DIVISION OF
DIGITAL CONTENTS
DONGSEO UNIVERSITY

Dangerous Kave 10

Scriptable Object

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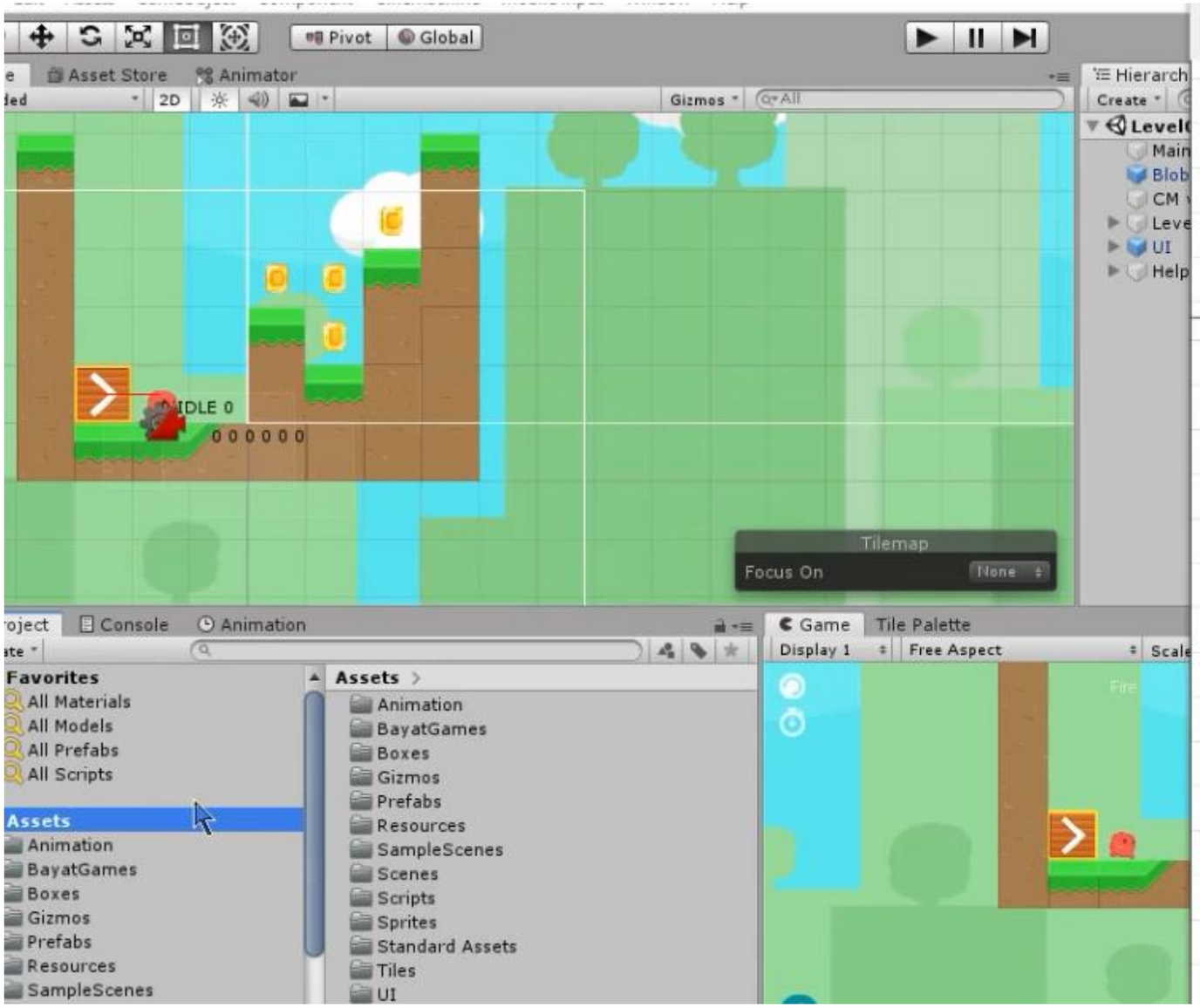
DSU Dongseo University 동서대학교


