScript**

```javascript
public ArmorLeg : Sprite
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorLegRenderers Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public ArmorLegRenderers As List(Of SpriteRenderer)
This language is not supported or no code example is available.
```

#### C#

```csharp
public List<SpriteRenderer> ArmorLegRenderers
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
List<SpriteRenderer>^ ArmorLegRenderers;
This language is not supported or no code example is available.
```

#### JScript

```
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ArmorPelvis Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorPelvis As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite ArmorPelvis

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Sprite^ ArmorPelvis;

This language is not supported or no code example is available.
```

**JScript**

```javascript
public ArmorPelvis : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorPelvisRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public ArmorPelvisRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

#### C#

```csharp
public SpriteRenderer ArmorPelvisRenderer

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    SpriteRenderer^ ArmorPelvisRenderer;

This language is not supported or no code example is available.
```

#### JScript

```jscript
public ArmorPelvisRenderer : SpriteRenderer

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ArmorShin Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vb
Public ArmorShin As Sprite

This language is not supported or no code example is available.
```

#### C#

```csharp
public Sprite ArmorShin

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    Sprite^ ArmorShin;

This language is not supported or no code example is available.
```

#### JScript

```jscript
public ArmorShin : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
ArmorShinRenderers Field

See Also


Syntax

VB

Public ArmorShinRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.

C#

public List<SpriteRenderer> ArmorShinRenderers

This language is not supported or no code example is available.

C++

public:
    List<SpriteRenderer>^ ArmorShinRenderers;

This language is not supported or no code example is available.

JScript

JScript does not support generic types and methods.

This language is not supported or no code example is available.

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

## Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

## See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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ArmorTorso Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB** | Public ArmorTorso As *Sprite*  
This language is not supported or no code example is available. |
| **C#** | public *Sprite* ArmorTorso  
This language is not supported or no code example is available. |
| **C++** | public:  
*Sprite*^ ArmorTorso;  
This language is not supported or no code example is available. |
| **JScript** | public ArmorTorso : *Sprite*  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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ArmorTorsoRenderer Field

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorTorsoRenderer As SpriteRenderer
This language is not supported or no code example is available.
```

**C#**

```csharp
public SpriteRenderer ArmorTorsoRenderer
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
SpriteRenderer^ ArmorTorsoRenderer;
This language is not supported or no code example is available.
```

**JScript**

```jscript
public ArmorTorsoRenderer : SpriteRenderer
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Back Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Back As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite Back

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
Sprite^ Back;

This language is not supported or no code example is available.
```

**JScript**

```javascript
public Back : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
BackRenderer Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
<th>Copy</th>
</tr>
</thead>
</table>
| VB       | Public BackRenderer As SpriteRenderer  
This language is not supported or no code example is available. |      |
| C#       | public SpriteRenderer BackRenderer  
This language is not supported or no code example is available. |      |
| C++      | public:  
SpriteRenderer^ BackRenderer;  
This language is not supported or no code example is available. |      |
| JScript  | public BackRenderer : SpriteRenderer  
This language is not supported or no code example is available. |      |

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
## Beard Field

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
</table>
| **VB**   | Public Beard As Sprite  
This language is not supported or no code example is available. |
| **C#**   | public Sprite Beard  
This language is not supported or no code example is available. |
| **C++**  | public:  
Sprite & Beard;  
This language is not supported or no code example is available. |
| **JScript** | public Beard : Sprite  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

▲ Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

▲ See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BeardRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BeardRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

**C#**

```csharp
public SpriteRenderer BeardRenderer

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
SpriteRenderer BeardRenderer;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public BeardRenderer : SpriteRenderer

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
- Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
- Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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BodyArmL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public BodyArmL As Sprite

This language is not supported or no code example is available.
```

### C#

```csharp
public Sprite BodyArmL

This language is not supported or no code example is available.
```

### C++

```cpp
public:
  Sprite^ BodyArmL;

This language is not supported or no code example is available.
```

### JScript

```javascript
public BodyArmL : Sprite

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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BodyArmLRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BodyArmLRenderer As SpriteRenderer
```

This language is not supported or no code example is available.

**C#**

```csharp
public SpriteRenderer BodyArmLRenderer
```

This language is not supported or no code example is available.

**C++**

```cpp
public:
    SpriteRenderer^ BodyArmLRenderer;
```

This language is not supported or no code example is available.

**JScript**

```javascript
public BodyArmLRenderer : SpriteRenderer
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

**Version Information**

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

**See Also**

Character Class
Assets.FantasyHeroes.Scripts Namespace

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BodyArmR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```
Public BodyArmR As Sprite
```

This language is not supported or no code example is available.

#### C#

```
public Sprite BodyArmR
```

This language is not supported or no code example is available.

#### C++

```
public:
  Sprite^ BodyArmR;
```

This language is not supported or no code example is available.

#### JScript

```
public BodyArmR : Sprite
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
BodyArmRRenderers Field

See Also


### Syntax

**VB**

```vbnet
Public BodyArmRRenderers As List(Of SpriteRenderer)
This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteRenderer> BodyArmRRenderers
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteRenderer^>^ BodyArmRRenderers;
This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

Character Class

Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
BodyForearmL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | Public BodyForearmL As Sprite  
This language is not supported or no code example is available. |
| **C#**   | public Sprite BodyForearmL  
This language is not supported or no code example is available. |
| **C++**  | public:  
Sprite BodyForearmL;  
This language is not supported or no code example is available. |
| **JScript** | public BodyForearmL : Sprite  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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BodyForearmLRenderers Field

See Also


Syntax

**VB**

```
Public BodyForearmLRenderers As List(Of Sprite Renderer)
```

This language is not supported or no code example is available.

**C#**

```
public List<SpriteRenderer> BodyForearmLRenderers
```

This language is not supported or no code example is available.

**C++**

```
public:
 List<SpriteRenderer>^ BodyForearmLRenderers;
```

This language is not supported or no code example is available.

**JScript**

```
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

Character Class  
Assets.FantasyHeroes.Scripts Namespace

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BodyForearmR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vb
Public BodyForearmR As Sprite

This language is not supported or no code example is available.
```

#### C#

```c#
public Sprite BodyForearmR

This language is not supported or no code example is available.
```

#### C++

```cpp
public: Sprite BodyForearmR;

This language is not supported or no code example is available.
```

#### JScript

```javascript
public BodyForearmR : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
BodyForearmRRenderers Field

See Also


Syntax

```vbnet
Public BodyForearmRRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

```csharp
public List<SpriteRenderer> BodyForearmRRenderers

This language is not supported or no code example is available.
```

```cpp
public:
List<SpriteRenderer>^ BodyForearmRRenderers;

This language is not supported or no code example is available.
```

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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BodyHandL Field


### Syntax

- **VB**

  ```vb
  Public BodyHandL As Sprite
  
  This language is not supported or no code example is available.
  ```

- **C#**

  ```csharp
  public Sprite BodyHandL
  
  This language is not supported or no code example is available.
  ```

- **C++**

  ```cpp
  public: Sprite^ BodyHandL;
  
  This language is not supported or no code example is available.
  ```

- **JScript**

  ```javascript
  public BodyHandL : Sprite
  
  This language is not supported or no code example is available.
  ```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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BodyHandLRenderers Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public BodyHandLRenderers As List(Of SpriteRenderer)
```

This language is not supported or no code example is available.

**C#**

```
public List<SpriteRenderer> BodyHandLRenderers
```

This language is not supported or no code example is available.

**C++**

```
public:
List<SpriteRenderer>^ BodyHandLRenderers;
```

This language is not supported or no code example is available.

**JScript**

```
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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BodyHandR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

Public BodyHandR As Sprite

This language is not supported or no code example is available.

### C#

public Sprite BodyHandR

This language is not supported or no code example is available.

### C++

public: Sprite^ BodyHandR;

This language is not supported or no code example is available.

### JScript

public BodyHandR : Sprite

This language is not supported or no code example is available.

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

### .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

### .NET Framework Client Profile
Supported in: 4, 3.5 SP1

## See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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BodyHandRRenderers Field

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public BodyHandRRenderers As List(Of SpriteRenderer)</td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td>public List&lt;SpriteRenderer&gt; BodyHandRRenderers</td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td>public: List&lt;SpriteRenderer&gt;^ BodyHandRRenderers;</td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td>JScript does not support generic types and methods.</td>
</tr>
</tbody>
</table>

*This language is not supported or no code example is available.*

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace
**BodyLeg Field**

See Also

**Namespace:** Assets.FantasyHeroesScripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | Public BodyLeg As **Sprite**  
|          | This language is not supported or no code example is available. |
| **C#**   | public **Sprite** BodyLeg  
|          | This language is not supported or no code example is available. |
| **C++**  | public:  
|          | **Sprite** BodyLeg;  
|          | This language is not supported or no code example is available. |
| **JScript** | public BodyLeg : **Sprite**  
|          | This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BodyLegRenderers Field

See Also


Syntax

**VB**  
```vbnet
Public BodyLegRenderers As List(Of SpriteRenderer)
This language is not supported or no code example is available.
```

**C#**  
```csharp
public List<SpriteRenderer> BodyLegRenderers
This language is not supported or no code example is available.
```

**C++**  
```cpp
public:
List<SpriteRenderer>^ BodyLegRenderers;
This language is not supported or no code example is available.
```

**JScript**  
```javascript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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BodyPelvis Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public BodyPelvis As Sprite

This language is not supported or no code example is available.
```

**C#**

```
public Sprite BodyPelvis

This language is not supported or no code example is available.
```

**C++**

```
public: 
Sprite BodyPelvis;

This language is not supported or no code example is available.
```

**JScript**

```
public BodyPelvis : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace
BodyPelvisRenderer Field

See Also

**Namespace**: Assets.FantasyHeroes.Scripts  **Assembly**: Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BodyPelvisRenderer As SpriteRenderer
This language is not supported or no code example is available.
```

**C#**

```csharp
public SpriteRenderer BodyPelvisRenderer
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
SpriteRenderer^ BodyPelvisRenderer;
This language is not supported or no code example is available.
```

**JScript**

```js
public BodyPelvisRenderer : SpriteRenderer
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

* **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

* **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

## See Also

Character Class
Assets.FantasyHeroesScripts Namespace

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FantasyHeroes Reference
BodyShin Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BodyShin As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite BodyShin

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
Sprite^ BodyShin;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public BodyShin : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

Character Class

Assets.FantasyHeroes.Scripts Namespace
BodyShinRenderers Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

▲ Syntax

**VB**

```vbnet
Public BodyShinRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteRenderer> BodyShinRenderers

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteRenderer>^ BodyShinRenderers;

This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

▲ Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
BodyTorso Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```
Public BodyTorso As Sprite

This language is not supported or no code example is available.
```

#### C#

```
public Sprite BodyTorso

This language is not supported or no code example is available.
```

#### C++

```
public:
    Sprite^ BodyTorso;

This language is not supported or no code example is available.
```

#### JScript

```
public BodyTorso : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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- **Version Information**
  - **.NET Framework**
    Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
  - **.NET Framework Client Profile**
    Supported in: 4, 3.5 SP1

- **See Also**
  - Character Class
  - Assets.FantasyHeroes.Scripts Namespace

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BodyTorsoRenderer Field

See Also


## Syntax

### VB

```vbnet
Public BodyTorsoRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

### C#

```csharp
public SpriteRenderer BodyTorsoRenderer

This language is not supported or no code example is available.
```

### C++

```cpp
public:
SpriteRenderer ^ BodyTorsoRenderer;

This language is not supported or no code example is available.
```

### JScript

```jscript
public BodyTorsoRenderer : SpriteRenderer

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BowArrow Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public BowArrow As Sprite
This language is not supported or no code example is available.
```

#### C#

```csharp
public Sprite BowArrow
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
Sprite^ BowArrow;
This language is not supported or no code example is available.
```

#### JScript

```javascript
public BowArrow : Sprite
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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BowArrowRenderers Field

See Also


Syntax

**VB**

```vbnet
Public BowArrowRenderers As List(Of SpriteRenderer)
This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteRenderer> BowArrowRenderers
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteRenderer>&& BowArrowRenderers;
This language is not supported or no code example is available.
```

**JScript**

```javascript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

▲ Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

▲ See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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BowLimb Field

See Also


Syntax

```vbnet
Public BowLimb As Sprite

This language is not supported or no code example is available.
```

```csharp
public Sprite BowLimb

This language is not supported or no code example is available.
```

```cpp
public:
    Sprite^ BowLimb;

This language is not supported or no code example is available.
```

```jscript
public BowLimb : Sprite

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

[Character Class](#)

[Assets.FantasyHeroes.Scripts Namespace](#)

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FantasyHeroes Reference
BowLimbRenderers Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BowLimbRenderers As List(Of SpriteRenderer)
```

This language is not supported or no code example is available.

**C#**

```csharp
public List<SpriteRenderer> BowLimbRenderers
```

This language is not supported or no code example is available.

**C++**

```csharp
public:
    List<SpriteRenderer>^ BowLimbRenderers;
```

This language is not supported or no code example is available.

**JScript**

JScript does not support generic types and methods.

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BowRiser Field

See Also


### Syntax

**VB**

