# FantasyHeroes Reference

## Namespaces

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>{}</td>
<td>Assets.FantasyHeroes.Scripts</td>
</tr>
</tbody>
</table>

Top

*Generated with unregistered version of VSdocman*
*Your own footer text will only be shown in registered version.*
FantasyHeroes Reference
## Namespace

**Assets.FantasyHeroes.Scripts**

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

### Classes

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AnimationEvents</td>
<td>Handle animation events</td>
</tr>
<tr>
<td>AnimationManager</td>
<td>Play animation from character editor</td>
</tr>
<tr>
<td>Character</td>
<td>Character presentation in editor</td>
</tr>
<tr>
<td>CharacterEditor</td>
<td>Defines editor's behaviour</td>
</tr>
<tr>
<td>EditorGUIColorField</td>
<td></td>
</tr>
<tr>
<td>LayerManager</td>
<td>Helps to order layers (character parts)</td>
</tr>
<tr>
<td>Palette</td>
<td>Palette used to change sprite color</td>
</tr>
<tr>
<td>Screenshot</td>
<td>Take a screenshot in play mode [S]</td>
</tr>
<tr>
<td>ScreenshotTransparent</td>
<td>Take a screenshot in play mode [S]</td>
</tr>
<tr>
<td>SpriteCollection</td>
<td>Collect sprites from specified path</td>
</tr>
<tr>
<td>SpriteCollectionRefresh</td>
<td>Refresh the main sprite collection when importing new sprite bundles</td>
</tr>
</tbody>
</table>
Enumerations

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WeaponType</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)

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
AnimationEvents Class

See Also

Handle animation events

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

### Syntax

**VB**

```
Public Class AnimationEvents
    Inherits MonoBehaviour

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

**C#**

```
public class AnimationEvents : MonoBehaviour

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

**C++**

```
public ref class AnimationEvents : public MonoBehaviour

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

**JScript**

```
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>🍏 Action()</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)

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
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>Action()</td>
<td>Called from animation</td>
</tr>
</tbody>
</table>

See Also

AnimationEvents Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
AnimationEvents.Action Method

See Also

Called from animation

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

## Syntax

### VB

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

### C#

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

### C++

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

### JScript

```javascript
public function Action();
    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

AnimationEvents Class
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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)

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
AnimationManager.PlayAnimation Method

See Also

Change animation and play it


**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.
```
public function PlayAnimation(n
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)

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

AnimationManager Class
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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)

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

AnimationManager Class
Assets.FantasyHeroes.Scripts Namespace
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**

```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**

```javascript
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)

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

AnimationManager Class
Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
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>

See Also

AnimationManager Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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)

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

AnimationManager Class
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Dummy 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 Dummy As Character  
This language is not supported or no code example is available. |
| **C#**   | public Character Dummy  
This language is not supported or no code example is available. |
| **C++**  | public: Character^ Dummy;  
This language is not supported or no code example is available. |
| **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

- AnimationManager Class
- Assets.FantasyHeroes.Scripts Namespace

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
Character Class

See Also

Character presentation in editor

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

This language is not supported or no code example is available. |
| C#       | `[ExecuteInEditMode()]
public class Character : MonoBehaviour

This language is not supported or no code example is available. |
| C++      | `[ExecuteInEditMode()]
public ref class Character : public MonoBehaviour^

This language is not supported or no code example is available. |
| JScript  | public
   ExecuteInEditMode()
   class Character
      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>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, Sprite, Sprite)</td>
<td></td>
</tr>
<tr>
<td>SetBody(Sprite, Sprite, 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)</td>
<td></td>
</tr>
<tr>
<td>SetUpperArmor(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>ArmorArmL</td>
<td>ArmorArmLRenderer</td>
</tr>
<tr>
<td>----------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>ArmorArmR</td>
<td>ArmorArmRRenderers</td>
</tr>
<tr>
<td>ArmorForearmL</td>
<td>ArmorForearmLRenderers</td>
</tr>
<tr>
<td>ArmorForearmR</td>
<td>ArmorForearmRRenderers</td>
</tr>
<tr>
<td>ArmorHandL</td>
<td>ArmorHandLRenderers</td>
</tr>
<tr>
<td>ArmorHandR</td>
<td>ArmorHandRRenderers</td>
</tr>
<tr>
<td>ArmorLeg</td>
<td>ArmorLegRenderers</td>
</tr>
<tr>
<td>ArmorPelvis</td>
<td>ArmorPelvisRenderer</td>
</tr>
<tr>
<td>ArmorShin</td>
<td>ArmorShinRenderers</td>
</tr>
<tr>
<td>ArmorTorso</td>
<td>ArmorTorsoRenderer</td>
</tr>
<tr>
<td>Beard</td>
<td>BeardRenderer</td>
</tr>
<tr>
<td>BodyArmL</td>
<td>BodyArmLRenderer</td>
</tr>
<tr>
<td>Item</td>
<td></td>
</tr>
<tr>
<td>----------------------</td>
<td></td>
</tr>
<tr>
<td>BodyArmR</td>
<td></td>
</tr>
<tr>
<td>BodyArmRRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyForearmL</td>
<td></td>
</tr>
<tr>
<td>BodyForearmLRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyForearmR</td>
<td></td>
</tr>
<tr>
<td>BodyForearmRRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyHandL</td>
<td></td>
</tr>
<tr>
<td>BodyHandLRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyHandR</td>
<td></td>
</tr>
<tr>
<td>BodyHandRRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyLeg</td>
<td></td>
</tr>
<tr>
<td>BodyLegRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyPelvis</td>
<td></td>
</tr>
<tr>
<td>BodyPelvisRenderer</td>
<td></td>
</tr>
<tr>
<td>BodyShin</td>
<td></td>
</tr>
<tr>
<td>BodyShinRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyTorso</td>
<td></td>
</tr>
<tr>
<td>BodyTorsoRenderer</td>
<td></td>
</tr>
<tr>
<td>BowArrow</td>
<td></td>
</tr>
<tr>
<td>BowArrowRenderers</td>
<td></td>
</tr>
<tr>
<td>BowLimb</td>
<td></td>
</tr>
<tr>
<td>BowLimbRenderers</td>
<td></td>
</tr>
<tr>
<td>BowRiser</td>
<td></td>
</tr>
<tr>
<td>BowRiserRenderers</td>
<td></td>
</tr>
<tr>
<td>Item</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>Cloak</td>
<td>CloakRenderer</td>
</tr>
<tr>
<td>Ears</td>
<td>EarsRenderer</td>
</tr>
<tr>
<td>Eyebrows</td>
<td>EyebrowsRenderer</td>
</tr>
<tr>
<td>Eyes</td>
<td>EyesRenderer</td>
</tr>
<tr>
<td>Hair</td>
<td>HairRenderer</td>
</tr>
<tr>
<td>Head</td>
<td>HeadRenderer</td>
</tr>
<tr>
<td>Helmet</td>
<td>HelmetRenderer</td>
</tr>
<tr>
<td>Mouth</td>
<td>MouthRenderer</td>
</tr>
<tr>
<td>PrimaryMeleeWeapon</td>
<td>PrimaryMeleeWeaponRenderer</td>
</tr>
<tr>
<td>SecondaryMeleeWeapon</td>
<td>SecondaryMeleeWeaponRenderer</td>
</tr>
<tr>
<td>Shield</td>
<td>ShieldRenderer</td>
</tr>
<tr>
<td>WeaponType</td>
<td></td>
</tr>
</tbody>
</table>

Top
### 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
FantasyHeroes Reference
## Character Methods