Pivot
Global
Asset Store
Animator
2D
Gizmos
Hierarch
Create
Main
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Help
IDLE 0
000000
Tilemap
Focus On
None
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Display 1
Free Aspect
Favorites
All Materials
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Assets
Animation
BayatGames
Boxes
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Resources
SampleScenes
Scenes
Scripts
Sprites
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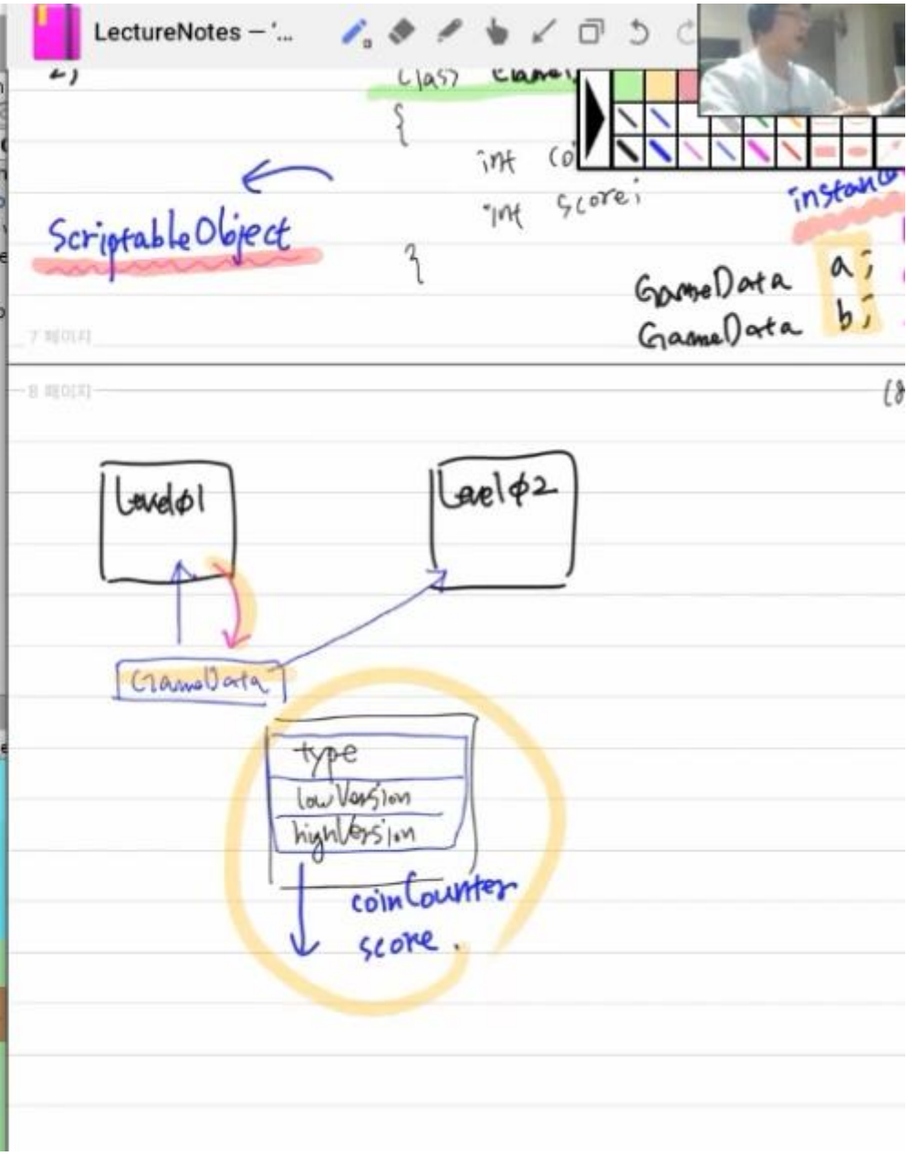
Tiles
UI