```vbnet
Public BowRiser As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite BowRiser

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
Sprite^ BowRiser;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public BowRiser : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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BowRiserRenderers Field

See Also


## Syntax

### VB

```vbnet
Public BowRiserRenderers As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

### C#

```csharp
public List<SpriteRenderer> BowRiserRenderers

This language is not supported or no code example is available.
```

### C++

```cpp
public:
List<SpriteRenderer>& BowRiserRenderers;

This language is not supported or no code example is available.
```

### JScript

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

## Platforms
The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- **Character Class**
- **Assets.FantasyHeroes.Scripts Namespace**
FantasyHeroes Reference
Ears Field

See Also


### Syntax

**VB**

Public Ears As Sprite

This language is not supported or no code example is available.

**C#**

public Sprite Ears

This language is not supported or no code example is available.

**C++**

public:
  Sprite^ Ears;

This language is not supported or no code example is available.

**JScript**

public Ears : Sprite

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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EarsRenderer Field


Syntax

**VB**

```vbnet
Public EarsRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

**C#**

```csharp
public SpriteRenderer EarsRenderer

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    SpriteRenderer^ EarsRenderer;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public EarsRenderer : SpriteRenderer

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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Eyebrows Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public Eyebrows As Sprite

This language is not supported or no code example is available.
```

**C#**

```
public Sprite Eyebrows

This language is not supported or no code example is available.
```

**C++**

```
public:
    Sprite^ Eyebrows;

This language is not supported or no code example is available.
```

**JScript**

```
public Eyebrows : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
EyebrowsRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vb
Public EyebrowsRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

### C#

```csharp
public SpriteRenderer EyebrowsRenderer

This language is not supported or no code example is available.
```

### C++

```cpp
public:
SpriteRenderer^ EyebrowsRenderer;

This language is not supported or no code example is available.
```

### JScript

```jscript
public EyebrowsRenderer : SpriteRenderer

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Eyes Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public Eyes As Sprite

This language is not supported or no code example is available.
```

**C#**

```
public Sprite Eyes

This language is not supported or no code example is available.
```

**C++**

```
public:
Sprite^ Eyes;

This language is not supported or no code example is available.
```

**JScript**

```
public Eyes : Sprite

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

## See Also

- Character Class
- Assets.FantasyHeroesScripts Namespace
EyesRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public EyesRenderer As SpriteRenderer
This language is not supported or no code example is available.
```

**C#**

```csharp
public SpriteRenderer EyesRenderer
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
SpriteRenderer^ EyesRenderer;
This language is not supported or no code example is available.
```

**JScript**

```jscript
public EyesRenderer : SpriteRenderer
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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Hair Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VB</td>
<td>Public Hair As <strong>Sprite</strong></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td>C#</td>
<td>public <strong>Sprite</strong> Hair</td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td>C++</td>
<td>public <strong>Sprite</strong>^ Hair;</td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td>JScript</td>
<td>public Hair : <strong>Sprite</strong></td>
<td>This language is not supported or no code example is available.</td>
</tr>
</tbody>
</table>

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

#### .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

#### .NET Framework Client Profile
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
HairRenderer Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public HairRenderer As SpriteRenderer</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td>public SpriteRenderer HairRenderer</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td>public: SpriteRenderer^ HairRenderer;</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td>public HairRenderer : SpriteRenderer</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
</tbody>
</table>

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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Head Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
<Header("Body")> _
Public Head As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
[Header("Body")]
public Sprite Head

This language is not supported or no code example is available.
```

**C++**

```csharp
[Header("Body")]
public:
    Sprite^ Head;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public
    Header("Body")
Head : Sprite

This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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HeadRenderer Field

See Also


Syntax

```vbnet
<Header("Renderers")>
Public HeadRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

```csharp
[Header("Renderers")]
public SpriteRenderer HeadRenderer

This language is not supported or no code example is available.
```

```cpp
[Header("Renderers")]
public:
SpriteRenderer^ HeadRenderer;

This language is not supported or no code example is available.
```

```jscript
public
    Header("Renderers")
HeadRenderer : SpriteRenderer

This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace
Helmet Field

See Also

**Namespace**: Assets.FantasyHeroes.Scripts  **Assembly**: Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
<Header("Equipment")> 
Public Helmet As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
[Header("Equipment")]
public Sprite Helmet

This language is not supported or no code example is available.
```

**C++**

```cpp
[Header("Equipment")]
public:
    Sprite^ Helmet;

This language is not supported or no code example is available.
```

**JScript**

```javascript
public
    Header("Equipment")
Helmet : Sprite

This language is not supported or no code example is available.
```
### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
HelmetRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```
Public HelmetRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

### C#

```
public SpriteRenderer HelmetRenderer

This language is not supported or no code example is available.
```

### C++

```
public:
SpriteRenderer^ HelmetRenderer;

This language is not supported or no code example is available.
```

### JScript

```
public HelmetRenderer : SpriteRenderer

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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Mouth Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public Mouth As Sprite
This language is not supported or no code example is available.
```

**C#**

```
public Sprite Mouth
This language is not supported or no code example is available.
```

**C++**

```
public:
    Sprite^ Mouth;
This language is not supported or no code example is available.
```

**JScript**

```
public Mouth : Sprite
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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MouthRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public MouthRenderer As SpriteRenderer
This language is not supported or no code example is available.
```

**C#**

```csharp
public SpriteRenderer MouthRenderer
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
SpriteRenderer ^ MouthRenderer;
This language is not supported or no code example is available.
```

**JScript**

```jscript
public MouthRenderer : SpriteRenderer
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

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PrimaryMeleeWeapon Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | Public PrimaryMeleeWeapon As Sprite  
This language is not supported or no code example is available. |
| C#       | public Sprite PrimaryMeleeWeapon  
This language is not supported or no code example is available. |
| C++      | public:  
Sprite PrimaryMeleeWeapon;  
This language is not supported or no code example is available. |
| JScript  | public PrimaryMeleeWeapon : Sprite  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
PrimaryMeleeWeaponRenderer Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public PrimaryMeleeWeaponRenderer As SpriteRenderer

This language is not supported or no code example is available.
```

**C#**

```
public SpriteRenderer PrimaryMeleeWeaponRenderer

This language is not supported or no code example is available.
```

**C++**

```
public:
SpriteRenderer^ PrimaryMeleeWeaponRenderer;

This language is not supported or no code example is available.
```

**JScript**

```
public PrimaryMeleeWeaponRenderer : SpriteRenderer

This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
Character Class
Assets.FantasyHeroes.Scripts Namespace
SecondaryMeleeWeapon Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
Public SecondaryMeleeWeapon As Sprite

This language is not supported or no code example is available.
```

**C#**

```csharp
public Sprite SecondaryMeleeWeapon

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Sprite SecondaryMeleeWeapon;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public SecondaryMeleeWeapon : Sprite

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
SecondaryMeleeWeaponRenderer Field

See Also


Syntax

**VB**

```vbnet
Public SecondaryMeleeWeaponRenderer As SpriteRenderer
This language is not supported or no code example is available.
```

**C#**

```csharp
public SpriteRenderer SecondaryMeleeWeaponRenderer
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
SpriteRenderer^ SecondaryMeleeWeaponRenderer;
This language is not supported or no code example is available.
```

**JScript**

```javascript
public SecondaryMeleeWeaponRenderer : SpriteRenderer
This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

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Shield Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

Public Shield As Sprite

This language is not supported or no code example is available.

#### C#

public Sprite Shield

This language is not supported or no code example is available.

#### C++

public:

```cpp
Sprite^ Shield;
```

This language is not supported or no code example is available.

#### JScript

public Shield : Sprite

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
ShieldRenderer Field

See Also


Syntax

```vbnet
Public ShieldRenderer As SpriteRenderer
This language is not supported or no code example is available.
```

```csharp
public SpriteRenderer ShieldRenderer
This language is not supported or no code example is available.
```

```cpp
public: SpriteRenderer^ ShieldRenderer;
This language is not supported or no code example is available.
```

```jscript
public ShieldRenderer : SpriteRenderer
This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Character Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
WeaponType Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public WeaponType As WeaponType

This language is not supported or no code example is available.
```

**C#**

```csharp
public WeaponType WeaponType

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
WeaponType WeaponType;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public WeaponType : WeaponType

This language is not supported or no code example is available.
```

### Platforms
The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Character Class
- Assets.FantasyHeroes.Scripts Namespace
CharacterEditor Class

See Also

Defines editor's behaviour

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Class CharacterEditor
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

**C#**

```csharp
public class CharacterEditor : MonoBehaviour

    This language is not supported or no code example is available.
```

**C++**

```cpp
public ref class CharacterEditor : public MonoBehaviour

    This language is not supported or no code example is available.
```

**JScript**

```jscript
public class CharacterEditor
    extends MonoBehaviour

    This language is not supported or no code example is available.
```
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClosePalette()</td>
<td>Close palette</td>
</tr>
<tr>
<td>Flip()</td>
<td>Flip character by X-axis</td>
</tr>
<tr>
<td>Load()</td>
<td>Load character from prefab</td>
</tr>
<tr>
<td>Load(string)</td>
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</tr>
<tr>
<td>Navigate(string)</td>
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</tr>
<tr>
<td>OpenPalette(string)</td>
<td>Open palette to change sprite color</td>
</tr>
<tr>
<td>PickColor(Color)</td>
<td>Pick color and apply to sprite</td>
</tr>
<tr>
<td>Reset()</td>
<td>Remove all equipment</td>
</tr>
<tr>
<td>Save()</td>
<td>Save character to prefab</td>
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<tr>
<td>Save(string)</td>
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</tr>
<tr>
<td>Start()</td>
<td>Called automatically on app start</td>
</tr>
<tr>
<td>SwitchToArmorParts()</td>
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</tr>
</tbody>
</table>

# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AnimationManager</td>
<td></td>
</tr>
<tr>
<td>ArmorArmLDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorArmRDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorDropdown</td>
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</tr>
<tr>
<td>ArmorForearmLDropdown</td>
<td></td>
</tr>
<tr>
<td>Item</td>
<td></td>
</tr>
<tr>
<td>-----------------------</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmRDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorHandLDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorHandRDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorLegDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvisDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorShinDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorTorsoDropdown</td>
<td></td>
</tr>
<tr>
<td>BackDropdown</td>
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</tr>
<tr>
<td>BeardDropdown</td>
<td></td>
</tr>
<tr>
<td>BodyDropdown</td>
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</tr>
<tr>
<td>BootsDropdown</td>
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</tr>
<tr>
<td>BowDropdown</td>
<td></td>
</tr>
<tr>
<td>CommonPalette</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
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<tr>
<td>EarsDropdown</td>
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<tr>
<td>Editor</td>
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<td>EditorOnlyButtons</td>
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<td>EyebrowsDropdown</td>
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</tr>
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<td>GridArmorParts</td>
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<tr>
<td>HairDropdown</td>
<td></td>
</tr>
<tr>
<td>HandEquipment</td>
<td></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

- System.Object
  - UnityEngine.Object
    - UnityEngine.Component
      - UnityEngine.Behaviour
        - UnityEngine.MonoBehaviour
          - Assets.FantasyHeroes.Scripts.CharacterEditor

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

## See Also

Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
CharacterEditor Methods

The following tables list the members exposed by the CharacterEditor type.

### Methods

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<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>ClosePalette()</td>
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</tbody>
</table>

### See Also

CharacterEditor Class Assets.FantasyHeroes.Scripts Namespace
CharacterEditor.ClosePalette Method

See Also

Close palette

**Namespace**: Assets.FantasyHeroes.Scripts  
**Assembly**: Assembly-CSharp (in Assembly-CSharp.dll)

**Syntax**

**VB**

```vbnet
Public Sub ClosePalette()
    This language is not supported or no code example is available.
```

**C#**

```csharp
public void ClosePalette()
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void ClosePalette()
    This language is not supported or no code example is available.
```

**JScript**

```javascript
public function ClosePalette();
    This language is not supported or no code example is available.
```
 Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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CharacterEditor.Flip Method

See Also

Flip character by X-axis

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public Sub Flip()
This language is not supported or no code example is available.
```

**C#**

```
public void Flip()
This language is not supported or no code example is available.
```

**C++**

```
public:
  void Flip()
This language is not supported or no code example is available.
```

**JScript**

```
public function Flip();
This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
CharacterEditor.Load Method

CharacterEditor Class  See Also

Load character from prefab

Overload List

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<tbody>
<tr>
<td>Load()</td>
<td>Load character from prefab</td>
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</table>

See Also

CharacterEditor Class  Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
CharacterEditor.Load Method

See Also

Load character from prefab

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub Load()

This language is not supported or no code example is available.
```

**C#**

```csharp
public void Load()

This language is not supported or no code example is available.
```

**C++**

```cpp
public:

void Load()

This language is not supported or no code example is available.
```

**JScript**

```javascript
public function Load();

This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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CharacterEditor.Load (String) Method

See Also


Syntax