**Character Class  See Also**

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

### 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, Sprite, Sprite, Sprite, Sprite)</td>
<td></td>
</tr>
<tr>
<td>SetBody(Sprite, Sprite, 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)</td>
<td></td>
</tr>
<tr>
<td>SetUpperArmor(Sprite, Sprite, Sprite, Sprite, Sprite, Sprite)</td>
<td></td>
</tr>
</tbody>
</table>

See Also
Character Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Character.Initialize Method

See Also

Initialize character renderers with selected sprites

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

### Syntax

**VB**

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

**C#**

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

**C++**

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

**JScript**

```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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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**

```
Public Sub 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.
```

**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)

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

Generated with unregistered version of VSDocman
Your own footer text will only be shown in registered version.
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#**

```cs
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.
C++

```cpp
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.
```

JScript

```jsx
public function SetArmor(
    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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Character.SetBody Method

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

### Syntax

**VB**

```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.
```

**C#**

```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++

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

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
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Character.SetBow 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>
</table>
| **VB**   | `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. |
| **C#**   | `public void SetBow(
|          | Sprite arrow,  
|          | Sprite limb,  
|          | Sprite riser  
|          | )
|          | This language is not supported or no code example is available. |
| **C++**  | `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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Character.SetGloves Method

See Also


Syntax

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

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

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

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

```cpp
public:
    void SetGloves(
        Sprite^ handL,
        Sprite^ handR
    )

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

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

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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

```
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)

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
FantasyHeroes Reference
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++**

```cpp
public:
    void SetUpperArmor(  
        Sprite^ armL,  
        Sprite^ armR,  
        Sprite^ forearmL,  
        Sprite^ forearmR,  
```

This language is not supported or no code example is available.
public function SetUpperArmor(
    armL : Sprite,
    armR : Sprite,
    forearmL : Sprite,
    forearmR : Sprite,
    torso : 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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
# Character Fields

## Character Class  See Also

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

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animator</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>ArmorArmRRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmL</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmLRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmR</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmRRenderer</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>ArmorHandRRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorLeg</td>
<td></td>
</tr>
<tr>
<td>ArmorLegRenderer</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvis</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvisRenderer</td>
<td></td>
</tr>
<tr>
<td>Item</td>
<td></td>
</tr>
<tr>
<td>-----------------------</td>
<td></td>
</tr>
<tr>
<td>ArmorShin</td>
<td></td>
</tr>
<tr>
<td>ArmorShinRenderers</td>
<td></td>
</tr>
<tr>
<td>ArmorTorso</td>
<td></td>
</tr>
<tr>
<td>ArmorTorsoRenderer</td>
<td></td>
</tr>
<tr>
<td>Beard</td>
<td></td>
</tr>
<tr>
<td>BeardRenderer</td>
<td></td>
</tr>
<tr>
<td>BodyArmL</td>
<td></td>
</tr>
<tr>
<td>BodyArmLRenderer</td>
<td></td>
</tr>
<tr>
<td>BodyArmR</td>
<td></td>
</tr>
<tr>
<td>BodyArmRRRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyForearmL</td>
<td></td>
</tr>
<tr>
<td>BodyForearmLRenderer</td>
<td></td>
</tr>
<tr>
<td>BodyForearmR</td>
<td></td>
</tr>
<tr>
<td>BodyForearmRRRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyHandL</td>
<td></td>
</tr>
<tr>
<td>BodyHandLRenderer</td>
<td></td>
</tr>
<tr>
<td>BodyHandR</td>
<td></td>
</tr>
<tr>
<td>BodyHandRRRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyLeg</td>
<td></td>
</tr>
<tr>
<td>BodyLegRenderers</td>
<td></td>
</tr>
<tr>
<td>BodyPelvis</td>
<td></td>
</tr>
<tr>
<td>BodyPelvisRenderer</td>
<td></td>
</tr>
<tr>
<td>BodyShin</td>
<td></td>
</tr>
<tr>
<td>BodyShinRenderers</td>
<td></td>
</tr>
<tr>
<td>Component</td>
<td>Renderer</td>
</tr>
<tr>
<td>--------------------</td>
<td>----------------</td>
</tr>
<tr>
<td>Body Torso</td>
<td>BodyTorso</td>
</tr>
<tr>
<td>Body Torso Renderer</td>
<td>BodyTorsoRenderer</td>
</tr>
<tr>
<td>Bow Arrow</td>
<td>BowArrow</td>
</tr>
<tr>
<td>Bow Arrow Renderers</td>
<td>BowArrowRenderers</td>
</tr>
<tr>
<td>Bow Limb</td>
<td>BowLimb</td>
</tr>
<tr>
<td>Bow Limb Renderers</td>
<td>BowLimbRenderers</td>
</tr>
<tr>
<td>Bow Riser</td>
<td>BowRiser</td>
</tr>
<tr>
<td>Bow Riser Renderers</td>
<td>BowRiserRenderers</td>
</tr>
<tr>
<td>Cloak</td>
<td>Cloak</td>
</tr>
<tr>
<td>Cloak Renderer</td>
<td>CloakRenderer</td>
</tr>
<tr>
<td>Ears</td>
<td>Ears</td>
</tr>
<tr>
<td>Ears Renderer</td>
<td>EarsRenderer</td>
</tr>
<tr>
<td>Eyebrows</td>
<td>Eyebrows</td>
</tr>
<tr>
<td>Eyebrows Renderer</td>
<td>EyebrowsRenderer</td>
</tr>
<tr>
<td>Eyes</td>
<td>Eyes</td>
</tr>
<tr>
<td>Eyes Renderer</td>
<td>EyesRenderer</td>
</tr>
<tr>
<td>Hair</td>
<td>Hair</td>
</tr>
<tr>
<td>Hair Renderer</td>
<td>HairRenderer</td>
</tr>
<tr>
<td>Head</td>
<td>Head</td>
</tr>
<tr>
<td>Head Renderer</td>
<td>HeadRenderer</td>
</tr>
<tr>
<td>Helmet</td>
<td>Helmet</td>
</tr>
<tr>
<td>Helmet Renderer</td>
<td>HelmetRenderer</td>
</tr>
<tr>
<td>Mouth</td>
<td></td>
</tr>
</tbody>
</table>
MouthRenderer

- PrimaryMeleeWeapon
- PrimaryMeleeWeaponRenderer
- SecondaryMeleeWeapon
- SecondaryMeleeWeaponRenderer
- Shield
- ShieldRenderer
- WeaponType

See Also

Character Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Animating Field

See Also

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

## Syntax

**VB**

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

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

**C#**

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

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

**C++**

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

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

**JScript**

```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
ArmorArmL Field

See Also


### 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.
```
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
ArmorArmLRenderer Field

See Also

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

### Syntax

**VB**

```vbnet
Public ArmorArmLRenderer As SpriteRenderer

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

**C#**

```csharp
public SpriteRenderer ArmorArmLRenderer

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

**C++**

```cpp
public:
SpriteRenderer^ ArmorArmLRenderer;

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

**JScript**

```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.

