

(Static) Utility Helper Classes

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- Typically don't inherit from MonoBehaviour
- Has to contain static variables and methods.

Utility classes can be used to store "Helper" methods which will be used frequently in the game or program.

Helps to streamline development.

```
1  ⚡ using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  2 references
6  public static class UtilityHelper
7  {
8      1 reference
9      public static void CreateObject()
10     {
11         GameObject.CreatePrimitive(PrimitiveType.Cube);
12     }
13
14     1 reference
15     public static void SetPositionToZero(GameObject obj)
16     {
17         obj.transform.position = Vector3.zero;
18     }
19 }
```

GameObject GameObject.CreatePrimitive(PrimitiveType type)
Creates a game object with a primitive mesh renderer and appropriate collider.

```
1  ⚡ using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  ⚡ Unity Script | 0 references
6  public class UHPlayer : MonoBehaviour
7  {
8      0 Unity Message | 0 references
9      private void Update()
10     {
11         if (Input.GetKeyDown(KeyCode.Space))
12         {
13             UtilityHelper.CreateObject();
14         }
15
16         if (Input.GetKeyDown(KeyCode.E))
17         {
18             UtilityHelper.SetPositionToZero(this.gameObject);
19         }
20     }
21 }
22
```

Create a Program that makes use of Static help classes to provide a random color

```

1  ⚡ using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
5    1 reference
6    public static class HelperMethods
7    {
8        1 reference
9        public static void ObjectColorChange(GameObject obj)
10       {
11           obj.GetComponent<MeshRenderer>().material.color = new Color(Random.value, Random.value, Random.value);
12       }
13   }
14
15
16

```

```

1  ⚡ using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
5    ⚙ Unity Script | 0 references
6    public class ChallengePlayer : MonoBehaviour
7    {
8        // Update is called once per frame
9        ⚙ Unity Message | 0 references
10       void Update()
11       {
12           if (Input.GetKeyDown(KeyCode.Space))
13           {
14               HelperMethods.ObjectColorChange(this.gameObject);
15           }
16       }
17   }
18
19
20

```