```vbnet
Public Sub Load( _
    ByVal path As String _
)
    This language is not supported or no code example is available.
```

```csharp
public void Load(
    string path
)
    This language is not supported or no code example is available.
```

```cpp
public:
    void Load(
        String^ path
    )
    This language is not supported or no code example is available.
```

```jscript
public function Load(
```

path : String

This language is not supported or no code example is available.

Parameters

path
    Type: string

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
CharacterEditor.Navigate Method

See Also

Navigate to URL

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub Navigate( _
    ByVal url As String _
)
    This language is not supported or no code example is available.
```

**C#**

```csharp
public void Navigate(
    string url
)
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void Navigate(
        String^ url
    )
    This language is not supported or no code example is available.
```

**JScript**

```jscript
public function Navigate(
    url : String
```
Parameters

url
   Type: string

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
CharacterEditor.OpenPalette Method

See Also

Open palette to change sprite color

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub OpenPalette(_
    ByVal target As String _
)
This language is not supported or no code example is available.
```

**C#**

```csharp
public void OpenPalette(
    string target
)
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    OpenPalette(
        String^ target
    )
This language is not supported or no code example is available.
```

**JScript**

```jscript
Public Sub OpenPalette(_
    ByVal target As String _
)
This language is not supported or no code example is available.
```
public function OpenPalette(
    target : String
);

This language is not supported or no code example is available.

Parameters

**target**

Type: string

Pass one of the following values: Head, Ears, Body, Hair, Eyes, Mouth

---

**Platforms**

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

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**Version Information**

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

---

**See Also**

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
CharacterEditor.PickColor Method

See Also

Pick color and apply to sprite

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub PickColor(_
    ByVal color As Color_
)"
This language is not supported or no code example is available.
```

**C#**

```csharp
public void PickColor(
    Color color
)
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void PickColor(
        Color color
    )
This language is not supported or no code example is available.
```

**JScript**

```javascript
public function PickColor( 
    color : Color
```
Parameters

color
   Type: Color

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
   Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
   Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
CharacterEditor.Reset Method

See Also

Remove all equipment

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | Public Sub Reset()  
  This language is not supported or no code example is available. |
| **C#**   | public void Reset()  
  This language is not supported or no code example is available. |
| **C++**  | public:  
  void Reset()  
  This language is not supported or no code example is available. |
| **JScript** | public function Reset();  
  This language is not supported or no code example is available. |
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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CharacterEditor.Save Method

CharacterEditor Class  See Also

Save character to prefab

Overload List

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</tr>
<tr>
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</tr>
</tbody>
</table>

See Also

CharacterEditor Class Assets.FantasyHeroes.Scripts Namespace

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CharacterEditor.Save Method

See Also

Save character to prefab

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vb
Public Sub Save()
    ' This language is not supported or no code example is available.
End Sub
```

**C#**

```csharp
public void Save()
    ' This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void Save()
    ' This language is not supported or no code example is available.
```

**JScript**

```javascript
public function Save();
    ' This language is not supported or no code example is available.
```
### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information
- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also
- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
CharacterEditor.Save (String) Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub Save(    ByVal path As String _
    )

This language is not supported or no code example is available.
```

**C#**

```csharp
public void Save(    string path
    )

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void Save(    String^ path
    )

This language is not supported or no code example is available.
```

**JScript**

```javascript
public function Save(
```
path : String
);

This language is not supported or no code example is available.

### Parameters

**path**

Type: string

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
CharacterEditor.Start Method

See Also

Called automatically on app start

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub Start()
    This language is not supported or no code example is available.
```

**C#**

```csharp
public void Start()
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void Start()
    This language is not supported or no code example is available.
```

**JScript**

```jscript
public function Start();
    This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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CharacterEditor.SwitchToArmorParts Method

See Also

Switch armor parts mode

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub SwitchToArmorParts()
    This language is not supported or no code example is available.
```

**C#**

```csharp
public void SwitchToArmorParts()
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void SwitchToArmorParts()
    This language is not supported or no code example is available.
```

**JScript**

```javascript
public function SwitchToArmorParts();
    This language is not supported or no code example is available.
```
 Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
CharacterEditor Fields

CharacterEditor Class  See Also

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<td>AnimationManager</td>
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</tr>
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<td>ArmorArmLDropdown</td>
<td></td>
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<tr>
<td>ArmorArmRDropdown</td>
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<td>ArmorDropdown</td>
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<tr>
<td>ArmorForearmLDropdown</td>
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<td>ArmorHandLDropdown</td>
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<tr>
<td>ArmorHandRDropdown</td>
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<tr>
<td>ArmorLegDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvisDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorShinDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorTorsoDropdown</td>
<td></td>
</tr>
<tr>
<td>BackDropdown</td>
<td></td>
</tr>
<tr>
<td>BeardDropdown</td>
<td></td>
</tr>
<tr>
<td>BodyDropdown</td>
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<tr>
<td>BootsDropdown</td>
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<td>BowDropdown</td>
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<tr>
<td>Item</td>
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<tr>
<td>CommonPalette</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
<td></td>
</tr>
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<td>EarsDropdown</td>
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<tr>
<td>Editor</td>
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<td>EditorOnlyButtons</td>
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<tr>
<td>EyebrowsDropdown</td>
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</tr>
<tr>
<td>EyesDropdown</td>
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<tr>
<td>GlovesDropdown</td>
<td></td>
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<tr>
<td>Grid</td>
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<tr>
<td>GridArmorParts</td>
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</tr>
<tr>
<td>HairDropdown</td>
<td></td>
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<td>HeadDropdown</td>
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<td>HelmetDropdown</td>
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<tr>
<td>LowerArmorDropdown</td>
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<tr>
<td>MeleeWeapon1HDropdown</td>
<td></td>
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<td>MeleeWeapon2HDropdown</td>
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<td>MeleeWeaponPairedDropdown</td>
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<tr>
<td>SkinPalette</td>
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<tr>
<td>SpriteCollection</td>
<td></td>
</tr>
<tr>
<td>UpperArmorDropdown</td>
<td></td>
</tr>
</tbody>
</table>

Top
See Also

CharacterEditor Class Assets.FantasyHeroes.Scripts Namespace

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AnimationManager Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public AnimationManager As AnimationManager
This language is not supported or no code example is available.
```

#### C#

```csharp
public AnimationManager AnimationManager
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
AnimationManager^ AnimationManager;
This language is not supported or no code example is available.
```

#### JScript

```jscript
public AnimationManager : AnimationManager
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

[CharacterEditor Class](#)

[Assets.FantasyHeroes.Scripts Namespace](#)

---

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FantasyHeroes Reference
ArmorArmLDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorArmLDropdown As Dropdown

This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown ArmorArmLDropdown

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
  Dropdown^ ArmorArmLDropdown;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public ArmorArmLDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class  
Assets.FantasyHeroesScripts Namespace

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FantasyHeroes Reference
ArmorArmRDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorArmRDropdown As Dropdown

This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown ArmorArmRDropdown

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Dropdown ArmorArmRDropdown;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public ArmorArmRDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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ArmorDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
Public ArmorDropdown As Dropdown

This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown ArmorDropdown

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
  Dropdown ArmorDropdown;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public ArmorDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also

- [CharacterEditor Class](#)
- [Assets.FantasyHeroes.Scripts Namespace](#)

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FantasyHeroes Reference
ArmorForearmLDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```
Public ArmorForearmLDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```
public Dropdown ArmorForearmLDropdown

This language is not supported or no code example is available.
```

### C++

```
public:
    Dropdown ArmorForearmLDropdown;

This language is not supported or no code example is available.
```

### JScript

```
public ArmorForearmLDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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ArmorForearmRDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorForearmRDropdown As Dropdown

This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown ArmorForearmRDropdown

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Dropdown ArmorForearmRDropdown;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public ArmorForearmRDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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ArmorHandLDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public ArmorHandLDropdown As Dropdown
This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown ArmorHandLDropdown
This language is not supported or no code example is available.
```

### C++

```cpp
public:
Dropdown ArmorHandLDropdown;
This language is not supported or no code example is available.
```

### JScript

```javascript
public ArmorHandLDropdown : Dropdown
This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorHandRDropdown Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | Public ArmorHandRDropdown As **Dropdown**  
This language is not supported or no code example is available. |
| **C#**   | public **Dropdown** ArmorHandRDropdown  
This language is not supported or no code example is available. |
| **C++**  | public:  
**Dropdown** ArmorHandRDropdown;  
This language is not supported or no code example is available. |
| **JScript** | public ArmorHandRDropdown : **Dropdown**  
This language is not supported or no code example is available. |

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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ArmorLegDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public ArmorLegDropdown As Dropdown
This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown ArmorLegDropdown
This language is not supported or no code example is available.
```

### C++

```cpp
public:
Dropdown^ ArmorLegDropdown;
This language is not supported or no code example is available.
```

### JScript

```jscript
public ArmorLegDropdown : Dropdown
This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported).

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

#### .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

#### .NET Framework Client Profile
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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ArmorPelvisDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorPelvisDropdown As Dropdown
```

This language is not supported or no code example is available.

**C#**

```csharp
public Dropdown ArmorPelvisDropdown
```

This language is not supported or no code example is available.

**C++**

```cpp
public:
Dropdown ArmorPelvisDropdown;
```

This language is not supported or no code example is available.

**JScript**

```jscript
public ArmorPelvisDropdown : Dropdown
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see [System Requirements](#).

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

[CharacterEditor Class](#)
[Assets.FantasyHeroes.Scripts Namespace](#)

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FantasyHeroes Reference
ArmorShinDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | Public ArmorShinDropdown As Dropdown  
This language is not supported or no code example is available. |
| C#       | public Dropdown ArmorShinDropdown  
This language is not supported or no code example is available. |
| C++      | public:  
Dropdown ArmorShinDropdown;  
This language is not supported or no code example is available. |
| JScript  | public ArmorShinDropdown : Dropdown  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorTorsoDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

- **VB**
  ```vbnet
  Public ArmorTorsoDropdown As Dropdown
  
  This language is not supported or no code example is available.
  ```

- **C#**
  ```csharp
  public Dropdown ArmorTorsoDropdown
  
  This language is not supported or no code example is available.
  ```

- **C++**
  ```cpp
  public:
  Dropdown ArmorTorsoDropdown;
  
  This language is not supported or no code example is available.
  ```

- **JScript**
  ```jscript
  public ArmorTorsoDropdown : Dropdown
  
  This language is not supported or no code example is available.
  ```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class  
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
BackDropdown Field

See Also


## Syntax

### VB

```vbnet
Public BackDropdown As Dropdown
This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown BackDropdown
This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Dropdown BackDropdown;
This language is not supported or no code example is available.
```

### JScript

```jscript
public BackDropdown : Dropdown
This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0  
**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class  
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
# BeardDropdown Field

## See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public BeardDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown BeardDropdown

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Dropdown^ BeardDropdown;

This language is not supported or no code example is available.
```

### JScript

```jscript
public BeardDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BodyDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BodyDropdown As Dropdown

This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown BodyDropdown

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Dropdown BodyDropdown;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public BodyDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
BootsDropdown Field

See Also


## Syntax

### VB

Public BootsDropdown As Dropdown

This language is not supported or no code example is available.

### C#

public Dropdown BootsDropdown

This language is not supported or no code example is available.

### C++

public:

Dropdown^ BootsDropdown;

This language is not supported or no code example is available.

### JScript

public BootsDropdown : Dropdown

This language is not supported or no code example is available.