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
ArmorArmR Field

See Also

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

### Syntax

**VB**

Public ArmorArmR As Sprite

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

---

**C#**

public Sprite ArmorArmR

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

---

**C++**

public:

Sprite ArmorArmR;

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

---

**JScript**

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](#)

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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**

```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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
ArmorForearmL Field

See Also


Syntax

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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
ArmorForearmLRenderers Field

See Also

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

### 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++**

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorForearmR Field

See Also


Syntax

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

**See Also**

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

## 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++

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

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorHandL 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 ArmorHandL As Sprite  
This language is not supported or no code example is available. |
| C#       | public Sprite ArmorHandL  
This language is not supported or no code example is available. |
| C++      | public: Sprite^ ArmorHandL;  
This language is not supported or no code example is available. |
| 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

---

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
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
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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorHandR Field

See Also

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

### Syntax

**VB**

Public ArmorHandR As Sprite

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

**C#**

public Sprite ArmorHandR

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

**C++**

public:

Sprite& ArmorHandR;

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

**JScript**

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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**

```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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
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

Generated with unregistered version of VSDocman
Your own footer text will only be shown in registered version.
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++**

```c++
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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

```jscript
public ArmorPelvis : 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
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorShin Field

See Also

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

### Syntax

<table>
<thead>
<tr>
<th>Platform</th>
<th>Code</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public ArmorShin As <strong>Sprite</strong>&lt;br&gt;This language is not supported or no code example is available.</td>
<td></td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td>public <strong>Sprite</strong> ArmorShin&lt;br&gt;This language is not supported or no code example is available.</td>
<td></td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td>public:&lt;br&gt;<strong>Sprite</strong>^ ArmorShin;&lt;br&gt;This language is not supported or no code example is available.</td>
<td></td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td>public ArmorShin : <strong>Sprite</strong>&lt;br&gt;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

- Character Class
- Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ArmorShinRenderers 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 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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorTorso Field

See Also

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

### Syntax

**VB**

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

**C#**

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

**C++**

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

**JScript**

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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorTorsoRenderer Field

See Also

**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**

  ```javascript
  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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
# Beard Field

**See Also**

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

## Syntax

### VB

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Beard As Sprite</td>
<td></td>
</tr>
<tr>
<td>This language is not supported or no code example is available.</td>
<td></td>
</tr>
</tbody>
</table>

### C#

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Sprite Beard</td>
<td></td>
</tr>
<tr>
<td>This language is not supported or no code example is available.</td>
<td></td>
</tr>
</tbody>
</table>

### C++

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>public: Sprite^ Beard;</td>
<td></td>
</tr>
<tr>
<td>This language is not supported or no code example is available.</td>
<td></td>
</tr>
</tbody>
</table>

### JScript

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Beard : Sprite</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

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
BeardRenderer Field

See Also

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

### Syntax

**VB**

```
Public BeardRenderer As SpriteRenderer
```

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

**C#**

```
public SpriteRenderer BeardRenderer
```

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

**C++**

```
public:
SpriteRenderer^ BeardRenderer;
```

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

**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

---

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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

---

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
BodyArmLRenderer Field

See Also


### Syntax

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyArmR Field

See Also

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

### Syntax

**VB**

```vbnet
Public BodyArmR As Sprite

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

**C#**

```csharp
public Sprite BodyArmR

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

**C++**

```cpp
public:
Sprite ^ BodyArmR;

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

**JScript**

```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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyArmRRRenderers Field

See Also

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

### Syntax

#### VB

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

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

#### C#

```csharp
public List<SpriteRenderer> BodyArmRRRenderers
```

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

#### C++

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

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
BodyForearmL Field

See Also


Syntax

```vbnet
Public BodyForearmL As Sprite

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

```csharp
public Sprite BodyForearmL

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

```cpp
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](#)

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
BodyForearmLRenderers Field

See Also

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

### Syntax

#### VB

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

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

#### C#

```csharp
public List<SpriteRenderer> BodyForearmLRenderers

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

#### C++

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

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
BodyForearmR Field

See Also

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

### Syntax

**VB**

```
Public BodyForearmR As Sprite

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

**C#**

```
public Sprite BodyForearmR

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

**C++**

```
public:
    Sprite ^ BodyForearmR;

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

**JScript**

```
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyForearmRRenderers Field

See Also


## Syntax

**VB**

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

**C#**

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

**C++**

```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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyHandL Field

See Also

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

### Syntax

#### VB

```vbnet
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)

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
BodyHandLRenderers Field

See Also

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

## Syntax

### VB

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

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

### C#

```csharp
public List<SpriteRenderer> BodyHandLRenderers

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

### C++

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

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

---

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyHandR Field

See Also

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

## Syntax

### VB

```vbnet
Public BodyHandR As Sprite
```

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

### C#

```csharp
public Sprite BodyHandR
```

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

### C++

```csharp
public:
    Sprite^ BodyHandR;
```

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

### JScript

```csharp
    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)

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
BodyHandRRRenderers Field

See Also

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

### Syntax

**VB**

Public BodyHandRRRenderers As List(Of SpriteRenderer)

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

**C#**

public List<SpriteRenderer> BodyHandRRRenderers

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

**C++**

public:

List<SpriteRenderer>^ BodyHandRRRenderers;

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

Character Class
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
BodyLeg Field

See Also

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

### Syntax

**VB**

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

**C#**

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

**C++**

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

**JScript**

```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)

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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyLegRenderers Field

See Also

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

### 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

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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)

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

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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**

```jscript
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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++**

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

**JScript**

```javascript
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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyShinRenderers Field

**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 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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyTorso Field

See Also

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

### Syntax

**VB**

```vbnet
Public BodyTorso As Sprite

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

**C#**

```csharp
public Sprite BodyTorso

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

**C++**

```cpp
public: Sprite^ BodyTorso;

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

**JScript**

```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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
BodyTorsoRenderer Field

See Also

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

### 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
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
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
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
BowArrowRenderers Field

See Also


• Syntax

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

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

```csharp
public List<SpriteRenderer> BowArrowRenderers

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

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

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

- Character Class
- Assets.FantasyHeroes.Scripts Namespace

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
BowLimb Field

See Also

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

## Syntax

### VB

```vbnet
Public BowLimb As Sprite

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

### C#

```csharp
public Sprite BowLimb

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

### C++

```cpp
public:
Sprite^ BowLimb;

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

### JScript

```javascript
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)

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

*Generated with unregistered version of VSDocman* 
Your own footer text will only be shown in registered version.
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++

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

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*

---

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BowRiser Field

See Also

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

### Syntax

**VB**

```
Public BowRiser As Sprite

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

**C#**

```
public Sprite BowRiser

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

**C++**

```
public:
    Sprite^ BowRiser;

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

**JScript**

```
public BowRiser : Sprite

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

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

See Also

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

### 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
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

---
*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Cloak Field

See Also

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

### Syntax

**VB**

```vbnet
Public Cloak As Sprite

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

**C#**

```csharp
public Sprite Cloak

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

**C++**

```cpp
public:
  Sprite^ Cloak;

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

**JScript**

```javascript
public Cloak : 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

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
# CloakRenderer 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 CloakRenderer As **SpriteRenderer**  
This language is not supported or no code example is available. |
| C#       | public **SpriteRenderer** CloakRenderer  
This language is not supported or no code example is available. |
| C++      | public:  
**SpriteRenderer**^ CloakRenderer;  
This language is not supported or no code example is available. |
| JScript  | public CloakRenderer : **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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Ears Field

See Also

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

### Syntax

**VB**

```vbnet
Public Ears As Sprite

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

**C#**

```csharp
public Sprite Ears

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

**C++**

```cpp
public:
    Sprite^ Ears;

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

**JScript**

```javascript
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)

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](#)

*Generated with unregistered version of VSdocman*  
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
EarsRenderer Field

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

### Syntax

- **VB**
  
  ```vb
  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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Eyebrows 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 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
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
EyebrowsRenderer Field

See Also

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

### Syntax

**VB**

```vbnet
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**

```javascript
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)

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Eyes Field

See Also

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

## Syntax

### VB

```vb
Public Eyes As Sprite

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

### C#

```c#
public Sprite Eyes

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

### C++

```c++
public:
Sprite^ Eyes;

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

### JScript

```javascript
public Eyes : 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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
EyesRenderer Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>VB</td>
<td>Public EyesRenderer As SpriteRenderer</td>
</tr>
<tr>
<td>C#</td>
<td>public SpriteRenderer EyesRenderer</td>
</tr>
<tr>
<td>C++</td>
<td>public: SpriteRenderer^ EyesRenderer;</td>
</tr>
<tr>
<td>JScript</td>
<td>public EyesRenderer : SpriteRenderer</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

