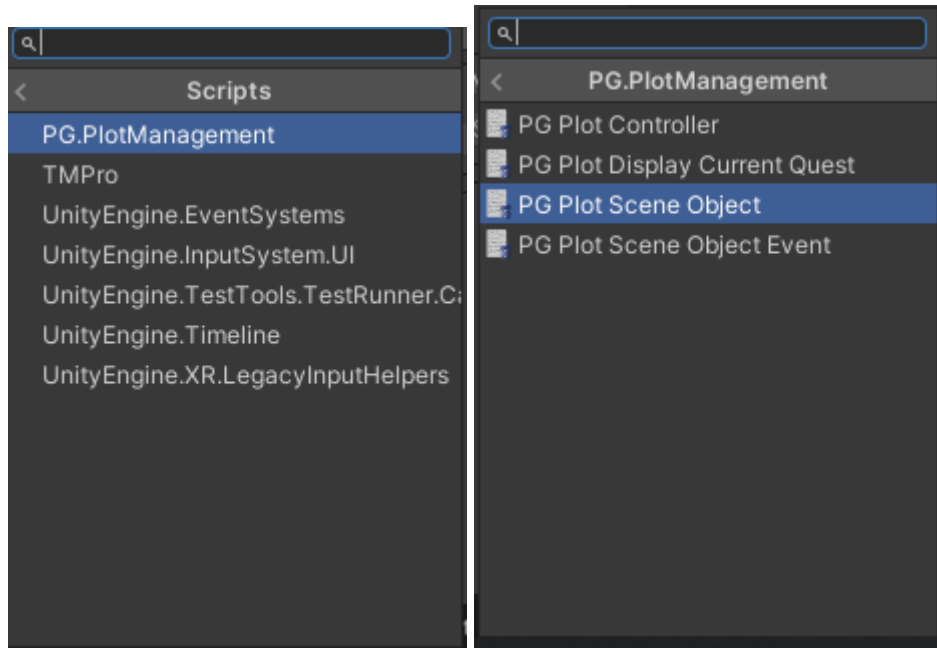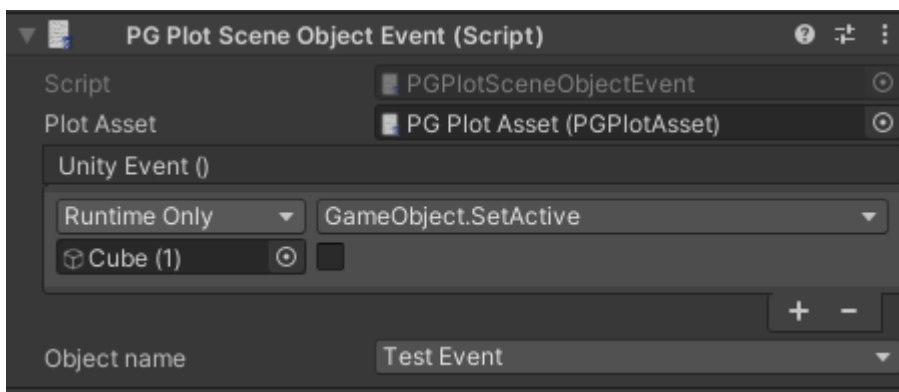