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BowDropdown Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>VB</td>
<td>Public BowDropdown As Dropdown</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td>C#</td>
<td>public Dropdown BowDropdown</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td>C++</td>
<td>public: Dropdown^ BowDropdown;</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td>JScript</td>
<td>public BowDropdown : Dropdown</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
</tbody>
</table>

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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CommonPalette Field

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public CommonPalette As GameObject

This language is not supported or no code example is available.
```

**C#**

```csharp
public GameObject CommonPalette

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
GameObject^ CommonPalette;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public CommonPalette : GameObject

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

## Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

## See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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**Dummy Field**

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
Public Dummy As Character

This language is not supported or no code example is available.
```

**C#**

```csharp
public Character Dummy

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Character^ Dummy;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public Dummy : Character

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class

Assets.FantasyHeroes.Scripts Namespace

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EarsDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public EarsDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown EarsDropdown

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Dropdown^ EarsDropdown;

This language is not supported or no code example is available.
```

### JScript

```jscript
public EarsDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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Editor Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
<Header("UI")> _
Public Editor As GameObject

This language is not supported or no code example is available.
```

**C#**

```csharp
[Header("UI")]
public GameObject Editor

This language is not supported or no code example is available.
```

**C++**

```cpp
[Header("UI")]
public:
GameObject^ Editor;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public
   Header("UI")
Editor : GameObject

This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
EditorOnlyButtons Field

See Also

**Namespace:** Assets.FantasyHeroesScripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public EditorOnlyButtons As List(Of Button)

This language is not supported or no code example is available.
```

**C#**

```
public List<Button> EditorOnlyButtons

This language is not supported or no code example is available.
```

**C++**

```
public:
List<Button>&& EditorOnlyButtons;

This language is not supported or no code example is available.
```

**JScript**

```
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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EyebrowsDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public EyebrowsDropdown As Dropdown
This language is not supported or no code example is available.
```

#### C#

```csharp
public Dropdown EyebrowsDropdown
This language is not supported or no code example is available.
```

#### C++

```cpp
public: Dropout EyebrowsDropdown;
This language is not supported or no code example is available.
```

#### JScript

```javascript
public EyebrowsDropdown : Dropout
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
# EyesDropdown Field

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public EyesDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown EyesDropdown

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Dropdown EyesDropdown;

This language is not supported or no code example is available.
```

### JScript

```jscript
public EyesDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
GlovesDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public GlovesDropdown As Dropdown

This language is not supported or no code example is available.
```

#### C#

```csharp
public Dropdown GlovesDropdown

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    Dropdown^ GlovesDropdown;

This language is not supported or no code example is available.
```

#### JScript

```javascript
public GlovesDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms

---

---
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

## Version Information

### .NET Framework

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

### .NET Framework Client Profile

Supported in: 4, 3.5 SP1

## See Also

CharacterEditor Class  
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
Grid Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
</table>
| Public Grid As *GameObject*  
This language is not supported or no code example is available. |

<table>
<thead>
<tr>
<th>C#</th>
<th>Copy</th>
</tr>
</thead>
</table>
| public *GameObject* Grid  
This language is not supported or no code example is available. |

<table>
<thead>
<tr>
<th>C++</th>
<th>Copy</th>
</tr>
</thead>
</table>
| public:  
*GameObject*^ Grid;  
This language is not supported or no code example is available. |

<table>
<thead>
<tr>
<th>JScript</th>
<th>Copy</th>
</tr>
</thead>
</table>
| public Grid : *GameObject*  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
GridArmorParts Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public GridArmorParts As GameObject

This language is not supported or no code example is available.
```

**C#**

```
public GameObject GridArmorParts

This language is not supported or no code example is available.
```

**C++**

```
public:
GameObject^ GridArmorParts;

This language is not supported or no code example is available.
```

**JScript**

```
public GridArmorParts : GameObject

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
HairDropdown Field

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public HairDropdown As Dropdown
This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown HairDropdown
This language is not supported or no code example is available.
```

### C++

```cpp
public:
Dropdown HairDropdown;
This language is not supported or no code example is available.
```

### JScript

```jscript
public HairDropdown : Dropdown
This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
HandEquipment Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public HandEquipment As List(Of SpriteRenderer)

This language is not supported or no code example is available.
```

#### C#

```csharp
public List<SpriteRenderer> HandEquipment

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
List<SpriteRenderer>^ HandEquipment;

This language is not supported or no code example is available.
```

#### JScript

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported).

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class  
Assets.FantasyHeroesScripts Namespace
FantasyHeroes Reference
HeadDropdown Field

See Also


## Syntax

### VB

```
Public HeadDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```
public Dropdown HeadDropdown

This language is not supported or no code example is available.
```

### C++

```
public:
    Dropdown HeadDropdown; 

This language is not supported or no code example is available.
```

### JScript

```
public HeadDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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HelmetDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public HelmetDropdown As Dropdown
This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown HelmetDropdown
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
Dropdown^ HelmetDropdown;
This language is not supported or no code example is available.
```

**JScript**

```javascript
public HelmetDropdown : Dropdown
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
- Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
- Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

---

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LowerArmorDropdown Field

See Also


Syntax

VB

Public LowerArmorDropdown As Dropdown

This language is not supported or no code example is available.

C#

public Dropdown LowerArmorDropdown

This language is not supported or no code example is available.

C++

public:

Dropdown^ LowerArmorDropdown;

This language is not supported or no code example is available.

JScript

public LowerArmorDropdown : Dropdown

This language is not supported or no code example is available.

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
MeleeWeapon1HDropdown Field

See Also


### Syntax

#### VB

```vbnet
Public MeleeWeapon1HDropdown As Dropdown

This language is not supported or no code example is available.
```

#### C#

```csharp
public Dropdown MeleeWeapon1HDropdown

This language is not supported or no code example is available.
```

#### C++

```cpp
public:

    Dropdown^ MeleeWeapon1HDropdown;

    This language is not supported or no code example is available.
```

#### JScript

```javascript
public MeleeWeapon1HDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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▲ Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

▲ See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
# MeleeWeapon2HDropdown Field

**Namespace:** Assets.FantasyHeroes.Scripts  
**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public MeleeWeapon2HDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown MeleeWeapon2HDropdown

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Dropdown MeleeWeapon2HDropdown;

This language is not supported or no code example is available.
```

### JScript

```jscript
public MeleeWeapon2HDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
MeleeWeaponPairedDropdown Field

See Also


### Syntax

**VB**

```vbnet
Public MeleeWeaponPairedDropdown As Dropdown

This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown MeleeWeaponPairedDropdown

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Dropdown^ MeleeWeaponPairedDropdown;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public MeleeWeaponPairedDropdown : Dropdown

This language is not supported or no code example is available.
```
 Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
MouthDropdown Field

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public MouthDropdown As Dropdown

This language is not supported or no code example is available.
```

**C#**

```csharp
public Dropdown MouthDropdown

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    Dropdown^ MouthDropdown;

This language is not supported or no code example is available.
```

**JScript**

```jscript
public MouthDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class  
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ShieldDropdown Field

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

**Syntax**

**VB**

```vbnet
Public ShieldDropdown As Dropdown
```

This language is not supported or no code example is available.

**C#**

```csharp
public Dropdown ShieldDropdown
```

This language is not supported or no code example is available.

**C++**

```cpp
public:
   Dropdown^ ShieldDropdown;
```

This language is not supported or no code example is available.

**JScript**

```html
public ShieldDropdown : Dropdown
```

This language is not supported or no code example is available.

**Platforms**
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
SkinPalette Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public SkinPalette As GameObject

This language is not supported or no code example is available.
```

**C#**

```
public GameObject SkinPalette

This language is not supported or no code example is available.
```

**C++**

```
public:
GameObject^ SkinPalette;

This language is not supported or no code example is available.
```

**JScript**

```
public SkinPalette : GameObject

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class  
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
SpriteCollection Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public SpriteCollection As SpriteCollection

This language is not supported or no code example is available.
```

#### C#

```csharp
public SpriteCollection SpriteCollection

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
SpriteCollection^ SpriteCollection;

This language is not supported or no code example is available.
```

#### JScript

```jscript
public SpriteCollection : SpriteCollection

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

## See Also

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
UpperArmorDropdown Field

See Also

**Namespace**: Assets.FantasyHeroes.Scripts  **Assembly**: Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | ```
Public UpperArmorDropdown As Dropdown
This language is not supported or no code example is available.
```
| C#       | ```
public Dropdown UpperArmorDropdown
This language is not supported or no code example is available.
```
| C++      | ```
public:
    Dropdown^ UpperArmorDropdown;
This language is not supported or no code example is available.
```
| JScript  | ```
public UpperArmorDropdown : Dropdown
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0  

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

CharacterEditor Class  
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
EditorGUIColorField Class

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
</table>
| **VB**   | Public Class EditorGUIColorField  
Inherits EditorWindow  
This language is not supported or no code example is available. |
| **C#**   | public class EditorGUIColorField : EditorWindow  
This language is not supported or no code example is available. |
| **C++**  | public ref class EditorGUIColorField : public EditorWindow  
This language is not supported or no code example is available. |
| **JScript** | public class EditorGUIColorField  
extends EditorWindow  
This language is not supported or no code example is available. |
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnDestroy()</td>
<td></td>
</tr>
<tr>
<td>OnGUI()</td>
<td></td>
</tr>
<tr>
<td>Open(Color)</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color</td>
<td></td>
</tr>
</tbody>
</table>

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1
See Also

Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
EditorGUIColorField Methods

EditorGUIColorField Class  See Also

The following tables list the members exposed by the EditorGUIColorField type.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnDestroy()</td>
<td></td>
</tr>
<tr>
<td>OnGUI()</td>
<td></td>
</tr>
<tr>
<td>Open(Color)</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

See Also

EditorGUIColorField Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
EditorGUIColorField.OnDestroy Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public Sub OnDestroy()
    This language is not supported or no code example is available.
End Sub
```

### C#

```csharp
public void OnDestroy()
    This language is not supported or no code example is available.
```

### C++

```cpp
public:
    void OnDestroy()
    This language is not supported or no code example is available.
```

### JScript

```jscript
public function OnDestroy();
    This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
EditorGUIColorField Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
EditorGUIColorField.OnGUI Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub OnGUI()
    This language is not supported or no code example is available.
End Sub
```

**C#**

```csharp
public void OnGUI()
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
  void OnGUI()
  This language is not supported or no code example is available.
```

**JScript**

```jscript
public function OnGUI();
    This language is not supported or no code example is available.
```
 Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

 Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also
EditorGUIColorField Class
Assets.FantasyHeroes.Scripts Namespace

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EditorGUIColorField.Open Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
Public Shared Sub Open( _
    ByVal originalColor As Color _
)  
This language is not supported or no code example is available.
```

**C#**

```csharp
public static void Open(
    Color originalColor
)  
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
static void Open(
    Color originalColor
)  
This language is not supported or no code example is available.
```

**JScript**

```javascript
public static function Open(
    originalColor : Color
);
```
Parameters

originalColor
  Type: Color

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

EditorGUIIColorField Class
Assets.FantasyHeroes.Scripts Namespace

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EditorGUIColorField.Update Method

See Also


## Syntax

### VB

```vbnet
Public Sub Update()
  This language is not supported or no code example is available.
```

### C#

```csharp
public void Update()
  This language is not supported or no code example is available.
```

### C++

```cpp
public:
  void Update()
  This language is not supported or no code example is available.
```

### JScript

```javascript
public function Update();
  This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

EditorGUIColorField Class
Assets.FantasyHeroes.Scripts Namespace

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EditorGUIColorField Fields

The following tables list the members exposed by the EditorGUIColorField type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>s</td>
<td>Color</td>
</tr>
</tbody>
</table>

See Also

(EditorGUIColorField Class Assets.FantasyHeroes.Scripts Namespace)

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Color Field

See Also


## Syntax

### VB

```vbnet
Public Shared Color As Color

This language is not supported or no code example is available.
```

### C#

```csharp
public static Color Color

This language is not supported or no code example is available.
```

### C++

```cpp
public:
static Color Color;

This language is not supported or no code example is available.
```

### JScript

```javascript
public static Color : Color

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

EditorGUIColorField Class  
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
LayerManager Class

See Also

Helps to order layers (character parts)

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vb
Public Class LayerManager
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

### C#

```csharp
public class LayerManager : MonoBehaviour

    This language is not supported or no code example is available.
```

### C++

```cpp
public ref class LayerManager : public MonoBehaviour

    This language is not supported or no code example is available.
```

### JScript

```jscript
public class LayerManager
    extends MonoBehaviour

    This language is not supported or no code example is available.
```
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ReadSpriteList()</code></td>
<td>Read ordered sprite list</td>
</tr>
<tr>
<td><code>SetLayerOrder()</code></td>
<td>Set layers order</td>
</tr>
</tbody>
</table>

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sprites</td>
<td></td>
</tr>
</tbody>
</table>

## Inheritance Hierarchy

- `System.Object`
- `UnityEngine.Object`
- `UnityEngine.Component`
- `UnityEngine.Behaviour`
- `UnityEngine.MonoBehaviour`
- `Assets.FantasyHeroes.Scripts.LayerManager`

## Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
LayerManager Methods

LayerManager Class  See Also

The following tables list the members exposed by the LayerManager type.

**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ReadSpriteList()</td>
<td>Read ordered sprite list</td>
</tr>
<tr>
<td>SetLayerOrder()</td>
<td>Set layers order</td>
</tr>
</tbody>
</table>

See Also

LayerManager Class Assets.FantasyHeroes.Scripts Namespace

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LayerManager.ReadSpriteList
Method

See Also

Read ordered sprite list

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**
```
Public Sub ReadSpriteList()
    This language is not supported or no code example is available.
```

**C#**
```
public void ReadSpriteList()
    This language is not supported or no code example is available.
```

**C++**
```
public:
    void ReadSpriteList()
    This language is not supported or no code example is available.
```

**JScript**
```
public function ReadSpriteList();
    This language is not supported or no code example is available.
```
 Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

 .NET Framework
 Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

 .NET Framework Client Profile
 Supported in: 4, 3.5 SP1

 See Also

 LayerManager Class
 Assets.FantasyHeroesScripts Namespace

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FantasyHeroes Reference
LayerManager.SetLayerOrder Method

See Also

Set layers order


Syntax

```vbnet
Public Sub SetLayerOrder()
    This language is not supported or no code example is available.
End Sub
```

```csharp
public void SetLayerOrder()
    This language is not supported or no code example is available.
```

```cpp
public:
    void SetLayerOrder()
    This language is not supported or no code example is available.
```

```javascript
public function SetLayerOrder();
    This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

LayerManager Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
LayerManager Fields

LayerManager Class  See Also

The following tables list the members exposed by the LayerManager type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌟 Sprites</td>
<td></td>
</tr>
</tbody>
</table>

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### See Also

LayerManager Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Sprites Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```
Public Sprites As List(Of SpriteRenderer)
```

This language is not supported or no code example is available.