*Generated with unregistered version of VSdocman*  
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Hair Field

See Also

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

## Syntax

### VB

```vbnet
Public Hair As Sprite

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

### C#

```csharp
public Sprite Hair

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

### C++

```cpp
public:
Sprite^ Hair;

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

### JScript

```jscript
public Hair : 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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
HairRenderer Field

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

### Syntax

**VB**

```
Public HairRenderer As SpriteRenderer

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

**C#**

```
public SpriteRenderer HairRenderer

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

**C++**

```
public:
SpriteRenderer^ HairRenderer;

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

**JScript**

```
public HairRenderer : 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

[Generated with unregistered version of VSdocman]
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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++

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

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

#### JScript

```javascript
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)

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
HeadRenderer Field

**See Also**

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

### Syntax

**VB**

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

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

**C#**

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

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

**C++**

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

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

**JScript**

```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)

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
Helmet Field

See Also

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

### Syntax

**VB**

```vbnet
<br>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)

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
HelmetRenderer Field

See Also

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

## Syntax

### VB

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

### C#

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

### C++

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

### JScript

```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)

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

Characters Class
Assets.FantasyHeroes.Scripts Namespace

*Generated with unregistered version of VSDocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Mouth Field

See Also


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)

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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
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**

```javascript
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)

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
PrimaryMeleeWeapon Field

See Also


**Syntax**

**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**
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
PrimaryMeleeWeaponRenderer Field

See Also

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

### Syntax

**VB**

```vbnet
Public PrimaryMeleeWeaponRenderer As SpriteRenderer
```

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

**C#**

```csharp
public SpriteRenderer PrimaryMeleeWeaponRenderer
```

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

**C++**

```cpp
public:
    SpriteRenderer^ PrimaryMeleeWeaponRenderer;
```

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

**JScript**

```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)

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
SecondaryMeleeWeapon Field

See Also


### 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)

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
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**

```jscript
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
# Shield 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><strong>VB</strong></td>
<td>Public Shield As Sprite  This language is not supported or no code example is available.</td>
<td></td>
</tr>
<tr>
<td><strong>C#</strong></td>
<td>public Sprite Shield  This language is not supported or no code example is available.</td>
<td></td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td>public: Sprite^ Shield;  This language is not supported or no code example is available.</td>
<td></td>
</tr>
<tr>
<td><strong>JScript</strong></td>
<td>public Shield : Sprite  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

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

See Also

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

Syntax

**VB**

```vbnet
Public ShieldRenderer As SpriteRenderer

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

**C#**

```csharp
public SpriteRenderer ShieldRenderer

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

**C++**

```cpp
public:

SpriteRenderer^ ShieldRenderer;

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

**JScript**

```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)

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
WeaponType Field

See Also

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

## Syntax

### VB

Public WeaponType As WeaponType

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

### C#

public WeaponType WeaponType

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

### C++

public:
WeaponType WeaponType;

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

### JScript

public WeaponType : WeaponType

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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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++

```c++
public ref class CharacterEditor : public MonoBehaviour

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

### JScript

```javascript
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>More()</td>
<td>Visit publisher on the Asset Store</td>
</tr>
<tr>
<td>Navigate(string)</td>
<td>Navigate to URL</td>
</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>
</tr>
<tr>
<td>Start()</td>
<td>Called automatically on app start</td>
</tr>
<tr>
<td>SwitchToArmorParts()</td>
<td>Switch armor parts mode</td>
</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>
<td></td>
</tr>
<tr>
<td>ArmorForearmLDropdown</td>
<td></td>
</tr>
<tr>
<td>ArmorForearmRDropdown</td>
<td></td>
</tr>
<tr>
<td>Item</td>
<td></td>
</tr>
<tr>
<td>---------------------------</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>BeardDropdown</td>
<td></td>
</tr>
<tr>
<td>BodyDropdown</td>
<td></td>
</tr>
<tr>
<td>BootsDropdown</td>
<td></td>
</tr>
<tr>
<td>BowDropdown</td>
<td></td>
</tr>
<tr>
<td>CloakDropdown</td>
<td></td>
</tr>
<tr>
<td>CommonPalette</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
<td></td>
</tr>
<tr>
<td>EarsDropdown</td>
<td></td>
</tr>
<tr>
<td>Editor</td>
<td></td>
</tr>
<tr>
<td>EditorOnlyButtons</td>
<td></td>
</tr>
<tr>
<td>EyebrowsDropdown</td>
<td></td>
</tr>
<tr>
<td>EyesDropdown</td>
<td></td>
</tr>
<tr>
<td>GlovesDropdown</td>
<td></td>
</tr>
<tr>
<td>Grid</td>
<td></td>
</tr>
<tr>
<td>GridArmorParts</td>
<td></td>
</tr>
<tr>
<td>HairDropdown</td>
<td></td>
</tr>
<tr>
<td>HandEquipment</td>
<td></td>
</tr>
<tr>
<td>HeadDropdown</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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
CharacterEditor Methods

CharacterEditor Class  See Also

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

### 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>More()</td>
<td>Visit publisher on the Asset Store</td>
</tr>
<tr>
<td>Navigate(string)</td>
<td>Navigate to URL</td>
</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>
</tr>
<tr>
<td>Start()</td>
<td>Called automatically on app start</td>
</tr>
<tr>
<td>SwitchToArmorParts()</td>
<td>Switch armor parts mode</td>
</tr>
</tbody>
</table>

---

See Also

CharacterEditor Class  Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
CharacterEditor.ClosePalette Method

See Also

Close palette


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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
CharacterEditor.Flip Method

See Also

Flip character by X-axis

**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 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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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**

```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)

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.More Method

See Also

Visit publisher on the Asset Store

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

### Syntax

**VB**

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

**C#**

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

**C++**

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

**JScript**

```
public function More();
    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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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

```javascript
    public function Navigate(
        url : 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

CharacterEditor Class
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
CharacterEditor.OpenPalette Method

See Also

Open palette to change sprite color

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

### Syntax

**VB**

```
Public Sub OpenPalette( _
   ByVal target As String _
)
This language is not supported or no code example is available.
```

**C#**

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

**C++**

```
public:
void OpenPalette(
   String^ target
)
This language is not supported or no code example is available.
```

**JScript**

```
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.

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

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
CharacterEditor.Reset Method

See Also

Remove all equipment

**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.
```

### 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)

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
CharacterEditor.Save Method

See Also

Save character to prefab

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

### Syntax

#### VB

```
Public Sub Save()

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

#### C#

```
public void Save()

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

#### C++

```
public:

void Save()

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

#### JScript

```
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)

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.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**

```javascript
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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.
```

