



Data: Scripting API

Assembly

CarterGames.Cart.Core.Runtime

Namespace

CarterGames.Cart.Core.Data

Data Access Class

GetAsset

Gets the data asset of the defined type. If there is more than one and you don't define the id it will pick the first one it finds. Will return null if none are found.

```
// T must inherit from DataAsset.cs
public static T GetAsset<T>();
public static T GetAsset<T>(string variantId);
```

```
DataAssetMyData dataAsset;

private void OnEnable()
{
    // Gets the first one found.
    dataAsset = DataAccess.GetAsset<DataAssetMyData>();

    // Gets the data asset with the variant id of "MyVariantId".
    dataAsset = DataAccess.GetAsset<DataAssetMyData>("MyVariantId");
}
```

GetAssets

Gets all the data assets of the defined type that are found in the project. Will return null if none are found.

```
// T must inherit from DataAsset.cs
public static List<T> GetAssets<T>();
```

```
List<DataAssetMyData> dataAssets;

private void OnEnable()
```

```
{  
    // Gets all the found assets of the entered type.  
    dataAssets = DataAccess.GetAssets<DataAssetMyData>();  
}
```

GetAllAssets

Gets all the data assets defined in the index should you need to look through them all.

```
public static List<DataAsset> GetAllAssets();
```

```
List<DataAsset> dataAssets;  
  
private void OnEnable()  
{  
    // Gets all the assets in the index.  
    dataAssets = DataAccess.GetAllAssets();  
}
```

Data Asset Class

VariantId Property

A unique Id that can be used to identify the data asset for use with the data access class. By default a random Guid will be used to populate the field.

```
public virtual string VariantId { get; }
```