#### C#

```
public List<SpriteRenderer> Sprites
```

This language is not supported or no code example is available.

#### C++

```
public:
    List<SpriteRenderer>^ Sprites;
```

This language is not supported or no code example is available.

#### JScript

```
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

LayerManager Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
MeleeWeaponTrail Class

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**
```vbnet
<RequireComponent(typeof(SpriteRenderer))> _
Public Class MeleeWeaponTrail
    InheritsMonoBehaviour

    This language is not supported or no code example is available.
```

**C#**
```csharp
[RequireComponent(typeof(SpriteRenderer))]
public class MeleeWeaponTrail :MonoBehaviour

    This language is not supported or no code example is available.
```

**C++**
```cpp
[RequireComponent(typeof(SpriteRenderer))]
public ref class MeleeWeaponTrail : public MonoBehaviour

    This language is not supported or no code example is available.
```

**JScript**
```javascript
public
    RequireComponent(typeof(SpriteRenderer))
class MeleeWeaponTrail
        extends MonoBehaviour

    This language is not supported or no code example is available.
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build()</td>
<td></td>
</tr>
<tr>
<td>OnValidate()</td>
<td></td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disabled</td>
<td></td>
</tr>
<tr>
<td>RemoveSpaces</td>
<td></td>
</tr>
<tr>
<td>TrailBend</td>
<td></td>
</tr>
<tr>
<td>TrailCurve</td>
<td></td>
</tr>
<tr>
<td>TrailLength</td>
<td></td>
</tr>
<tr>
<td>WeaponRenderer</td>
<td></td>
</tr>
</tbody>
</table>

### Inheritance Hierarchy

```
System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngine.Behaviour
        UnityEngine.MonoBehaviour
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
MeleeWeaponTrail Methods

MeleeWeaponTrail Class  See Also

The following tables list the members exposed by the MeleeWeaponTrail type.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="" alt="Build()" /></td>
<td></td>
</tr>
<tr>
<td><img src="" alt="OnValidate()" /></td>
<td></td>
</tr>
</tbody>
</table>

Top

### See Also

MeleeWeaponTrail Class Assets.FantasyHeroes.Scripts Namespace

---

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MeleeWeaponTrail.Build Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public Sub Build()</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td>public void Build()</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td>public: void Build()</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td>public function Build();</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
</tbody>
</table>

### Platforms
The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace
MeleeWeaponTrail.OnValidate Method

See Also


**Syntax**

**VB**

```vbnet
Public Sub OnValidate()
    This language is not supported or no code example is available.
```

**C#**

```csharp
public void OnValidate()
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void OnValidate()
    This language is not supported or no code example is available.
```

**JScript**

```javascript
public function OnValidate();
    This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
MeleeWeaponTrail Fields

MeleeWeaponTrail Class See Also

The following tables list the members exposed by the MeleeWeaponTrail type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disabled</td>
<td></td>
</tr>
<tr>
<td>RemoveSpaces</td>
<td></td>
</tr>
<tr>
<td>TrailBend</td>
<td></td>
</tr>
<tr>
<td>TrailCurve</td>
<td></td>
</tr>
<tr>
<td>TrailLength</td>
<td></td>
</tr>
<tr>
<td>WeaponRenderer</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

MeleeWeaponTrail Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Disabled Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
</table>
| VB       | Public Disabled As Boolean
          | This language is not supported or no code example is available. |
| C#       | public bool Disabled |
          | This language is not supported or no code example is available. |
| C++      | public:
          |   bool Disabled; |
          | This language is not supported or no code example is available. |
| JScript  | public Disabled : boolean |
          | This language is not supported or no code example is available. |

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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**Version Information**

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

---

**See Also**

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
RemoveSpaces Field

See Also


Syntax

**VB**

```vbnet
<Tooltip("Warning: slows down the performance if checked.")>
Public RemoveSpaces As Boolean
```

This language is not supported or no code example is available.

**C#**

```csharp
[Tooltip("Warning: slows down the performance if checked.")]
public bool RemoveSpaces
```

This language is not supported or no code example is available.

**C++**

```cpp
[Tooltip("Warning: slows down the performance if checked.")]
public:
    bool RemoveSpaces;
```

This language is not supported or no code example is available.

**JScript**

```javascript
    public
        Tooltip("Warning: slows down the performance if checked.")
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace

RemoveSpaces : boolean
This language is not supported or no code example is available.

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FantasyHeroes Reference
TrailBend Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
<Range(0, 1)> _
Public TrailBend As Single
```

This language is not supported or no code example is available.

**C#**

```
[Range(0, 1)]
public float TrailBend
```

This language is not supported or no code example is available.

**C++**

```
[Range(0, 1)]
public:
float TrailBend;
```

This language is not supported or no code example is available.

**JScript**

```
public
    Range(0, 1)
TrailBend : float
```

This language is not supported or no code example is available.
 Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace
TrailCurve Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public Shadows TrailCurve As AnimationCurve

This language is not supported or no code example is available.
```

### C#

```csharp
new public AnimationCurve TrailCurve

This language is not supported or no code example is available.
```

### C++

```cpp
public:
AnimationCurve^ TrailCurve;

This language is not supported or no code example is available.
```

### JScript

```javascript
public TrailCurve : AnimationCurve

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace

---

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TrailLength Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
<Range(0, 1000)> _
Public TrailLength As Single
```

This language is not supported or no code example is available.

**C#**

```
[RANGE(0, 1000)]
public float TrailLength
```

This language is not supported or no code example is available.

**C++**

```
[RANGE(0, 1000)]
public:
float TrailLength;
```

This language is not supported or no code example is available.

**JScript**

```
public
    Range(0, 1000)
TrailLength : float
```

This language is not supported or no code example is available.
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
WeaponRenderer Field

See Also


### Syntax

**VB**

```
Public WeaponRenderer As SpriteRenderer
```

This language is not supported or no code example is available.

**C#**

```
public SpriteRenderer WeaponRenderer
```

This language is not supported or no code example is available.

**C++**

```
public:
SpriteRenderer^ WeaponRenderer;
```

This language is not supported or no code example is available.

**JScript**

```
public WeaponRenderer : SpriteRenderer
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

MeleeWeaponTrail Class
Assets.FantasyHeroes.Scripts Namespace

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Palette Class

See Also

Palette used to change sprite color

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public Class Palette
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

### C#

```csharp
public class Palette : MonoBehaviour

    This language is not supported or no code example is available.
```

### C++

```cpp
public ref class Palette : public MonoBehaviour^

    This language is not supported or no code example is available.
```

### JScript

```jscript
public class Palette
    extends MonoBehaviour

    This language is not supported or no code example is available.
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Awake()</td>
<td>Add color picker listeners in runtime</td>
</tr>
</tbody>
</table>

**Top**

### Inheritance Hierarchy

- System.Object
- UnityEngine.Object
- UnityEngine.Component
- UnityEngineBehaviour
- UnityEngine.MonoBehaviour
- Assets.FantasyHeroes.Scripts.Palette

### Platforms

- Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
Palette Methods

Palette Class  See Also

The following tables list the members exposed by the Palette type.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌟</td>
<td>Awake()</td>
</tr>
<tr>
<td></td>
<td>Add color picker listeners in runtime</td>
</tr>
</tbody>
</table>

See Also

Palette Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Palette.Awake Method

See Also

Add color picker listeners in runtime


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | Public Sub Awake()  
This language is not supported or no code example is available. |
| C#       | public void Awake()  
This language is not supported or no code example is available. |
| C++      | public void Awake()  
This language is not supported or no code example is available. |
| JScript  | public function Awake();  
This language is not supported or no code example is available. |
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Palette Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Screenshot Class

Take a screenshot in play mode [S]

**Namespaces:** Assets.FantasyHeroes.Scripts

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Class Screenshot
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

**C#**

```csharp
public class Screenshot : MonoBehaviour

    This language is not supported or no code example is available.
```

**C++**

```cpp
public ref class Screenshot : public MonoBehaviour

    This language is not supported or no code example is available.
```

**JScript**

```jscript
public class Screenshot
    extends MonoBehaviour

    This language is not supported or no code example is available.
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetPath()</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directory</td>
<td></td>
</tr>
<tr>
<td>SuperSize</td>
<td></td>
</tr>
</tbody>
</table>

### Inheritance Hierarchy

```
System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngine.Behaviour
        UnityEngine.MonoBehaviour
          Assets.FantasyHeroes.Scripts.Screenshot
```

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
Assets.FantasyHeroes.Scripts Namespace

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Screenshot Methods

Screenshot Class  See Also

The following tables list the members exposed by the Screenshot type.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetPath()</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Screenshot Class Assets.FantasyHeroes.Scripts Namespace

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Your own footer text will only be shown in registered version.
Screenshot.GetPath Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Function GetPath() As String

This language is not supported or no code example is available.
```

**C#**

```csharp
public string GetPath()

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    String^ GetPath()

This language is not supported or no code example is available.
```

**JScript**

```jscript
public function GetPath() : String;

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Screenshot Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Screenshot.Update Method

See Also


✓ Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
</table>
| VB       | Public Sub Update()  
This language is not supported or no code example is available. |
| C#       | public void Update()  
This language is not supported or no code example is available. |
| C++      | public:  
void Update()  
This language is not supported or no code example is available. |
| JScript  | public function Update();  
This language is not supported or no code example is available. |

✓ Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Screenshot Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
Screenshot Fields

Screenshot Class  See Also

The following tables list the members exposed by the Screenshot type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍀 Directory</td>
<td></td>
</tr>
<tr>
<td>🍀 SuperSize</td>
<td></td>
</tr>
</tbody>
</table>

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### See Also

Screenshot Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
# Directory Field

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```
Public Directory As String

This language is not supported or no code example is available.
```

### C#

```
public string Directory

This language is not supported or no code example is available.
```

### C++

```
public:
String^ Directory;

This language is not supported or no code example is available.
```

### JScript

```
public Directory : String

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Screenshot Class
Assets.FantasyHeroes.Scripts Namespace

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SuperSize Field


### Syntax

**VB**

```vbnet
Public SuperSize As Integer
```

This language is not supported or no code example is available.

**C#**

```csharp
public int SuperSize
```

This language is not supported or no code example is available.

**C++**

```cpp
public:
    int SuperSize;
```

This language is not supported or no code example is available.

**JScript**

```jscript
public SuperSize : int
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- Screenshot Class
- Assets.FantasyHeroes.Scripts Namespace
ScreenshotTransparent Class

See Also

Take a screenshot in play mode [S]

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
<RequireComponent(typeof(Camera))> 
Public Class ScreenshotTransparent
    Inherits MonoBehaviour

This language is not supported or no code example is available.
```

**C#**

```csharp
[RequireComponent(typeof(Camera))]
public class ScreenshotTransparent : MonoBehaviour

This language is not supported or no code example is available.
```

**C++**

```cpp
[RequireComponent(typeof(Camera))]
public ref class ScreenshotTransparent : public MonoBehaviour

This language is not supported or no code example is available.
```

**JScript**

```jscript
public
    RequireComponent(typeof(Camera))

This language is not supported or no code example is available.
```
This language is not supported or no code example is available.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture(string)</td>
<td></td>
</tr>
<tr>
<td>GetPath()</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Directory</td>
<td></td>
</tr>
<tr>
<td>Height</td>
<td></td>
</tr>
<tr>
<td>Width</td>
<td></td>
</tr>
</tbody>
</table>

## Inheritance Hierarchy

System.Object
  UnityEngine.Object
    UnityEngine.Component
      UnityEngineBehaviour
        UnityEngineMonoBehaviour
          Assets.FantasyHeroesScriptsScreenshotTransparent

## Platforms

supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ScreenshotTransparent Methods

ScreenshotTransparent Class  See Also

The following tables list the members exposed by the ScreenshotTransparent type.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture(string)</td>
<td></td>
</tr>
<tr>
<td>GetPath()</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

See Also

ScreenshotTransparent Class  Assets.FantasyHeroes.Scripts
Namespace

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FantasyHeroes Reference
ScreenshotTransparent.Capture Method

See Also


Syntax

### VB

```vbnet
Public Sub Capture(  
    ByVal path As String  
)

This language is not supported or no code example is available.
```

### C#

```csharp
public void Capture(  
    string path  
)

This language is not supported or no code example is available.
```

### C++

```cpp
public:  
    void Capture(  
        String^ path  
    )

This language is not supported or no code example is available.
```

### JScript

```js
public function Capture(  
```

This language is not supported or no code example is available.
Parameters

path
  Type: string

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

ScreenshotTransparent Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ScreenshotTransparent.GetPath Method

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Function GetPath() As String

This language is not supported or no code example is available.
```

**C#**

```csharp
public string GetPath()