**JS**

```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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
CharacterEditor Fields

CharacterEditor Class  See Also

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

<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>
<td></td>
</tr>
<tr>
<td>ArmorForearmLDropdown</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>BeardDropdown</td>
<td></td>
</tr>
<tr>
<td>BodyDropdown</td>
<td></td>
</tr>
<tr>
<td>BootsDropdown</td>
<td></td>
</tr>
<tr>
<td>BowDropdown</td>
<td></td>
</tr>
<tr>
<td>CloakDropdown</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>--------------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>CommonPalette</td>
<td></td>
</tr>
<tr>
<td>Dummy</td>
<td></td>
</tr>
<tr>
<td>EarsDropdown</td>
<td></td>
</tr>
<tr>
<td>Editor</td>
<td></td>
</tr>
<tr>
<td>EditorOnlyButtons</td>
<td></td>
</tr>
<tr>
<td>EyebrowsDropdown</td>
<td></td>
</tr>
<tr>
<td>EyesDropdown</td>
<td></td>
</tr>
<tr>
<td>GlovesDropdown</td>
<td></td>
</tr>
<tr>
<td>Grid</td>
<td></td>
</tr>
<tr>
<td>GridArmorParts</td>
<td></td>
</tr>
<tr>
<td>HairDropdown</td>
<td></td>
</tr>
<tr>
<td>HandEquipment</td>
<td></td>
</tr>
<tr>
<td>HeadDropdown</td>
<td></td>
</tr>
<tr>
<td>HelmetDropdown</td>
<td></td>
</tr>
<tr>
<td>LowerArmorDropdown</td>
<td></td>
</tr>
<tr>
<td>MeleeWeapon1HDropdown</td>
<td></td>
</tr>
<tr>
<td>MeleeWeapon2HDropdown</td>
<td></td>
</tr>
<tr>
<td>MeleeWeaponPairedDropdown</td>
<td></td>
</tr>
<tr>
<td>MouthDropdown</td>
<td></td>
</tr>
<tr>
<td>ShieldDropdown</td>
<td></td>
</tr>
<tr>
<td>SkinPalette</td>
<td></td>
</tr>
<tr>
<td>SpriteCollection</td>
<td></td>
</tr>
<tr>
<td>UpperArmorDropdown</td>
<td></td>
</tr>
</tbody>
</table>
See Also

CharacterEditor Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
AnimationManager 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 AnimationManager As AnimationManager  
This language is not supported or no code example is available. |
| **C#**   | public AnimationManager AnimationManager  
This language is not supported or no code example is available. |
| **C++**  | public: AnimationManager AnimationManager;  
This language is not supported or no code example is available. |
| **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
ArmorArmLDropdown Field

See Also

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

### Syntax

**VB**

Public ArmorArmLDropdown As Dropdown

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

**C#**

public Dropdown ArmorArmLDropdown

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

**C++**

public:

DropdownArmorArmLDropdown;

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

**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)

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
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**

```javascript
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)

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

*Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.*
ArmorDropdown Field

See Also


### 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)

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorForearmLDropdown Field

See Also

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

## Syntax

### VB

```vbnet
Public ArmorForearmLDropdown As DropDown
```

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

### C#

```csharp
public DropDown ArmorForearmLDropdown
```

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

### C++

```cpp
public:
    DropDown^ ArmorForearmLDropdown;
```

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

### JScript

```javascript
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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

---

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
ArmorHandLDropdown Field

See Also

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

### Syntax

**VB**

```vb
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
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.FantasyHeroesScripts Namespace

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
ArmorHandRDropdown Field

See Also

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

### Syntax

**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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorLegDropdown 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 ArmorLegDropdown As Dropdown

This language is not supported or no code example is available.
``` |
| **C#**   | ```
public Dropdown ArmorLegDropdown

This language is not supported or no code example is available.
``` |
| **C++**  | ```
public:

Dropdown ArmorLegDropdown;

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

---

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
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)

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

*Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.*
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++

```c++
public:

   Dropdown^ BeardDropdown;

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

#### JScript

```javascript
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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyDropdown Field

See Also


### 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**

```javascript
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)

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](#)

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BootsDropdown Field

See Also


### Syntax

#### VB

```vbnet
Public BootsDropdown As Dropdown

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

#### C#

```csharp
public Dropdown BootsDropdown

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

#### C++

```cpp
public:

Dropdown^ BootsDropdown;

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

#### JScript

```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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BowDropdown Field

See Also

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

### Syntax

**VB**

```vb
Public BowDropdown As Dropdown

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

**C#**

```csharp
public Dropdown BowDropdown

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

**C++**

```cpp
public:
    Dropdown * BowDropdown;

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

**JScript**

```js
public BowDropdown : 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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
CloakDropdown Field

See Also

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

### Syntax

#### VB

```vbnet
Public CloakDropdown As Dropdown

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

#### C#

```csharp
public Dropdown CloakDropdown

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

#### C++

```cpp
public:
    Dropdown^ CloakDropdown;

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

#### JScript

```jscript
public CloakDropdown : 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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
### CommonPalette Field

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

#### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VB</strong></td>
<td>Public CommonPalette As GameObject</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 GameObject CommonPalette</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: GameObject^ CommonPalette;</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 CommonPalette : GameObject</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
FantasyHeroes Reference
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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
EarsDropdown Field

See Also

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

## Syntax

### VB

```vb
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

```javascript
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)

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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
FantasyHeroes Reference
EditorOnlyButtons Field

See Also


### Syntax

#### VB

```vbnet
Public EditorOnlyButtons As List(Of Button)

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

#### C#

```csharp
public List<Button> EditorOnlyButtons

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

#### C++

```cpp
public:
List<Button>^ EditorOnlyButtons;

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

- CharacterEditor Class
- Assets.FantasyHeroes.Scripts Namespace

---

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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:

Dropdown^ EyebrowsDropdown;

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

#### JScript

```javascript
public EyebrowsDropdown : 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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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 Dropout EyesDropdown

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

**C++**

```cpp
public: Dropout^ EyesDropdown;

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

**JScript**

```jscript
public EyesDropdown : 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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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**

```js
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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Grid 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**   | ```vba
Public Grid As GameObject
This language is not supported or no code example is available.
``` |
| **C#**   | ```csharp
public GameObject Grid
This language is not supported or no code example is available.
``` |
| **C++**  | ```cpp
public:
GameObject^ Grid;
This language is not supported or no code example is available.
``` |
| **JScript** | ```jscript
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)

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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
GridArmorParts Field

See Also

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

## Syntax

### VB

```vbnet
Public GridArmorParts As GameObject

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

### C#

```csharp
public GameObject GridArmorParts

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

### C++

```cpp
public:
GameObject^ GridArmorParts;

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

### JScript

```javascript
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)

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

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
## HairDropdown Field

### See Also

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

### Syntax

<table>
<thead>
<tr>
<th>Platform</th>
<th>Code</th>
</tr>
</thead>
</table>
| VB       | Public HairDropdown As Dropdown  
This language is not supported or no code example is available. |
| C#       | public Dropdown HairDropdown  
This language is not supported or no code example is available. |
| C++      | public:  
Dropown^ HairDropdown;  
This language is not supported or no code example is available. |
| 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)

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

---

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
HandEquipment 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 HandEquipment As List(Of SpriteRenderer)  
This language is not supported or no code example is available. |
| C#       | public List<SpriteRenderer> HandEquipment  
This language is not supported or no code example is available. |
| C++      | public:  
List<SpriteRenderer>^ HandEquipment;  
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
FantasyHeroes Reference
HeadDropdown Field

See Also

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

## Syntax

### VB

```vbnet
Public HeadDropdown As Dropdown

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

### C#

```csharp
public Dropdown HeadDropdown

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

### C++

```cpp
public:
    Dropdown HeadDropdown;

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

### JScript

```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)

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
HelmetDropdown 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>
<tbody>
<tr>
<td>VB</td>
<td>Public HelmetDropdown 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 HelmetDropdown</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^ HelmetDropdown;</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 HelmetDropdown : 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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
LowerArmorDropdown Field

See Also


Syntax

```vb
Public LowerArmorDropdown As Dropdown
This language is not supported or no code example is available.
```

```csharp
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)

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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
MeleeWeapon1HDropdown Field

