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EasyInventory

Swapping & Moving items

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A) Swapping

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1. The SwapItems method

Eventually you will want to swap items from and between slots.

```csharp
// Initialize items
Item myItem1 = new Item(12, 5, true);
Item myItem2 = new Item(24, 1, false);

// Adding items
myInventory.AddItem(myItem1);
myInventory.AddItem(myItem2);

// swapping items
myInventory.SwapItems(0, 1);
```

As you can see, we've added two items with different formal parameters, and we've swapped them. We've specified the start index slot, and the end index slot.

Before swapping

See Figure - 1

Figure - 1

After swapping

See Figure - 2

Figure - 2

Continue

B) Moving items

1. The Move method

Much like the swapping method, you can make a simple move from one slot to another. This is essentially the same parameters but using a different method.

```
// Initialize items
Item myItem1 = new Item(12, 5, true);
Item myItem2 = new Item(24, 1, false);

// Adding items
myInventory.AddItem(myItem1);
myInventory.AddItem(myItem2);

// Move item
myInventory.Move(0, 9);
```

The result...

See Figure - 3

Figure - 3

Congratulations, you've moved items and swapped a few items!

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Questions please contact Corey_stjacques@hotmail.com