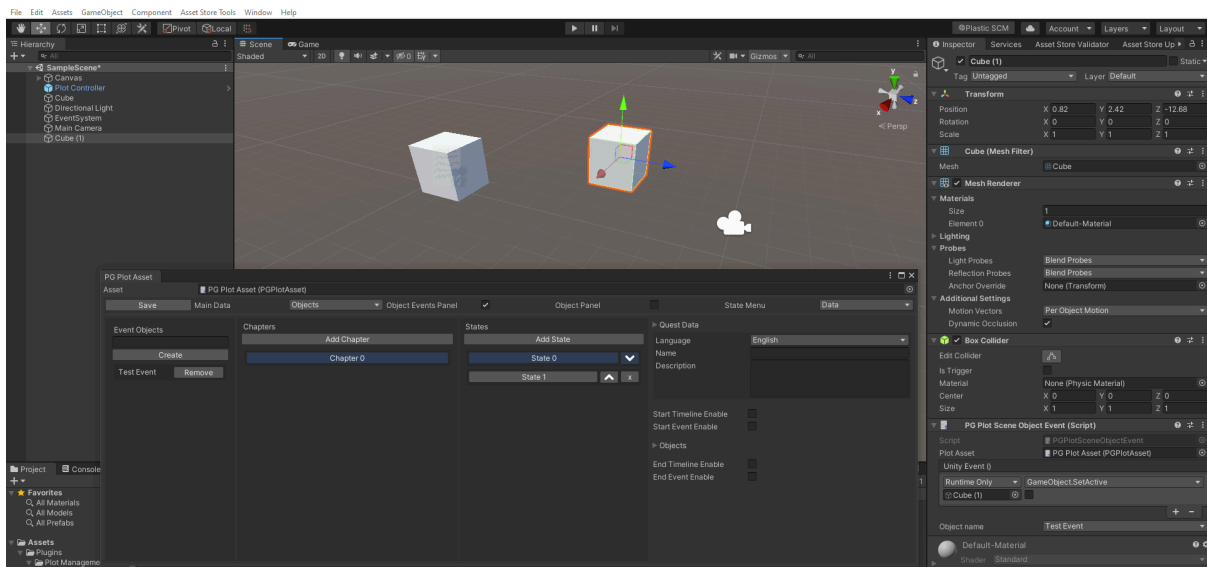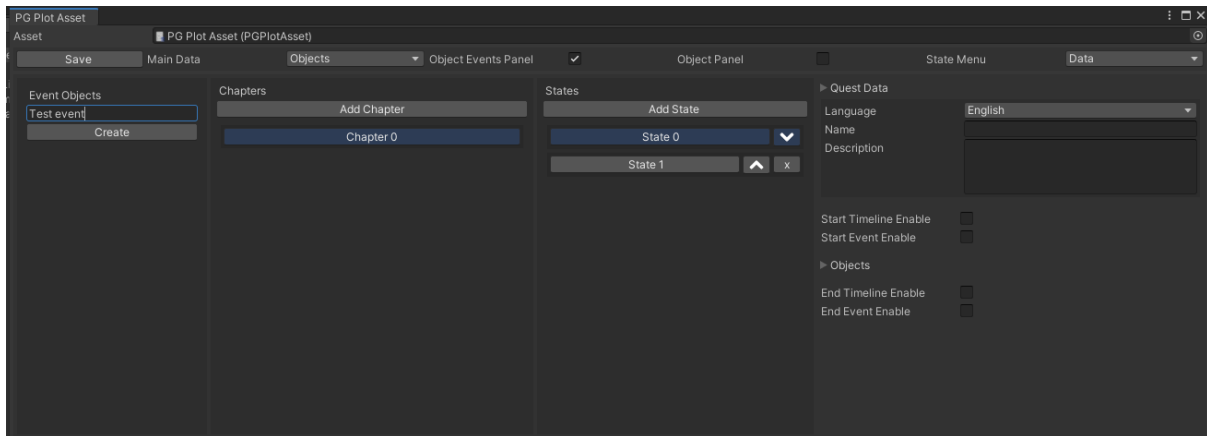# PG Plot Controller