See Also


Syntax

**VB**

```
Public MeleeWeapon1HDropdown As Dropdown

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

**C#**

```
public Dropdown MeleeWeapon1HDropdown

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

**C++**

```
public:
    Dropdown MeleeWeapon1HDropdown;

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

**JScript**

```
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
MeleeWeapon2HDropdown Field

See Also

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

### Syntax

**VB**

```
Public MeleeWeapon2HDropdown As Dropdown

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

**C#**

```
public Dropdown MeleeWeapon2HDropdown

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

**C++**

```
public:
    Dropdown^ MeleeWeapon2HDropdown;

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

**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)

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
MeleeWeaponPairedDropdown Field

See Also

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

### 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**

```javascript
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)

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
MouthDropdown Field

See Also

**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**

```javascript
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)

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

---

**Generated with unregistered version of VSdocman**

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ShieldDropdown Field

See Also

**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**

```jscript
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)

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
SkinPalette Field

See Also

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

### Syntax

**VB**

```vbnet
Public SkinPalette As GameObject

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

**C#**

```csharp
public GameObject SkinPalette

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

**C++**

```cpp
public:
GameObject^ SkinPalette;

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

**JScript**

```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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
# SpriteCollection Field

**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**

```javascript
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)

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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
UpperArmorDropdown Field

See Also

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

### Syntax

**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)

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
EditorGUIColorField Class

See Also

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

### Syntax

#### VB

```vbnet
Public Class EditorGUIColorField
    Inherits EditorWindow

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

#### C#

```csharp
public class EditorGUIColorField : EditorWindow

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

#### C++

```cpp
public ref class EditorGUIColorField : public EditorWindow
^

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

#### JScript

```javascript
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>

#### 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
FantasyHeroes Reference
EditorGUIColorField Methods

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
EditorGUIColorField.OnDestroy Method

See Also


### 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)

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
FantasyHeroes Reference
EditorGUIColorField.OnGUI Method

See Also


Syntax

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

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

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

```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
EditorGUIColorField.Open Method

See Also


## 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++

```c++
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
);  
```

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
EditorGUIColorField.Update Method

See Also

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

### 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**

```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)

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
FantasyHeroes Reference
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Color Field

See Also

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

## 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)

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

EditorGUIIColorField Class  
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
LayerManager Class

See Also

Helps to order layers (character parts)


Syntax

```vbnet
Public Class LayerManager
    Inherits MonoBehaviour

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

```csharp
public class LayerManager : MonoBehaviour

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

```cpp
public ref class LayerManager : public MonoBehaviour

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

```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>ReadSpriteList()</td>
<td>Read ordered sprite list</td>
</tr>
<tr>
<td>SetLayerOrder()</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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
LayerManager.ReadSpriteList Method

See Also

Read ordered sprite list

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

**Syntax**

### VB

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

### C#

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

### C++

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

### JScript

```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)

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
LayerManager:setLayerOrder

See Also

Set layers order

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

### Syntax

#### VB

```vbnet
Public Sub SetLayerOrder()

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

#### C#

```csharp
public void SetLayerOrder()

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

#### C++

```cpp
public:

    void SetLayerOrder()

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

#### JScript

```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)

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.FantasyHeroesScripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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>

Top

### See Also

LayerManager Class Assets.FantasyHeroes.Scripts Namespace

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Sprites Field

See Also

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

## Syntax

**VB**

```vbnet
PublicSprites As List(Of SpriteRenderer)
```

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

**C#**

```csharp
public List<SpriteRenderer> Sprites
```

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

**C++**

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

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

LayerManager Class
Assets.FantasyHeroes.Scripts Namespace

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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>

## Inheritance Hierarchy

- System.Object
  - UnityEngine.Object
    - UnityEngine.Component
      - UnityEngine.Behaviour
        - 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)

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
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><code>Awake()</code></td>
<td>Add color picker listeners in runtime</td>
</tr>
</tbody>
</table>

## See Also

Palette Class  Assets.FantasyHeroes.Scripts Namespace

---

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
Palette.Awake Method

See Also

Add color picker listeners in runtime

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

### Syntax

**VB**

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

**C#**

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

**C++**

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

**JScript**

```javascript
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)

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
Palette Class
Assets.FantasyHeroes.Scripts Namespace
Screenshot Class

See Also

Take a screenshot in play mode [S]


### 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>GetName()</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)

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
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>GetName()</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

▲ See Also

Screenshot Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Screenshot.GetName Method

See Also

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

### Syntax

**VB**

```vbnet
Public Function GetName() As String

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

**C#**

```csharp
public string GetName()

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

**C++**

```cpp
public:
    String GetName()

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

**JScript**

```jscript
public function GetName(): 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)

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

- Screenshot Class
- Assets.FantasyHeroes.Scripts Namespace

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Screenshot.Update 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>
</table>
| **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)

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

Screenshot Class
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Screenshot Fields

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>

### See Also

Screenshot Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Directory Field

See Also


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)

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

Screenshot Class
Assets.FantasyHeroes.Scripts Namespace

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SuperSize Field

See Also

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

### 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**

```javascript
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)

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

Screenshot Class
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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
Public Class ScreenshotTransparent
    Inherits MonoBehaviour

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

#### C#

```csharp
public class ScreenshotTransparent : MonoBehaviour

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

#### C++

```cpp
public ref class ScreenshotTransparent : public MonoBehaviour

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

#### JScript

```jscript
public class ScreenshotTransparent
    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>GetName()</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
    - UnityEngine.Behaviour
    - UnityEngine.MonoBehaviour
    - Assets.FantasyHeroes.Scripts.ScreenshotTransparent

### 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*

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
ScreenshotTransparent Methods

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>GetName()</td>
<td></td>
</tr>
<tr>
<td>Update()</td>
<td></td>
</tr>
</tbody>
</table>

See Also

ScreenshotTransparent Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ScreenshotTransparent.GetName Method

See Also


## Syntax

**VB**

```vbnet
Public Function GetName() As String
This language is not supported or no code example is available.
```

**C#**

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

**C++**

```cpp
public:
String^ GetName()
This language is not supported or no code example is available.
```

**JScript**

```javascript
public function GetName() : 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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ScreenshotTransparent.Update 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>
</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)

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
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>Directory</td>
<td></td>
</tr>
<tr>
<td>Height</td>
<td></td>
</tr>
<tr>
<td>Width</td>
<td></td>
</tr>
</tbody>
</table>

Top

### See Also

ScreenshotTransparent Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Directory Field

See Also

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

### Syntax

**VB**

```vbnet
Public Directory As String

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

**C#**

```csharp
public string Directory

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

**C++**

```cpp
public:
String^ Directory;

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

**JScript**

```javascript
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)

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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Height Field

See Also

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

### Syntax

#### VB

```vbnet
Public Height As Integer

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

#### C#

```csharp
public int Height

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

#### C++

```cpp
public:
    int Height;

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

#### JScript

```javascript
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)

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
Width 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 Width As Integer  
This language is not supported or no code example is available. |
| **C#**   | public int Width     
This language is not supported or no code example is available. |
| **C++**  | public:           
int Width;     
This language is not supported or no code example is available. |
| **JScript** | public Width : 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)

