Scripting reference

-Chris Paul-

Slot - class

Fields

initialItem – this variable holds the initial item that may be added at the beginning of Play mode.

clickSound,beginDragSound,endDragSound – the sounds that may be played when these events happen.

soundVolume - the volume at which the above sounds will be played.

iconDimension – the dimension of an item that it's in this slot.

preserveIconAspect – whether or not the item's icon's aspect should be preserved.

mask – what type of item this slot accepts.

Events

OnInspectedChange – happens when the cursor is over another slot.

OnEquipmentChange – happens whenever an item was dropped onto a slot.

OnItemDrop – happens when an item was dropped outside the window.

OnSelectedChange – happens when another slot is clicked.

OnChange() – called whenever this slot has changed.

Properties

Populated – whether or not the slot is populated with an item.

CurrentItem – the current item that's in the slot(null if none).

ItemIcon – the sprite that is the icon of the current item.

CurrentInStack – the current number of items in the stack(1 if the item it's not stackable).

MaxInStack – the maximum number of items that can be in a stack.

Other self explanatory properties:

ItemDescription,ItemType,ItemIsStackable,CanUseItem.

Methods

DiscardItem(bool destroy) – discards the item from the slot and also destroys or not the item game object.

ReplaceItem(Item newItem) – replaces the current item with the provided one,and returns the replaced item.

ForceRefresh() – calls all the events that are defined above(useful for the times when you need to update a script more often).

UseItem() – calls the event that is defined on the consumable item.

ALL the other members are not intended for the user to use,and a change to these should be carefully done.

InventoryWindow - class

Variables

windowName – this variable is useful for outside calls to this window.

Methods

Contains(int id) – checks the window for the item that has a specific id.

HowManyContains(int id) – returns the number of items found with a specific id.

AddItem(int id, int amount) – adds a specific number of items with a specific id to the window.

RemoveItem(int id) – removes the item that it's id matches the provided one.

RemoveAll() – removes all the items in the window.

SetVisible(bool visibility) – this function should be used instead of deactivating and activating the game object.

Container – class

isCraftWindow – this should be checked whenever this container is part of a crafting window.

isNormalContainer – this should be checked whenever this container is not part of a crafting window.

orderInWindow - the order in which the system adds items.