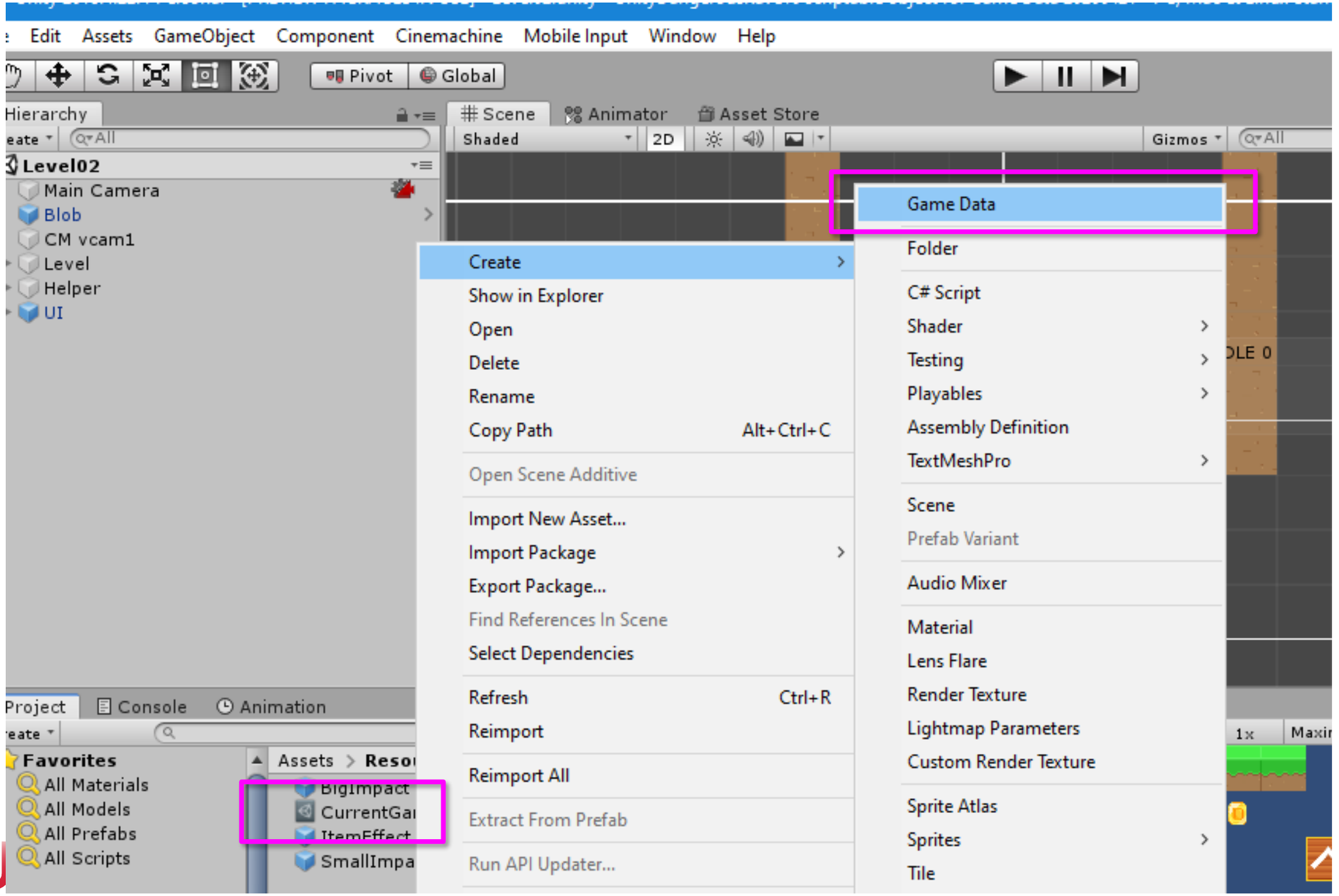

LectureNotes – '...
ScriptableObject
GameData a;
GameData b;
Level01
Level02
GameData
type
lowVersion
highVersion
coinCounter
score

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

[CreateAssetMenu]
public class GameData : ScriptableObject
{
    // header
    public char[] type = {'K','A','V','E' };
    public int lowVersion = 0;
    public int highVersion = 1;
    // data
    public int coinCounter = 0;
    public int score = 0;

    // Start is called before the first frame update
    void Start()
    {
    }

    // Update is called once per frame
    void Update()
    {
    }
}
```


Edit
Assets
GameObject
Component
Cinemachine
Mobile Input
Window
Help
Pivot
Global
Hierarchy
Scene
Animator
Asset Store
Shaded
2D
Gizmos
Level02
Main Camera
Blob
CM vcam1
Level
Helper
UI
Create
Show in Explorer
Open
Delete
Rename
Copy Path
Alt+Ctrl+C
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh
Ctrl+R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Game Data
Folder
C# Script
Shader
Testing
Playables
Assembly Definition
TextMeshPro
Scene
Prefab Variant
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Custom Render Texture
Sprite Atlas
Sprites
Tile
Project
Console
Animation
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
BigImpact
SmallImpa
1x

Level01
Main Camera
Blob
CM vcam1
Level
UI
Helper
Tilemap
Focus On
None
Open
Script
GameData
Type
Low Version
0
High Version
1
Coin Counter
0
Score
0
Game
Tile Palette
Display 1
Free Aspect
Scale
1x
Maximize On Play
Assets
Resources
BigImpact
CurrentGameData
ItemEffect
SmallImpact
Asset Labels

```
void Update()
    {
        // test
        if (Input.GetKeyUp(KeyCode.Q))
        {
            RuntimeGameDataManager.DoLevelClear();
        }

        // Use GetAxisRaw to ensure our input is either 0, 1 or -1.
        float moveInput = Input.GetAxisRaw("Horizontal");

        if ((moveInput > 0 && _isFacingRight == false) || (moveInput < 0 && _isFacingRight ==
true))
            Flip(moveInput);

        if (_isGrounded  )
        {
            _velocity.y = 0;

            if (Input.GetButtonDown("Jump") && _isJumping == false)
```

```
        Util.DrawTextInSceneView(transform.position, text, Color.white);
        Gizmos.color = oldColor; // restore original Gizmos color
    }

    private void OnGUI()
    {
        GUI.Label(new Rect(0, 0, 100, 64),
RuntimeGameDataManager.gameData.coinCounter.ToString());
    }

    private void OnTriggerEnter2D(Collider2D collision)
    {
        Debug.Log("OnTriggerEnter2D", gameObject);
    }
```

```
private static int _coinCounter = 0;
    //GameObject _player;
    public static GameData gameData;

    private void Awake()
    {
        // data initialization can be placed here
        // 20200328_jintaeks

        //if (instance == null)
        //    instance = this;
        //_player = GameObject.FindGameObjectWithTag("Player");
        //CharacterController2D cc2d = _player.GetComponent<CharacterController2D>();
        //cc2d.OnCollision += OnCollisionCallback;
        gameData = Resources.Load("CurrentGameData") as GameData;
    }
```

```
 public static void AddCoinCounter()
    {
        _coinCounter += 1;
        UpdateDataStamp();
    }

    public static void DoLevelClear()
    {
        gameData.coinCounter += _coinCounter;
    }
}//public class RuntimeGameDataManager : MonoBehaviour
```

MY **BRIGHT** FUTURE

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