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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**

```javascript
public
    ExecuteInEditMode()
class SpriteCollection
    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>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>
</tr>
<tr>
<td>ArmorLeg</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvis</td>
<td></td>
</tr>
<tr>
<td>ArmorShin</td>
<td></td>
</tr>
<tr>
<td>ArmorTorso</td>
<td></td>
</tr>
<tr>
<td>Beard</td>
<td></td>
</tr>
<tr>
<td>BodyArmL</td>
<td></td>
</tr>
<tr>
<td>BodyArmR</td>
<td></td>
</tr>
<tr>
<td></td>
<td>BodyForearmL</td>
</tr>
<tr>
<td>---</td>
<td>--------------</td>
</tr>
<tr>
<td></td>
<td>BodyForearmR</td>
</tr>
<tr>
<td></td>
<td>BodyHandL</td>
</tr>
<tr>
<td></td>
<td>BodyHandR</td>
</tr>
<tr>
<td></td>
<td>BodyLeg</td>
</tr>
<tr>
<td></td>
<td>BodyPelvis</td>
</tr>
<tr>
<td></td>
<td>BodyShin</td>
</tr>
<tr>
<td></td>
<td>BodyTorso</td>
</tr>
<tr>
<td></td>
<td>BowArrow</td>
</tr>
<tr>
<td></td>
<td>BowLimb</td>
</tr>
<tr>
<td></td>
<td>BowRiser</td>
</tr>
<tr>
<td></td>
<td>Cloak</td>
</tr>
<tr>
<td></td>
<td>Ears</td>
</tr>
<tr>
<td></td>
<td>Eyebrows</td>
</tr>
<tr>
<td></td>
<td>Eyes</td>
</tr>
<tr>
<td></td>
<td>Hair</td>
</tr>
<tr>
<td></td>
<td>HairShort</td>
</tr>
<tr>
<td></td>
<td>Head</td>
</tr>
<tr>
<td></td>
<td>Helmet</td>
</tr>
<tr>
<td></td>
<td>MeleeWeapon1H</td>
</tr>
<tr>
<td></td>
<td>MeleeWeapon2H</td>
</tr>
<tr>
<td></td>
<td>Mouth</td>
</tr>
<tr>
<td></td>
<td>Shield</td>
</tr>
<tr>
<td></td>
<td>SpritePath</td>
</tr>
</tbody>
</table>
### Inheritance Hierarchy

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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SpriteCollection Methods

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SpriteCollection.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++**

```csharp
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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.
End Sub
```

#### 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

```javascript
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
SpriteCollection Fields

SpriteCollection Class  See Also

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

<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>
</tr>
<tr>
<td>ArmorLeg</td>
<td></td>
</tr>
<tr>
<td>ArmorPelvis</td>
<td></td>
</tr>
<tr>
<td>ArmorShin</td>
<td></td>
</tr>
<tr>
<td>ArmorTorso</td>
<td></td>
</tr>
<tr>
<td>Beard</td>
<td></td>
</tr>
<tr>
<td>BodyArmL</td>
<td></td>
</tr>
<tr>
<td>BodyArmR</td>
<td></td>
</tr>
<tr>
<td>BodyForearmL</td>
<td></td>
</tr>
<tr>
<td>BodyForearmR</td>
<td></td>
</tr>
<tr>
<td>BodyHandL</td>
<td></td>
</tr>
<tr>
<td>BodyHandR</td>
<td></td>
</tr>
<tr>
<td>Top</td>
<td></td>
</tr>
<tr>
<td>--------------</td>
<td></td>
</tr>
<tr>
<td>See Also</td>
<td></td>
</tr>
</tbody>
</table>

| BodyLeg       |
| BodyPelvis    |
| BodyShin      |
| BodyTorso     |
| BowArrow      |
| BowLimb       |
| BowRiser      |
| Cloak         |
| Ears          |
| Eyebrows      |
| Eyes          |
| Hair          |
| HairShort     |
| Head          |
| Helmet        |
| MeleeWeapon1H  |
| MeleeWeapon2H  |
| Mouth         |
| Shield        |
| SpritePath    |

See Also

SpriteCollection Class Assets.FantasyHeroes.Scripts Namespace
FantasyHeroes Reference
ArmorArmL 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 ArmorArmL As List(Of SpriteGroupEntry)  
This language is not supported or no code example is available. |
| **C#**   | public List<SpriteGroupEntry> ArmorArmL  
This language is not supported or no code example is available. |
| **C++**  | 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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorArmR 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 ArmorArmR As List(Of SpriteGroupEntry)
This language is not supported or no code example is available.
``` |
| **C#**   | ```
public List<SpriteGroupEntry> ArmorArmR
This language is not supported or no code example is available.
``` |
| **C++**  | ```
public:
List<SpriteGroupEntry> ArmorArmR;
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
FantasyHeroes Reference
ArmorForearmL 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 ArmorForearmL As List(Of SpriteGroupEntry)  
This language is not supported or no code example is available. |
| **C#**   | public List<SpriteGroupEntry> ArmorForearmL  
This language is not supported or no code example is available. |
| **C++**  | public:  
List<SpriteGroupEntry> ArmorForearmL;  
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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++**

```csharp
public:
List<SpriteGroupEntry> ArmorForearmR;

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

**JScript**

```csharp
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
ArmorHandL Field

See Also

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

### Syntax

**VB**

```vbnet
Public ArmorHandL As List(Of SpriteGroupEntry)

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

**C#**

```csharp
public List<SpriteGroupEntry> ArmorHandL

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

**C++**

```cpp
public:
List<SpriteGroupEntry>^ ArmorHandL;

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
ArmorHandR 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 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
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
FantasyHeroes Reference
ArmorLeg Field

See Also


### Syntax

**VB**

```
Public ArmorLeg As List(Of SpriteGroupEntry)
```

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

**C#**

```
public List<SpriteGroupEntry> ArmorLeg
```

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

**C++**

```
public:
List<SpriteGroupEntry> ArmorLeg;
```

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
ArmorPelvis Field

See Also

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

### Syntax

**VB**

```vbnet
Public ArmorPelvis As List(Of SpriteGroupEntry)

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

**C#**

```csharp
public List<SpriteGroupEntry> ArmorPelvis

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

**C++**

```c++
public:
List<SpriteGroupEntry> ArmorPelvis;

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*
ArmorShin 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 ArmorShin As `List(Of SpriteGroupEntry)`  
This language is not supported or no code example is available. |
| C#       | public `List<SpriteGroupEntry>` ArmorShin  
This language is not supported or no code example is available. |
| C++      | public:  
`List<SpriteGroupEntry>` ArmorShin;  
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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
ArmorTorso Field

See Also

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

## Syntax

**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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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.FantasyHeroes.Scripts Namespace

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyArmL 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**   | ```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** | ```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

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyArmR Field

See Also


Syntax

### VB

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

### C#

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

### C++

```cpp
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

---

*Generated with unregistered version of VSdocman*  
Your own footer text will only be shown in registered version.
Body ForearmL Field

See Also

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

### Syntax

**VB**

```vb
Public BodyForearmL As List(Of SpriteGroupEntry)
This language is not supported or no code example is available.
```

**C#**

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

**C++**

```cpp
public:
List<SpriteGroupEntry>^ BodyForearmL;
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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*
BodyHandL Field

See Also

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

### Syntax

#### VB

```vbnet
Public BodyHandL As List(Of SpriteGroupEntry)

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

#### C#

```csharp
public List<SpriteGroupEntry> BodyHandL

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

#### C++

```cpp
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

---

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
**BodyHandR 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 BodyHandR As List(Of SpriteGroupEntry)  
This language is not supported or no code example is available. |
| C#       | public List<SpriteGroupEntry> BodyHandR  
This language is not supported or no code example is available. |
| C++      | public:
List<SpriteGroupEntry>^ BodyHandR;  
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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
## 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++**

```csharp
public:
List<SpriteGroupEntry> BodyLeg;