1. Where can I find scripts for the scene?
2. Where is the save file?
3. How to create an asset for PG Plot Controller?
4. How to add an event object to PG Plot Controller?
5. How to add an object to PG Plot Controller?
6. How to add custom condition?
7. How to add custom behavior?
8. How to change PlotState from a script?

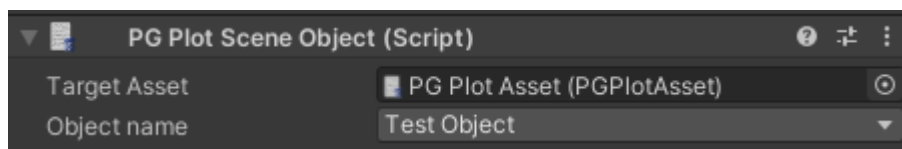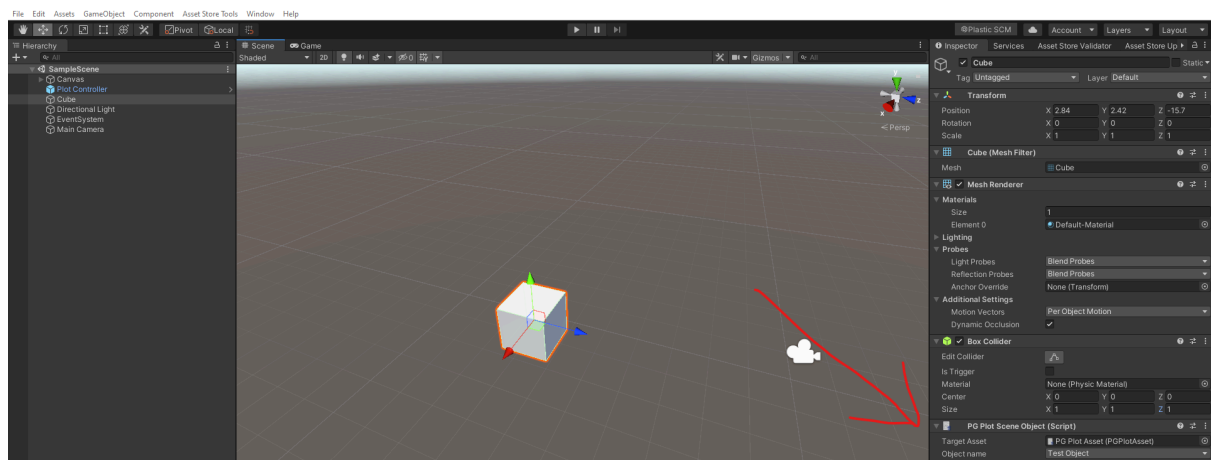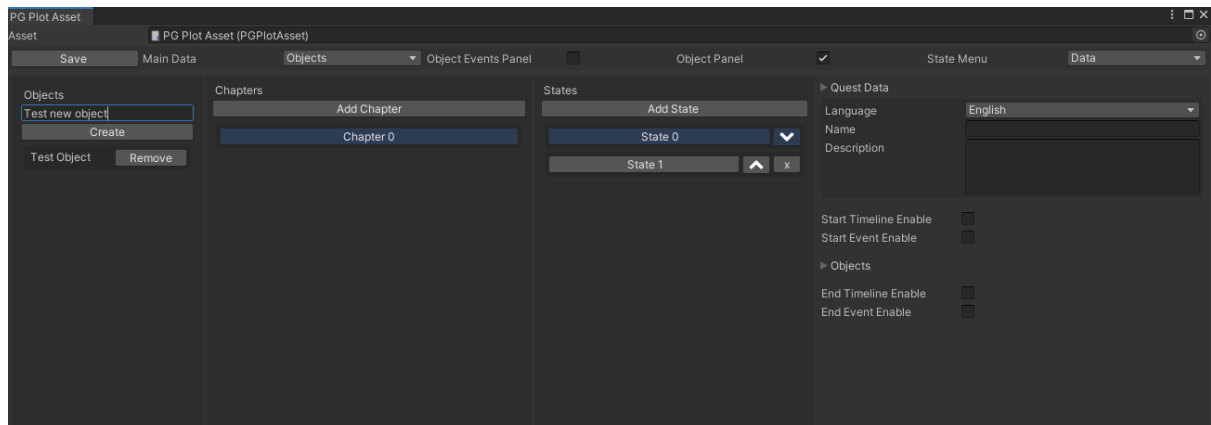# Where can I find scripts for the scene?
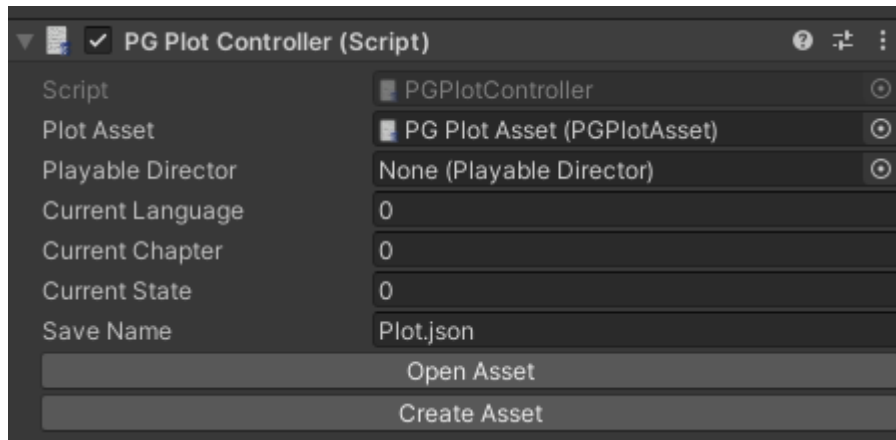

