Introduction

Namespace Awperative

Classes

[Awperative](#)
    Initiating class of Awperative. Call Start() to start the kernel.

[Base](#)
    Base class of Awperative. Carries events from MonoGame into scenes and hooks.

[Body](#)

[BodyComponent](#)

[BodyCreateEvent](#)

[BodyDestroyEvent](#)

[Component](#)
    The lowest level scripting class in Awperative. Components are scene level and provide access to all scene level methods, can be applied to any docker and inherited Sadly component does not have excessive access to specific types. Anything that inherits Component is built to work in any DockerEntity, which leads to generic Assumptions. If you want to make a body specific or scene specific component both classes are available.

[ComponentCreateEvent](#)

[ComponentDestroyEvent](#)

[Debug](#)

[DockerEntity](#)
    Base class for all Awperative entities, manages components as a requirement because that is the job of all entities.

[Scene](#)

[SceneComponent](#)

[SceneCreateEvent](#)

[SceneDestroyEvent](#)

[Transform](#)

[TransformModifyEvent](#)

Interfaces

[AwperativeHook](#)

Awperative hooks are the source of entry for scripts using Awperative. Create a hook and send into Start() to be recognized by the engine.