This language is not supported or no code example is available.
```

**C++**

```cpp
public:

String^ GetPath()

This language is not supported or no code example is available.
```

**JScript**

```jscript
public function GetPath() : String;

This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
ScreenshotTransparent Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ScreenshotTransparent.Update Method

See Also


Syntax

```vbnet
Public Sub Update()
    This language is not supported or no code example is available.
```

```csharp
public void Update()
    This language is not supported or no code example is available.
```

```cpp
public:
    void Update()
    This language is not supported or no code example is available.
```

```jscript
public function Update();
    This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

ScreenshotTransparent Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ScreenshotTransparent Fields

ScreenshotTransparent Class  See Also

The following tables list the members exposed by the ScreenshotTransparent type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>⚡</td>
<td>Directory</td>
</tr>
<tr>
<td>⚡</td>
<td>Height</td>
</tr>
<tr>
<td>⚡</td>
<td>Width</td>
</tr>
</tbody>
</table>

### See Also

ScreenshotTransparent Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
## Directory Field

**See Also**

### Namespace: Assets.FantasyHeroes.Scripts Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
</table>
| VB       | Public Directory As String 
This language is not supported or no code example is available. |
| C#       | public string Directory 
This language is not supported or no code example is available. |
| C++      | public: String^ Directory; 
This language is not supported or no code example is available. |
| JScript  | public Directory : String 
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

## See Also

- [ScreenshotTransparent Class](#)
- [Assets.FantasyHeroes.Scripts Namespace](#)

---

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Height Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | ```
Public Height As Integer
This language is not supported or no code example is available.
``` |
| C#       | ```
public int Height
This language is not supported or no code example is available.
``` |
| C++      | ```
public:
int Height;
This language is not supported or no code example is available.
``` |
| JScript  | ```
public Height : int
This language is not supported or no code example is available.
``` |

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

ScreenshotTransparent Class
Assets.FantasyHeroes.Scripts Namespace
Width Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vb
Public Width As Integer
This language is not supported or no code example is available.
```

#### C#

```c#
public int Width
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    int Width;
This language is not supported or no code example is available.
```

#### JScript

```jscript
public Width : int
This language is not supported or no code example is available.
```

### Platforms
The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

ScreenshotTransparent Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
SpriteCollection Class

See Also

Collect sprites from specified path

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
<ExecuteInEditMode()> _
Public Class SpriteCollection
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```

#### C#

```csharp
[ExecuteInEditMode()]
public class SpriteCollection : MonoBehaviour

    This language is not supported or no code example is available.
```

#### C++

```cpp
[ExecuteInEditMode()]
public ref class SpriteCollection : public MonoBehaviour^

    This language is not supported or no code example is available.
```

#### JScript

```jscript
public
    ExecuteInEditMode()
class SpriteCollection
    extends MonoBehaviour
```
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnValidate()</td>
<td>Called automatically when something was changed</td>
</tr>
<tr>
<td>Refresh()</td>
<td>Read all sprites from specified path again</td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArmorArmL</td>
<td></td>
</tr>
<tr>
<td>ArmorArmR</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmL</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmR</td>
<td></td>
</tr>
<tr>
<td>ArmorHandL</td>
<td></td>
</tr>
<tr>
<td>ArmorHandR</td>
<td></td>
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<tr>
<td>ArmorLeg</td>
<td></td>
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<tr>
<td>ArmorPelvis</td>
<td></td>
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<tr>
<td>ArmorShin</td>
<td></td>
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<tr>
<td>ArmorTorso</td>
<td></td>
</tr>
<tr>
<td>Back</td>
<td></td>
</tr>
<tr>
<td>Beard</td>
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<tr>
<td>BodyArmL</td>
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<td></td>
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<tr>
<td>------</td>
<td>------</td>
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<tr>
<td>BodyArmR</td>
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<tr>
<td>BodyForearmL</td>
<td></td>
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<tr>
<td>BodyForearmR</td>
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<tr>
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<tr>
<td>Mouth</td>
<td></td>
</tr>
<tr>
<td>Shield</td>
<td></td>
</tr>
<tr>
<td>SpritePath</td>
<td></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

- **System.Object**
  - **UnityEngine.Object**
  - **UnityEngine.Component**
  - **UnityEngineBehaviour**
  - **UnityEngineMonoBehaviour**
  - **Assets.FantasyHeroesScripts.SpriteCollection**

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see [System Requirements](#).

Version Information

- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

See Also

- **Assets.FantasyHeroesScripts Namespace**

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SpriteCollection Methods

SpriteCollection Class  See Also

The following tables list the members exposed by the SpriteCollection type.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnValidate()</td>
<td>Called automatically when something was changed</td>
</tr>
<tr>
<td>Refresh()</td>
<td>Read all sprites from specified path again</td>
</tr>
</tbody>
</table>

See Also

SpriteCollection Class  Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteCollection.OnValidate Method

See Also

Called automatically when something was changed

Namespace: Assets.FantasyHeroesScripts Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Syntax

```
VB
Public Sub OnValidate()
    This language is not supported or no code example is available.
End Sub

C#
public void OnValidate()
    This language is not supported or no code example is available.

C++
public:
    void OnValidate()
    This language is not supported or no code example is available.

JScript
public function OnValidate();
    This language is not supported or no code example is available.
```
 Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

 .NET Framework
 Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

 .NET Framework Client Profile
 Supported in: 4, 3.5 SP1

 See Also

 SpriteCollection Class
 Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteCollection.Refresh Method

See Also

Read all sprites from specified path again

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub Refresh()
    This language is not supported or no code example is available.
```

**C#**

```csharp
public void Refresh()
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void Refresh()
    This language is not supported or no code example is available.
```

**JScript**

```jscript
public function Refresh();
    This language is not supported or no code example is available.
```
 Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

 .NET Framework
 Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

 .NET Framework Client Profile
 Supported in: 4, 3.5 SP1

 See Also

 SpriteCollection Class
 Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteCollection Fields

SpriteCollection Class  See Also

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<td></td>
</tr>
<tr>
<td>ArmorArmR</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmL</td>
<td></td>
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<tr>
<td>ArmorForearmR</td>
<td></td>
</tr>
<tr>
<td>ArmorHandL</td>
<td></td>
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<tr>
<td>ArmorHandR</td>
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<tr>
<td>BodyHandL</td>
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<td>SpritePath</td>
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<tr>
<td>--------------------</td>
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<td>BodyHandR</td>
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</tr>
</tbody>
</table>

**See Also**

SpriteCollection Class Assets.FantasyHeroes.Scripts Namespace
ArmorArmL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

**VB**

```vbnet
Public ArmorArmL As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

**C#**

```csharp
public List<SpriteGroupEntry> ArmorArmL
```

This language is not supported or no code example is available.

**C++**

```cpp
public: List<SpriteGroupEntry> ArmorArmL;
```

This language is not supported or no code example is available.

**JScript**

JScript does not support generic types and methods.

This language is not supported or no code example is available.

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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- **Version Information**
  
  - **.NET Framework**
    Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
  
  - **.NET Framework Client Profile**
    Supported in: 4, 3.5 SP1

- **See Also**
  
  - SpriteCollection Class
  - Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorArmR Field

See Also


### Syntax

#### VB

```vbnet
Public ArmorArmR As List(Of SpriteGroupEntry)
This language is not supported or no code example is available.
```

#### C#

```csharp
public List<SpriteGroupEntry> ArmorArmR
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
List<SpriteGroupEntry> ArmorArmR;
This language is not supported or no code example is available.
```

#### JScript

```javascript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

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ArmorForearmL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorForearmL As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> ArmorForearmL

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteGroupEntry> ArmorForearmL;

This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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ArmorForearmR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

- **VB**

```vbnet
Public ArmorForearmR As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

- **C#**

```csharp
public List<SpriteGroupEntry> ArmorForearmR

This language is not supported or no code example is available.
```

- **C++**

```cpp
public:
List<SpriteGroupEntry> ArmorForearmR;

This language is not supported or no code example is available.
```

- **JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class  
Assets.FantasyHeroes.Scripts Namespace

---

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ArmorHandL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public ArmorHandL As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

**C#**

```
public List<SpriteGroupEntry> ArmorHandL
```

This language is not supported or no code example is available.

**C++**

```
public:
List<SpriteGroupEntry> ArmorHandL;
```

This language is not supported or no code example is available.

**JScript**

```
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class  
Assets.FantasyHeroes Scripts Namespace

---

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ArmorHandR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
</table>
| VB       | Public ArmorHandR As List(Of SpriteGroupEntry)  
           This language is not supported or no code example is available. |
| C#       | public List<SpriteGroupEntry> ArmorHandR  
           This language is not supported or no code example is available. |
| C++      | public:  
           List<SpriteGroupEntry> ArmorHandR;  
           This language is not supported or no code example is available. |
| JScript  | JScript does not support generic types and methods.  
           This language is not supported or no code example is available. |

### Platforms
The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class  
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
ArmorLeg Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vb
Public ArmorLeg As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

### C#

```csharp
public List<SpriteGroupEntry> ArmorLeg

This language is not supported or no code example is available.
```

### C++

```c++
public:

List<SpriteGroupEntry> ArmorLeg;

This language is not supported or no code example is available.
```

### JScript

```javascript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class  
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorPelvis Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public ArmorPelvis As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

**C#**

```
public List<SpriteGroupEntry> ArmorPelvis
```

This language is not supported or no code example is available.

**C++**

```
public:
List<SpriteGroupEntry> ArmorPelvis;
```

This language is not supported or no code example is available.

**JScript**

```
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ArmorShin Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ArmorShin As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

**C#**

```csharp
public List<SpriteGroupEntry> ArmorShin
```

This language is not supported or no code example is available.

**C++**

```cpp
public:
List<SpriteGroupEntry> ArmorShin;
```

This language is not supported or no code example is available.

**JScript**

```javascript
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ArmorTorso Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | Public ArmorTorso As **List(Of SpriteGroupEntry)**  
This language is not supported or no code example is available. |
| **C#**   | public **List<SpriteGroupEntry>** ArmorTorso  
This language is not supported or no code example is available. |
| **C++**  | public: 
**List<SpriteGroupEntry^>^** ArmorTorso;  
This language is not supported or no code example is available. |
| **JScript** | JScript does not support generic types and methods.  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace
Back Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Back As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> Back

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    List<SpriteGroupEntry>^ Back;

This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class  
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
Beard Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Beard As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> Beard

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteGroupEntry^>^ Beard;

This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroesScripts Namespace

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BodyArmL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BodyArmL As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> BodyArmL

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteGroupEntry^>^ BodyArmL;

This language is not supported or no code example is available.
```

**JScript**

```javascript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported).

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

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BodyArmR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | Public BodyArmR As List(Of SpriteGroupEntry)  
This language is not supported or no code example is available. |
| **C#**   | public List<SpriteGroupEntry> BodyArmR  
This language is not supported or no code example is available. |
| **C++**  | public:  
List<SpriteGroupEntry> BodyArmR;  
This language is not supported or no code example is available. |
| **JScript** | JScript does not support generic types and methods.  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

**Version Information**

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

**See Also**

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
BodyForearmL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
</table>
| **VB**   | ```vb
Public BodyForearmL As List(Of SpriteGroupEntry)
```
| Copy     |      | This language is not supported or no code example is available. |
| **C#**   | ```c#
public List<SpriteGroupEntry> BodyForearmL
```
| Copy     |      | This language is not supported or no code example is available. |
| **C++**  | ```cpp
public:
List<SpriteGroupEntry>^ BodyForearmL;
```
| Copy     |      | This language is not supported or no code example is available. |
| **JScript** | ```jscript
JScript does not support generic types and methods.
```
| Copy     |      | This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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BodyForearmR Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public BodyForearmR As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

### C#

```csharp
public List<SpriteGroupEntry> BodyForearmR

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    List<SpriteGroupEntry>^ BodyForearmR;

This language is not supported or no code example is available.
```

### JScript

```javascript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

**Version Information**

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

**See Also**

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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BodyHandL Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

Public BodyHandL As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.

**C#**

public List<SpriteGroupEntry> BodyHandL

This language is not supported or no code example is available.

**C++**

public:

List<SpriteGroupEntry> BodyHandL;

This language is not supported or no code example is available.

**JScript**

JScript does not support generic types and methods.

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BodyHandR Field

Syntax

**VB**

```vbnet
Public BodyHandR As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> BodyHandR

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteGroupEntry> BodyHandR;

This language is not supported or no code example is available.
```

**JScript**

```js
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

#### .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

#### .NET Framework Client Profile
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace
BodyLeg Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public BodyLeg As List(Of SpriteGroupEntry)
This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> BodyLeg
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteGroupEntry>^ BodyLeg;
This language is not supported or no code example is available.
```

**JScript**

```javascript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
# BodyPelvis Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public BodyPelvis As <code>List(Of SpriteGroupEntry)</code>  &lt;br&gt; This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td><code>public List&lt;SpriteGroupEntry&gt; BodyPelvis</code>  &lt;br&gt; This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td><code>public: List&lt;SpriteGroupEntry&gt;^ BodyPelvis;</code>  &lt;br&gt; This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td><code>JScript does not support generic types and methods.</code>  &lt;br&gt; This language is not supported or no code example is available.</td>
</tr>
</tbody>
</table>

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

---

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BodyShin Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public BodyShin As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

### C#

```csharp
public List<SpriteGroupEntry> BodyShin
```

This language is not supported or no code example is available.