Component/Scripts/PG.PlotManagement

How to add an event object to PG Plot Contoller
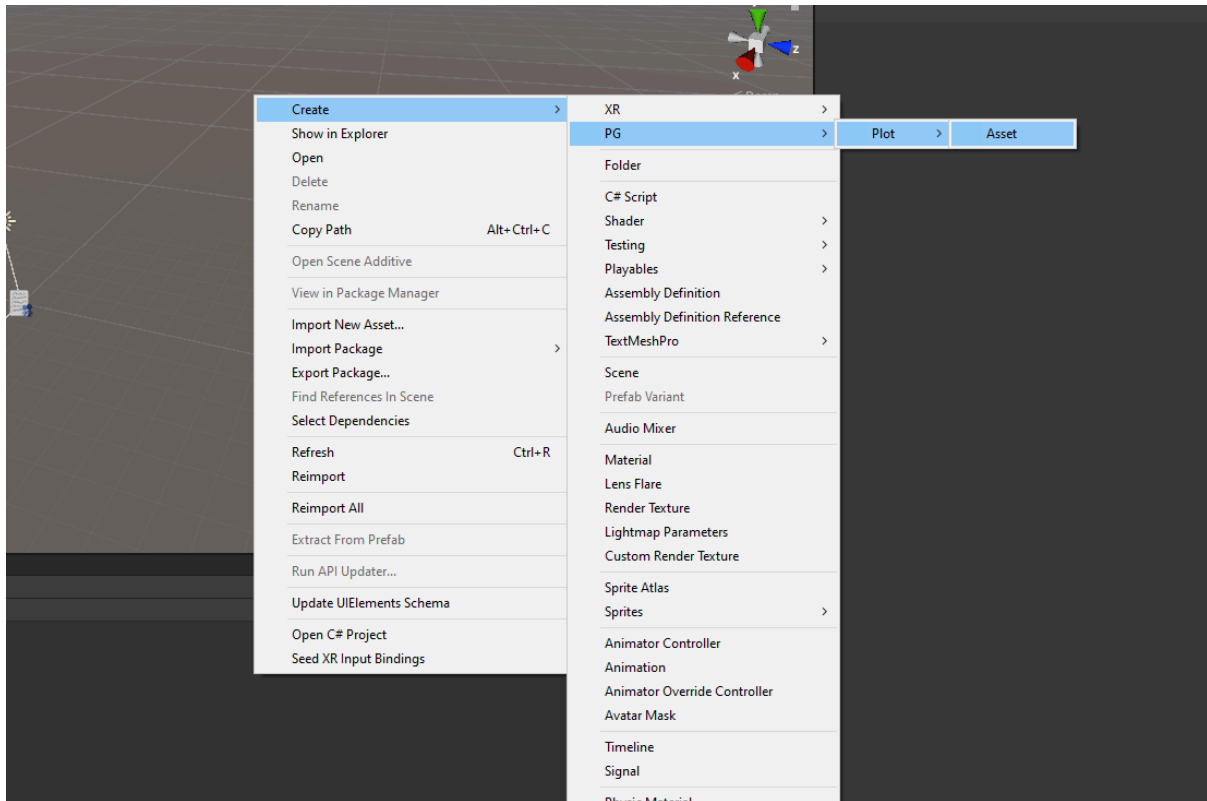
How to add an object to PG Plot Contoller

Where is the save file?

C:Users/User/AppData/LocalLow/Your project/"Save Name.json"

How to create an asset for PG Plot Controller?

Assets/Create/PG/Plot/Asset

How to add custom condition

Custom condition

```csharp
using System;
using UnityEngine.XR.Interaction.Toolkit;

namespace PG.PlotManagement
{
    [Serializable]
    // Скрипт Unity | Ссылок: 3
    public class PGPlotGrabObjectCondition : PGPlotCondition
    {
        public int objectGrabIndex;
        private XRGrabInteractable _grabInteractable;


        // Ссылок: 2
        public override void OnStartCondition(PGPlotController plotController)
        {
            for (int i = 0; i < plotController.sceneObjects.Length; i++)
            {
                if (plotController.sceneObjects[i].objectIndex == objectGrabIndex)
                {
                    _grabInteractable = plotController.sceneObjects[i].GetComponent<XRGrabInteractable>();
                }
            }
        }
        // Ссылок: 2
        public override void OnUpdateCondition(PGPlotController plotController)
        {
            if (_grabInteractable.isSelected)
            {
                plotController.NextPlot(this);
            }
        }
    }
}
```

For editor

```csharp
using UnityEditor;
using UnityEngine;

namespace PG.PlotManagement
{
    [CustomEditor(typeof(PGPlotGrabObjectCondition))]
    // Скрипт Unity | Ссылок: 0
    public class PGPlotGrabObjectConditionEditor : PGPlotConditionEditor
    {
        private PGPlotGrabObjectCondition _grabObjectCondition;
        // Ссылок: 8
        public override void OnInspectorGUI()
        {
            GUILayout.Label("Grab object Condition");
            _grabObjectCondition = (PGPlotGrabObjectCondition)target;
            PGPlotControllerEditorWindow.ObjectsPopup(_grabObjectCondition.objectGrabIndex);
            base.OnInspectorGUI();
        }
    }
}
```

public virtual void OnStartCondition(PGPlotController)

