

# ITpUiControl

```
public interface ITpUiControl
{
    /// <summary>
    /// Set c# object Value
    /// </summary>
    /// <param name="value">c# object (or boxed UnityEngine.Object) value</param>
    /// <param name="withNotify">permit notification if appropriate</param>
    void SetValue(object value, bool withNotify = true);

    /// <summary>
    /// Run an effect on the control, if implemented
    /// </summary>
    /// <param name="effectType">Value from UiEffect enum</param>
    /// <param name="duration">duration of the effect.</param>
    /// <param name = "endPoint" >endpoint for V3 type effects</param>
    /// <param name = "endColor" >endpoint for Color type effects</param>
    /// <returns>>false if unimplemented.</returns>
    bool RunEffect(UiEffect effectType,
                  float duration,
                  Vector3? endPoint = null,
                  Color? endColor = null);

    /// <summary>
    /// Returns a value from the FLAGS enum UiEffect,
    /// shows the controls effect capabilities.
    /// </summary>
    UiEffect SupportedEffects { get; }

    /// <summary>
    /// Get integer Value
    /// </summary>
    int GetIntValue { get; }

    /// <summary>
```

```
/// Get bool Value
/// </summary>
bool GetBoolValue { get; }

/// <summary>
/// Get c# object Value
/// </summary>
object GetValue { get; }

/// <summary>
/// Get string value
/// </summary>
string GetStringValue { get; }

/// <summary>
/// Get value as a character.
/// </summary>
char GetCharValue { get; }

/// <summary>
/// Does this tile accept clicks?
/// </summary>
bool AcceptsClicks { get; }

/// <summary>
/// Does this tile accept hover?
/// </summary>
bool AcceptsHover { get; }

}
```

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