

XML Data Organizer

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Why Use?

If you often get build of your game for testing, you will need to get build again when you change a single parameter. This case use data structure may be good. Through this asset you can keep data in structures. Then you can export as XML if you want.

Features

- Change parameters and apply in runtime,
- Export XML,
- Get parameters from data easily.

How To Use

There is three steps for use:

1. Create **ConfigManager** and add **ConfigIO** component in current scene,
2. Create **ConfigDatas** and add to **ConfigIO** from **ConfigManager**,
3. Import **UIConfigController** to current scene.
4. Press **LeftShift + C** open or close panel

Steps

Step 1:

- Open the scene,
- Create empty **GameObject**, name it **ConfigManager**,
- Add component **ConfigIO**.

Step 2:

- Right click anywhere in the project browser, enter the **Create** menu and click to **CreateNewConfigData**.
- After create config data, add to the **ConfigDatas** list in **ConfigIO**.

Step 3:

- Go to *XMLDataOrganizer/Prefabs/Base*.
- Added to scene the **UIConfigController** prefab over there.

Save the scene and press play button.

How to Get Parameter

ConfigManager.**ConfigIO**.Instance.GetParameter(**string** path, **bool** caseSensitivity);

Path : Parameter path from data.

CaseSensitivity : Control of upper and lower case letters.

Example:

```
void Start()
{
    string MainCameraPosX =
    ConfigManager.ConfigIO.Instance.GetParameter("Camera/CameraSettings/MAINCAMERA/position/X",false);

    Debug.Log("Main Camera Position X: " + MainCameraPosX);

    string GameAtr1 =
    ConfigManager.ConfigIO.Instance.GetParameter("Game/Vehicle/VehicleMainBreak/SubNode2/Atr1");

    Debug.Log("Game Atr1: " + GameAtr1);
}
```