### C++

```cpp
public:
    List<SpriteGroupEntry>^ BodyShin;
```

This language is not supported or no code example is available.

### JScript

```jscript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
BodyTorso Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public BodyTorso As List(Of SpriteGroupEntry)
This language is not supported or no code example is available.
```

#### C#

```csharp
public List<SpriteGroupEntry> BodyTorso
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
List<SpriteGroupEntry> BodyTorso;
This language is not supported or no code example is available.
```

#### JScript

```jscript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

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BowArrow Field

See Also


## Syntax

### VB

```
Public BowArrow As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

### C#

```
public List<SpriteGroupEntry> BowArrow
```

This language is not supported or no code example is available.

### C++

```
public:
List<SpriteGroupEntry>^ BowArrow;
```

This language is not supported or no code example is available.

### JScript

```
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
BowLimb Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public BowLimb As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

### C#

```csharp
public List<SpriteGroupEntry> BowLimb

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    List<SpriteGroupEntry>^ BowLimb;

This language is not supported or no code example is available.
```

### JScript

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class  
Assets.FantasyHeroes.Scripts Namespace

---

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BowRiser Field


Syntax

```vbnet
Public BowRiser As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

```csharp
public List<SpriteGroupEntry> BowRiser

This language is not supported or no code example is available.
```

```cpp
public:
List<SpriteGroupEntry>^ BowRiser;

This language is not supported or no code example is available.
```

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
Ears Field


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | Public Ears As List(Of SpriteGroupEntry)  
This language is not supported or no code example is available. |
| C#       | public List<SpriteGroupEntry> Ears  
This language is not supported or no code example is available. |
| C++      | public: List<SpriteGroupEntry>^>^ Ears;  
This language is not supported or no code example is available. |
| JScript  | JScript does not support generic types and methods.  
This language is not supported or no code example is available. |

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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🚨 Version Information 🚨

.**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

🚨 See Also 🚨

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
Eyebrows Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Eyebrows As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> Eyebrows

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
 List<SpriteGroupEntry> Eyebrows;

This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Eyes Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

Public Eyes As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.

### C#

public List<SpriteGroupEntry> Eyes

This language is not supported or no code example is available.

### C++

public:
List<SpriteGroupEntry> Eyes;

This language is not supported or no code example is available.

### JScript

JScript does not support generic types and methods.

This language is not supported or no code example is available.

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

▶ Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

▶ See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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Hair Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Hair As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

**C#**

```csharp
public List<SpriteGroupEntry> Hair
```

This language is not supported or no code example is available.

**C++**

```cpp
public:
List<SpriteGroupEntry> Hair;
```

This language is not supported or no code example is available.

**JScript**

```javascript
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

---

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HairShort Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public HairShort As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

**C#**

```
public List<SpriteGroupEntry> HairShort
```

This language is not supported or no code example is available.

**C++**

```
public:
List<SpriteGroupEntry> HairShort;
```

This language is not supported or no code example is available.

**JScript**

```
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.

### Platforms
Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
Head Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
<Header("Body Parts")>  
Public Head As List(Of SpriteGroupEntry)
```

This language is not supported or no code example is available.

**C#**

```
[Header("Body Parts")]
public List<SpriteGroupEntry> Head
```

This language is not supported or no code example is available.

**C++**

```
[Header("Body Parts")]
public:
 List<SpriteGroupEntry>^ Head;
```

This language is not supported or no code example is available.

**JScript**

```
JScript does not support generic types and methods.
```

This language is not supported or no code example is available.
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

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Helmet Field

See Also


Syntax

<table>
<thead>
<tr>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
</table>
| <Header("Equipment")> _
Public Helmet As List(Of SpriteGroupEntry) |
This language is not supported or no code example is available.

<table>
<thead>
<tr>
<th>C#</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Header(&quot;Equipment&quot;)] public List&lt;SpriteGroupEntry&gt; Helmet</td>
<td></td>
</tr>
</tbody>
</table>
This language is not supported or no code example is available.

<table>
<thead>
<tr>
<th>C++</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Header(&quot;Equipment&quot;)] public: List&lt;SpriteGroupEntry&gt;^ Helmet;</td>
<td></td>
</tr>
</tbody>
</table>
This language is not supported or no code example is available.

<table>
<thead>
<tr>
<th>JScript</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>JScript does not support generic types and methods.</td>
<td></td>
</tr>
</tbody>
</table>
This language is not supported or no code example is available.
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace
MeleeWeapon1H Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public MeleeWeapon1H As List(Of SpriteGroupEntry)
This language is not supported or no code example is available.
```

#### C#

```csharp
public List<SpriteGroupEntry> MeleeWeapon1H
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
List<SpriteGroupEntry> MeleeWeapon1H;
This language is not supported or no code example is available.
```

#### JScript

```javascript
JScript does not support generic types and methods.
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
MeleeWeapon2H Field

See Also


Syntax

**VB**

```vbnet
Public MeleeWeapon2H As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> MeleeWeapon2H

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
 List<SpriteGroupEntry> MeleeWeapon2H;

This language is not supported or no code example is available.
```

**JScript**

```javascript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

## Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

## See Also

- SpriteCollection Class
- Assets.FantasyHeroes.Scripts Namespace

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Mouth Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Mouth As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> Mouth

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteGroupEntry>&& Mouth;

This language is not supported or no code example is available.
```

**JScript**

```jscript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

*SpriteCollection Class*
*Assets.FantasyHeroes.Scripts Namespace*

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FantasyHeroes Reference
Shield Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Shield As List(Of SpriteGroupEntry)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<SpriteGroupEntry> Shield

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
List<SpriteGroupEntry>&& Shield;

This language is not supported or no code example is available.
```

**JScript**

```javascript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

- SpriteCollection Class  
- Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
SpritePath Field

See Also


### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | ```vbnet
Public SpritePath As Object
This language is not supported or no code example is available.
``` |
| C#       | ```csharp
public object SpritePath
This language is not supported or no code example is available.
``` |
| C++      | ```c++
public:
    object^ SpritePath;
This language is not supported or no code example is available.
``` |
| JScript  | ```javascript
public SpritePath : object
This language is not supported or no code example is available.
``` |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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**Version Information**

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

**See Also**

 SpriteCollection Class
 Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteCollectionRefresh Class

See Also

Refresh the main sprite collection when importing new sprite bundles

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Class SpriteCollectionRefresh
    Inherits AssetPostprocessor

    This language is not supported or no code example is available.
```

**C#**

```csharp
public class SpriteCollectionRefresh : AssetPostprocessor

    This language is not supported or no code example is available.
```

**C++**

```cpp
public ref class SpriteCollectionRefresh : public AssetPostprocessor

    This language is not supported or no code example is available.
```

**JScript**

```jscript
public class SpriteCollectionRefresh
    extends AssetPostprocessor

    This language is not supported or no code example is available.
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![s] OnPostprocessAllAssets(string[], string[], string[], string[])</td>
<td></td>
</tr>
</tbody>
</table>

**Top**

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

Assets.FantasyHeroes.Scripts Namespace
SpriteCollectionRefresh Methods

The following tables list the members exposed by the SpriteCollectionRefresh type.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Sprite]</td>
<td>OnPostprocessAllAssets(string[], string[], string[], string[])</td>
</tr>
</tbody>
</table>

Top

### See Also

SpriteCollectionRefresh Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteCollectionRefresh.OnPostprocessAllAssets Method

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vb
Public Shared Sub OnPostprocessAllAssets( _
    ByVal importedAssets As String(), _
    ByVal deletedAssets As String(), _
    ByVal movedAssets As String(), _
    ByVal movedFromAssetPaths As String() _
)

This language is not supported or no code example is available.
```

#### C#

```csharp
public static void OnPostprocessAllAssets(
    string[] importedAssets,
    string[] deletedAssets,
    string[] movedAssets,
    string[] movedFromAssetPaths
)

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    static void OnPostprocessAllAssets(
        array< String^ >^ importedAssets,
        array< String^ >^ deletedAssets,
        array< String^ >^ movedAssets,
```
array< String^ >^ movedFromAssetPaths
)

This language is not supported or no code example is available.

**JScript**

```js
public static function OnPostprocessAllAssets(
    importedAssets : String[],
    deletedAssets : String[],
    movedAssets : String[],
    movedFromAssetPaths : String[]
);

This language is not supported or no code example is available.
```

**Parameters**

**importedAssets**

Type: string[]

**deletedAssets**

Type: string[]

**movedAssets**

Type: string[]

**movedFromAssetPaths**

Type: string[]

**Platforms**

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role
supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteCollectionRefresh Class
Assets.FantasyHeroes.Scripts Namespace

---

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SpriteGroupEntry Class

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
<Serializable>()
Public Class SpriteGroupEntry
    This language is not supported or no code example is available.
End Class
```

**C#**

```csharp
[Serializable()]
public class SpriteGroupEntry
    This language is not supported or no code example is available.
```

**C++**

```cpp
[Serializable()]
public ref class SpriteGroupEntry
    This language is not supported or no code example is available.
```

**JScript**

```javascript
public
    Serializable()
class SpriteGroupEntry
    This language is not supported or no code example is available.
```
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SpriteGroupEntry(string, string, Sprite)</code></td>
<td></td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Collection</code></td>
<td></td>
</tr>
<tr>
<td><code>Name</code></td>
<td></td>
</tr>
<tr>
<td><code>Sprite</code></td>
<td></td>
</tr>
</tbody>
</table>

Inheritance Hierarchy

- `System.Object`
- `Assets.FantasyHeroes.Scripts.SpriteGroupEntry`

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteGroupEntry Constructor

See Also


### Syntax

**VB**

```vbnet
Public Sub New(
    ByVal collection As String,
    ByVal name As String,
    ByVal sprite As Sprite
)
```

This language is not supported or no code example is available.

**C#**

```csharp
public SpriteGroupEntry(
    string collection,
    string name,
    Sprite sprite
)
```

This language is not supported or no code example is available.

**C++**

```c++
public:
    SpriteGroupEntry(
        String^ collection,
        String^ name,
        Sprite^ sprite
    )
```

This language is not supported or no code example is available.
public function SpriteGroupEntry(
    collection : String,
    name : String,
    sprite : Sprite
);

This language is not supported or no code example is available.

Parameters

collection
    Type: string

name
    Type: string

sprite
    Type: Sprite

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteGroupEntry Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteGroupEntry Fields

SpriteGroupEntry Class  See Also

The following tables list the members exposed by the SpriteGroupEntry type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collection</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td></td>
</tr>
<tr>
<td>Sprite</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

SpriteGroupEntry Class Assets.FantasyHeroes.Scripts Namespace

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Collection Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public Collection As String
This language is not supported or no code example is available.
```

#### C#

```csharp
public string Collection
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    String^ Collection;
This language is not supported or no code example is available.
```

#### JScript

```javascript
public Collection : String
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteGroupEntry Class
Assets.FantasyHeroes.Scripts Namespace

---

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FantasyHeroes Reference
Name Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>VB</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Name As <code>String</code></td>
<td></td>
</tr>
<tr>
<td>This language is not supported or no code example is available.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C#</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>public <code>string</code> Name</td>
<td></td>
</tr>
<tr>
<td>This language is not supported or no code example is available.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C++</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>public <code>String</code>^ Name;</td>
<td></td>
</tr>
<tr>
<td>This language is not supported or no code example is available.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>JScript</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>public Name : <code>String</code></td>
<td></td>
</tr>
<tr>
<td>This language is not supported or no code example is available.</td>
<td></td>
</tr>
</tbody>
</table>

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteGroupEntry Class
Assets.FantasyHeroes.Scripts Namespace

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Sprite Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```
Public Sprite As Sprite

This language is not supported or no code example is available.
```

**C#**

```
public Sprite Sprite

This language is not supported or no code example is available.
```

**C++**

```
public:
Sprite^ Sprite;

This language is not supported or no code example is available.
```

**JScript**

```
public Sprite : Sprite

This language is not supported or no code example is available.
```

### Platforms
The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteGroupEntry Class
Assets.FantasyHeroes.Scripts Namespace
SpriteSheetMaker Class

See Also

Used for creating sprite sheets for frame-by-frame animation


Syntax