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

---

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BodyPelvis Field

See Also

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

### Syntax

- **VB**

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

- **C#**

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

- **C++**

  ```cpp
  public:
  List<SpriteGroupEntry>^ BodyPelvis;
  
  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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
## BodyShin 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 BodyShin As List(Of SpriteGroupEntry)  
This language is not supported or no code example is available. |
| **C#**   | public List<SpriteGroupEntry> BodyShin  
This language is not supported or no code example is available. |
| **C++**  | public:  
List<SpriteGroupEntry>^ BodyShin;  
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

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BowArrow Field

See Also

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

### Syntax

#### VB

```vbnet
Public BowArrow As List(Of SpriteGroupEntry)

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

#### C#

```csharp
public List<SpriteGroupEntry> BowArrow

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

#### C++

```cpp
public:
    List<SpriteGroupEntry>^ BowArrow;

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
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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
BowRiser Field

See Also

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

### Syntax

**VB**

```vbnet
Public BowRiser As List(Of SpriteGroupEntry)

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

**C#**

```csharp
public List<SpriteGroupEntry> BowRiser

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

**C++**

```cpp
public:
List<SpriteGroupEntry> BowRiser;

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Cloak 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 Cloak As List(Of SpriteGroupEntry)</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 List&lt;SpriteGroupEntry&gt; Cloak</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: List&lt;SpriteGroupEntry&gt; Cloak;</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>JScript does not support generic types and methods.</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

SpriteCollection Class
Assets.FantasyHeroes.Scripts Namespace

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Ears Field

See Also


Syntax

**VB**

```vbnet
Public Ears As List(Of SpriteGroupEntry)

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

**C#**

```csharp
public List<SpriteGroupEntry> Ears

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

**C++**

```cpp
public:
    List<SpriteGroupEntry>^ Ears;

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

---

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
Eyebrows Field

See Also


Syntax

**VB**

```
Public Eyebrows As List(Of SpriteGroupEntry)
```

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

**C#**

```
public List<SpriteGroupEntry> Eyebrows
```

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

**C++**

```
public:
List<SpriteGroupEntry> Eyebrows;
```

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
Eyes Field

See Also


### Syntax

**VB**

```vbnet
Public Eyes As List(Of SpriteGroupEntry)

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

**C#**

```csharp
public List<SpriteGroupEntry> Eyes

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

**C++**

```cpp
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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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**

```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

*Generated with unregistered version of VSdocman*
Your own footer text will only be shown in registered version.
HairShort Field

See Also


Syntax

**VB**

```vbnet
Public HairShort As List(Of SpriteGroupEntry)

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

**C#**

```csharp
public List<SpriteGroupEntry> HairShort

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

**C++**

```cpp
public:
List<SpriteGroupEntry> HairShort;

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

---

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Head Field

See Also


## Syntax

### VB

```vbnet
<Header("Body Parts")> _
Public Head As List(Of SpriteGroupEntry)

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

### C#

```csharp
[Header("Body Parts")]
public List<SpriteGroupEntry> Head

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

### C++

```cpp
[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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Helmet Field

See Also


Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>VB</td>
<td><code>&lt;Header(&quot;Equipment&quot;)&gt; _ Public Helmet As List(Of SpriteGroupEntry)</code> This language is not supported or no code example is available.</td>
</tr>
</tbody>
</table>
| C#       | `[Header("Equipment")]
public List<SpriteGroupEntry> Helmet` This language is not supported or no code example is available. |
| C++      | `[Header("Equipment")]
public: List<SpriteGroupEntry>^ Helmet;` 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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
MeleeWeapon1H Field

See Also


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**

```
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*
FantasyHeroes Reference
MeleeWeapon2H Field


Syntax

**VB**

```
Public MeleeWeapon2H As List(Of SpriteGroupEntry)
```

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

**C#**

```
public List<SpriteGroupEntry> MeleeWeapon2H
```

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

**C++**

```
public:
List<SpriteGroupEntry> MeleeWeapon2H;
```

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

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
Mouth 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 Mouth As <strong>List(Of SpriteGroupEntry)</strong></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><code>public List&lt;SpriteGroupEntry&gt; Mouth</code></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><code>public: List&lt;SpriteGroupEntry&gt;^ Mouth;</code></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><code>JScript does not support generic types and methods.</code></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

SpriteCollection Class  
Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman  
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Shield 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**   |     | Public Shield As `List(Of SpriteGroupEntry)`  
This language is not supported or no code example is available. |
| **C#**   |     | `public List<SpriteGroupEntry> Shield`  
This language is not supported or no code example is available. |
| **C++**  |     | `public: List<SpriteGroupEntry>^ Shield;`  
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

---

**Generated with unregistered version of VSdocman**

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SpritePath Field

See Also

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

## Syntax

**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++**

```cpp
public:
object^ SpritePath;
```

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

**JScript**

```jscript
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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SpriteCollectionRefresh Class

See Also

Refresh the main sprite collection when importing new sprite bundles


## Syntax

### VB

```vb
Public Class SpriteCollectionRefresh
    Inherits AssetPostprocessor

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

    Copy
```

### C#

```csharp
public class SpriteCollectionRefresh : AssetPostprocessor

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

    Copy
```

### C++

```cpp
public ref class SpriteCollectionRefresh : public AssetPostprocessor

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

    Copy
```

### JScript

```jscript
public class SpriteCollectionRefresh
    extends AssetPostprocessor

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

    Copy
```
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://via.placeholder.com/15" alt=" " /> s OnPostprocessAllAssets(string[], string[], string[], string[])</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

Assets.FantasyHeroes.Scripts Namespace

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SpriteCollectionRefresh Methods

SpriteCollectionRefresh Class  See Also

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><img src="sprite.png" alt="sprite" /> OnPostprocessAllAssets(string[], string[], string[], string[])</td>
<td></td>
</tr>
</tbody>
</table>

Top

See Also

SpriteCollectionRefresh Class Assets.FantasyHeroes.Scripts Namespace

Generated with unregistered version of VSdocman

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SpriteCollectionRefresh.OnPostprocessAllAssets Method

See Also


Syntax

### VB

```vbnet
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,
```
JScript

```javascript
array<String> movedFromAssetPaths
)

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

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
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.
```

### 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><img src="spritegroupentry.png" alt="SpriteGroupEntry" /></td>
<td>SpriteGroupEntry(string, Sprite)</td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="collection.png" alt="Collection" /></td>
<td>Collection</td>
</tr>
<tr>
<td><img src="sprite.png" alt="Sprite" /></td>
<td>Sprite</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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
FantasyHeroes Reference
SpriteGroupEntry Constructor

See Also

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

### Syntax

**VB**

```vbnet
Public Sub New( _
    ByVal collection As String, _
    ByVal sprite As Sprite _
)

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

**C#**

```csharp
public SpriteGroupEntry(
    string collection,
    Sprite sprite
)

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

**C++**

```cpp
public:
    SpriteGroupEntry(
        String^ collection,
        Sprite^ sprite
    )

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

**JScript**

```jscript
public SpriteGroupEntry(
    String collection,
    Sprite sprite
)

This language is not supported or no code example is available.
```
public function SpriteGroupEntry(
    collection : String, 
    sprite : Sprite
);

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

**Parameters**

collection
    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)

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

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
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>🕷️ Sprite</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

**SpriteGroupEntry Class**  Assets.FantasyHeroes.Scripts  Namespace

*Generated with unregistered version of VSdocman*

Your own footer text will only be shown in registered version.
FantasyHeroes Reference
Collection Field

See Also

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

### Syntax

- **VB**
  ```vb
  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)

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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.
Sprite Field

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

### Syntax

**VB**

```vbnet
Public Sprite As Sprite

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

**C#**

```csharp
public Sprite Sprite

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

**C++**

```c++
public:
Sprite & Sprite;

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

**JScript**

```javascript
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
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

---

Generated with unregistered version of VSdocman
Your own footer text will only be shown in registered version.