Description:
Called at the beginning of PlotState

public virtual void OnUpdateCondition(PGPlotController)

Description:
Called every frame of the active PlotState

public virtual void OnEndCondition(PGPlotController)

Description:
Called at the end of PlotState

How to add custom behavior

Custom behavior

```csharp
using UnityEngine;
namespace PG.PlotManagement
{
    ⊕ Скрипт Unity | Ссылок: 3
    public class PGPlotAudioBehaviour : PGPlotBehaviour
    {
        public int audioObjectIndex;
        private AudioSource _audioSource;
        public bool fromClip;
        public AudioClip clip;

        Ссылок: 2
        public override void OnStartBehaviourState(PGPlotController plotController)
        {
            for (int i = 0; i < plotController.sceneObjects.Length; i++)
            {
                if (plotController.sceneObjects[i].objectIndex == audioObjectIndex)
                {
                    _audioSource = plotController.sceneObjects[i].GetComponent<AudioSource>();
                }
            }
            if (fromClip)
            {
                _audioSource.PlayOneShot(clip);
            }
            else
            {
                _audioSource.Play();
            }
        }
    }
}
```

For editor

```csharp
using UnityEngine;
using UnityEditor;

namespace PG.PlotManagement
{
    [CustomEditor(typeof(PGPlotAudioBehaviour))]
    ⊕ Скрипт Unity | Ссылок: 0
    public class PGPlotAudioBehaviourEditor : PGPlotBehaviourEditor
    {
        private PGPlotAudioBehaviour _audioBehaviour;
        Ссылок: 2
        public override void OnInspectorGUI()
        {
            _audioBehaviour = (PGPlotAudioBehaviour)target;
            GUILayout.Label("Audio Behaviour");
            PGPlotControllerEditorWindow.ObjectsPopup(_audioBehaviour.audioObjectIndex, "Audio Source");
            _audioBehaviour.fromClip = EditorGUILayout.Toggle("From Clip", _audioBehaviour.fromClip);
            if (_audioBehaviour.fromClip)
            {
                _audioBehaviour.clip = (AudioClip)EditorGUILayout.ObjectField("Clip", _audioBehaviour.clip, typeof(AudioClip), true);
            }
        }
    }
}
```

public virtual void OnStartBehaviourState(PGPlotController plotController)

Description:
Called at the beginning of PlotState

public virtual void OnUpdateBehaviourState(PGPlotController)

Description:
Called every frame of the active PlotState

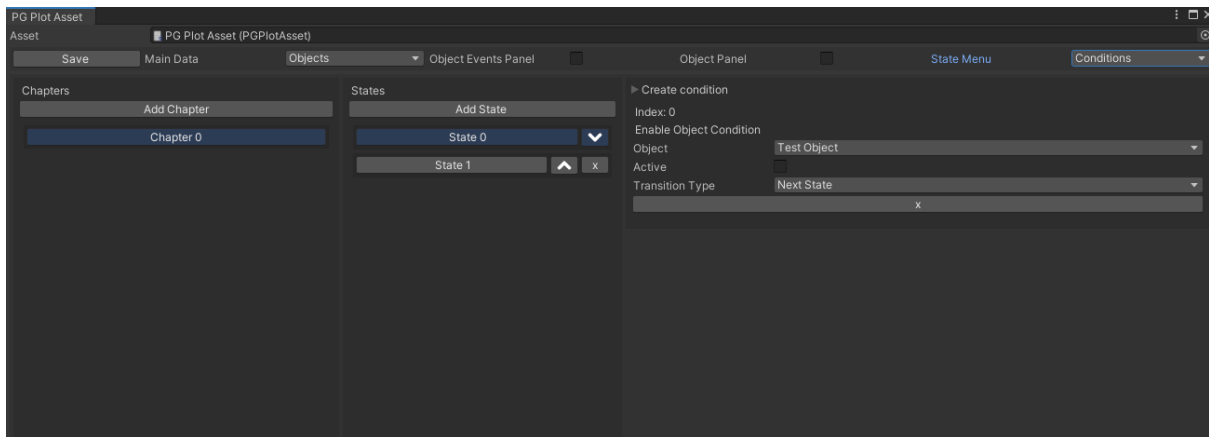## public virtual void OnEndBehaviourState(PGPlotController)

Description:
Called at the end of PlotState

How to change PlotState from a script?

public void NextPlot(int targetPlotCondition)

The index for the transition can be seen in Conditions

To change PlotState, select the transition type