```vbnet
Public Class SpriteSheetMaker
    Inherits MonoBehaviour

    This language is not supported or no code example is available.
```  

```cshar
public class SpriteSheetMaker : MonoBehaviour

    This language is not supported or no code example is available.
```  

```cpp
public ref class SpriteSheetMaker : public MonoBehaviour

    This language is not supported or no code example is available.
```  

```jscript
public class SpriteSheetMaker
    extends MonoBehaviour

    This language is not supported or no code example is available.
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture()</td>
<td>Create sprite sheet</td>
</tr>
<tr>
<td>Load()</td>
<td>Load character from prefab</td>
</tr>
<tr>
<td>Load(string)</td>
<td>Load character from prefab by given path</td>
</tr>
<tr>
<td>Navigate(string)</td>
<td>Navigate to URL</td>
</tr>
<tr>
<td>OnValidate()</td>
<td>Called only in Editor</td>
</tr>
<tr>
<td>Start()</td>
<td>Called on start</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AnimationDropdown</td>
<td></td>
</tr>
<tr>
<td>AnimationFolder</td>
<td></td>
</tr>
<tr>
<td>Canvas</td>
<td></td>
</tr>
<tr>
<td>ClipNames</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
<td></td>
</tr>
<tr>
<td>FrameRatioDropdown</td>
<td></td>
</tr>
<tr>
<td>FrameSizeDropdown</td>
<td></td>
</tr>
<tr>
<td>ScreenshotIntervalDropdown</td>
<td></td>
</tr>
<tr>
<td>ScreenshotTransparent</td>
<td></td>
</tr>
<tr>
<td>ShadowDropdown</td>
<td></td>
</tr>
<tr>
<td>WeaponTrailsDropdown</td>
<td></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
    UnityEngine.Object
        UnityEngine.Component
            UnityEngine.Behaviour
                UnityEngine.MonoBehaviour
        Assets.FantasyHeroes.Scripts.SpriteSheetMaker

Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteSheetMaker Methods

SpriteSheetMaker Class  See Also

The following tables list the members exposed by the SpriteSheetMaker type.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture()</td>
<td>Create sprite sheet</td>
</tr>
<tr>
<td>Load()</td>
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<td>Load(string)</td>
<td>Load character from prefab by given path</td>
</tr>
<tr>
<td>Navigate(string)</td>
<td>Navigate to URL</td>
</tr>
<tr>
<td>OnValidate()</td>
<td>Called only in Editor</td>
</tr>
<tr>
<td>Start()</td>
<td>Called on start</td>
</tr>
</tbody>
</table>

See Also

SpriteSheetMaker Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteSheetMaker.Capture Method

See Also

Create sprite sheet

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public Sub Capture()
    'This language is not supported or no code example is available.
```

#### C#

```csharp
public void Capture()
    'This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    void Capture()
    'This language is not supported or no code example is available.
```

#### JScript

```jscript
public function Capture();
    'This language is not supported or no code example is available.
```
Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace
SpriteSheetMaker.Load Method

SpriteSheetMaker Class  See Also

Load character from prefab

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load()</td>
<td>Load character from prefab</td>
</tr>
<tr>
<td>Load(string)</td>
<td>Load character from prefab by given path</td>
</tr>
</tbody>
</table>

### See Also

SpriteSheetMaker Class Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteSheetMaker.Load Method

See Also

Load character from prefab

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

Public Sub Load()

This language is not supported or no code example is available.

**C#**

```csharp
public void Load()

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void Load()

This language is not supported or no code example is available.
```

**JScript**

```jscript
public function Load();

This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace

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Your own footer text will only be shown in registered version.
SpriteSheetMaker.Load (String) Method

See Also

Load character from prefab by given path

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public Sub Load(_
    ByVal path As String _
)
This language is not supported or no code example is available.
```

#### C#

```csharp
public void Load(
    string path
)
This language is not supported or no code example is available.
```

#### C++

```cpp
public:
void Load(
    String^ path
)
This language is not supported or no code example is available.
```

#### JScript

```jscript
This language is not supported or no code example is available.
```
```csharp
public function Load(
    path : String
);

This language is not supported or no code example is available.
```

### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>path</td>
<td>string</td>
</tr>
</tbody>
</table>

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also

- [SpriteSheetMaker Class](#)
- [Assets.FantasyHeroes.Scripts Namespace](#)
SpriteSheetMaker.Navigate Method

See Also

Navigate to URL


Syntax

**VB**

```vbnet
Public Sub Navigate(_
    ByVal url As String _
)
    This language is not supported or no code example is available.
```

**C#**

```csharp
public void Navigate( 
    string url 
)
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void Navigate( 
        String^ url 
    )
    This language is not supported or no code example is available.
```

**JScript**

```jscript
// This language is not supported or no code example is available.
```
public function Navigate(
  url : String
);

This language is not supported or no code example is available.

### Parameters

**url**

Type: string

### Platforms

Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- SpriteSheetMaker Class
- Assets.FantasyHeroes.Scripts Namespace
SpriteSheetMaker.OnValidate Method

See Also

Called only in Editor

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Sub OnValidate()
    This language is not supported or no code example is available.
End Sub
```

**C#**

```csharp
public void OnValidate()
    This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    void OnValidate()
    This language is not supported or no code example is available.
```

**JScript**

```javascript
public function OnValidate();
    This language is not supported or no code example is available.
```
 Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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 Version Information

 .NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

 .NET Framework Client Profile
Supported in: 4, 3.5 SP1

 See Also
SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace
SpriteSheetMaker.Start Method

See Also

Called on start

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```
Public Sub Start()
    This language is not supported or no code example is available.
```

#### C#

```
public void Start()
    This language is not supported or no code example is available.
```

#### C++

```
public:
    void Start()
    This language is not supported or no code example is available.
```

#### JScript

```
public function Start();
    This language is not supported or no code example is available.
```
Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information
.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also
SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
SpriteSheetMaker Fields

SpriteSheetMaker Class  See Also

The following tables list the members exposed by the SpriteSheetMaker type.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AnimationDropdown</td>
<td></td>
</tr>
<tr>
<td>AnimationFolder</td>
<td></td>
</tr>
<tr>
<td>Canvas</td>
<td></td>
</tr>
<tr>
<td>ClipNames</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
<td></td>
</tr>
<tr>
<td>FrameRatioDropdown</td>
<td></td>
</tr>
<tr>
<td>FrameSizeDropdown</td>
<td></td>
</tr>
<tr>
<td>ScreenshotIntervalDropdown</td>
<td></td>
</tr>
<tr>
<td>ScreenshotTransparent</td>
<td></td>
</tr>
<tr>
<td>ShadowDropdown</td>
<td></td>
</tr>
<tr>
<td>WeaponTrailsDropdown</td>
<td></td>
</tr>
</tbody>
</table>

See Also

SpriteSheetMaker Class Assets.FantasyHeroes.Scripts Namespace

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AnimationDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

### VB

```vbnet
Public AnimationDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown AnimationDropdown

This language is not supported or no code example is available.
```

### C++

```cpp
public:
  Dropdown^ AnimationDropdown;

This language is not supported or no code example is available.
```

### JScript

```jscript
public AnimationDropdown : Dropdown

This language is not supported or no code example is available.
```

## Platforms

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**_copy_button**

**_copy_button**

**_copy_button**

**_copy_button**
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information
- **.NET Framework**
  Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0
- **.NET Framework Client Profile**
  Supported in: 4, 3.5 SP1

### See Also
- SpriteSheetMaker Class
- Assets.FantasyHeroes.Scripts Namespace

---

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AnimationFolder Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public AnimationFolder As String

This language is not supported or no code example is available.
```

**C#**

```csharp
public string AnimationFolder

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
String^ AnimationFolder;

This language is not supported or no code example is available.
```

**JScript**

```javascript
public AnimationFolder : String

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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Version Information

.NET Framework
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.NET Framework Client Profile
Supported in: 4, 3.5 SP1

See Also

SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
Canvas Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Canvas As GameObject

This language is not supported or no code example is available.
```

**C#**

```csharp
public GameObject Canvas

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
GameObject Canvas;

This language is not supported or no code example is available.
```

**JScript**

```javascript
public Canvas : GameObject

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

## See Also

SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace

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ClipNames Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public ClipNames As List(Of String)

This language is not supported or no code example is available.
```

**C#**

```csharp
public List<string> ClipNames

This language is not supported or no code example is available.
```

**C++**

```cpp
public:
    List<String^>^ ClipNames;

This language is not supported or no code example is available.
```

**JScript**

```javascript
JScript does not support generic types and methods.

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

- **SpriteSheetMaker Class**
- **Assets.FantasyHeroes.Scripts Namespace**

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Dummy Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

**VB**

```vbnet
Public Dummy As Character
This language is not supported or no code example is available.
```

**C#**

```csharp
public Character Dummy
This language is not supported or no code example is available.
```

**C++**

```cpp
public:
Character^ Dummy;
This language is not supported or no code example is available.
```

**JScript**

```jscript
public Dummy : Character
This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
# FrameRatioDropdown Field

**See Also**

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
<th>Copy</th>
</tr>
</thead>
</table>
| **VB**   | Public FrameRatioDropdown As *Dropdown*  
This language is not supported or no code example is available. | ![Copy](#) |
| **C#**   | public *Dropdown* FrameRatioDropdown  
This language is not supported or no code example is available. | ![Copy](#) |
| **C++**  | public:  
*Dropdown* FrameRatioDropdown;  
This language is not supported or no code example is available. | ![Copy](#) |
| **JScript** | public FrameRatioDropdown : *Dropdown*  
This language is not supported or no code example is available. | ![Copy](#) |

## Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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## Version Information

**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

## See Also

- SpriteSheetMaker Class
- Assets.FantasyHeroes.Scripts Namespace

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FrameSizeDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **VB**   | Public FrameSizeDropdown As **Dropdown**  
This language is not supported or no code example is available. |
| **C#**   | public **Dropdown** FrameSizeDropdown  
This language is not supported or no code example is available. |
| **C++**  | public:  
**Dropdown** FrameSizeDropdown;  
This language is not supported or no code example is available. |
| **JScript** | public FrameSizeDropdown : **Dropdown**  
This language is not supported or no code example is available. |

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

The .NET Framework does not support all versions of every platform. For a list of the supported versions, see System Requirements.

## Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

## See Also

*SpriteSheetMaker Class*
*Assets.FantasyHeroes.Scripts Namespace*
FantasyHeroes Reference
ScreenshotIntervalDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

#### VB

```vbnet
Public ScreenshotIntervalDropdown As Dropdown

This language is not supported or no code example is available.
```

#### C#

```csharp
public Dropdown ScreenshotIntervalDropdown

This language is not supported or no code example is available.
```

#### C++

```cpp
public:
    Dropdown^ ScreenshotIntervalDropdown;

This language is not supported or no code example is available.
```

#### JScript

```jscript
public ScreenshotIntervalDropdown : Dropdown

This language is not supported or no code example is available.
```

### Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

**.NET Framework**  
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0  

**.NET Framework Client Profile**  
Supported in: 4, 3.5 SP1

### See Also

- SpriteSheetMaker Class  
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
ScreenshotTransparent Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public ScreenshotTransparent As ScreenshotTransparent</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td>public ScreenshotTransparent  ScreenshotTransparent</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td>public: ScreenshotTransparent^ ScreenshotTransparent;</td>
</tr>
<tr>
<td></td>
<td>This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td>public ScreenshotTransparent : ScreenshotTransparent</td>
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<tr>
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Platforms
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Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteSheetMaker Class  
Assets.FantasyHeroes.Scripts Namespace
ShadowDropdown Field

See Also


Syntax

### VB

```vbnet
Public ShadowDropdown As Dropdown

This language is not supported or no code example is available.
```

### C#

```csharp
public Dropdown ShadowDropdown

This language is not supported or no code example is available.
```

### C++

```cpp
public:
    Dropdown^ ShadowDropdown;

This language is not supported or no code example is available.
```

### JScript

```jscript
public ShadowDropdown : Dropdown

This language is not supported or no code example is available.
```

Platforms
Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

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### Version Information

.**.NET Framework**

Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

.**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1

### See Also

- SpriteSheetMaker Class
- Assets.FantasyHeroes.Scripts Namespace

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FantasyHeroes Reference
WeaponTrailsDropdown Field

See Also

**Namespace:** Assets.FantasyHeroes.Scripts  **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public WeaponTrailsDropdown As <strong>Dropdown</strong>&lt;br&gt;This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td>public <strong>Dropdown</strong> WeaponTrailsDropdown&lt;br&gt;This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td>public:&lt;br&gt;<strong>Dropdown</strong>^ WeaponTrailsDropdown;&lt;br&gt;This language is not supported or no code example is available.</td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td>public WeaponTrailsDropdown : <strong>Dropdown</strong>&lt;br&gt;This language is not supported or no code example is available.</td>
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### Version Information

**.NET Framework**
Supported in: 4.6, 4.5, 4, 3.5, 3.0, 2.0, 1.1, 1.0

**.NET Framework Client Profile**
Supported in: 4, 3.5 SP1

### See Also

SpriteSheetMaker Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
WeaponType Enumeration

See Also

Weapon type enum

**Namespace:** Assets.FantasyHeroes.Scripts **Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bow</td>
<td></td>
</tr>
<tr>
<td>Melee1H</td>
<td></td>
</tr>
<tr>
<td>Melee2H</td>
<td></td>
</tr>
<tr>
<td>MeleeTween</td>
<td></td>
</tr>
</tbody>
</table>

## See Also

**Assets.FantasyHeroes.Scripts Namespace**

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