Link Text With Variable – Documentation

The current documentation can be found on my website:
http://zengy-studios.jimdo.com/linktextwithvariable/

Usage

I highly recommend not to use this asset in your final game but it can be quite useful during development. You can use it in your final game but only in small scale, meaning that you do not use it for like a hundred texts because then the performance will be significantly lower.

Basically what it is doing is that it links up a Text.text with any type of property or field. Meaning that your text will always display the current value oft the property/field. There are some customizations such as a prefix and a suffix which will be added in front or at the end of your text.

Tutorial

1) First you need to have a Component attached to a GameObject of wich you would like to display a variable. Note that this property/field needs to be public in order to work. Public static variables do work too.
2) Attach the ShowProperty script to a UI.Text. The ShowProperty script requires a Text component in order to work.
3) Configure the ShowProperty script in the order shown in the inspector.
   First start with the Script. Note that I did a little workaround which allows you to have multiple scripts of the same type on one GameObject but only reference one specific. You can click the "Previous"/"Next" buttons to select the desired component. If there is more than one component of the current selected type then it will also display it's index.
   After you set up the script you can see the "See All" button appear. Clicking on the button will open a window which displays a list of all properties and fields you can reference. Gray buttons are properties/field which are inherited from your baseclass (mostly MonoBehaviour). You can now select the property/field you want by simply clicking on it. The selected property/field appears in a green tone.
   Basically that is it. You can now do some additional adjustments such as changing the Prefix which will be displayed before your property/field or the Suffix which will be added at the end.
   Choose your refresh time wisely! You can choose between zero, meaning that the text is refreshed every frame, to infinity which won't call any automatic refresh. You then need to call the "Refresh" method to achieve a refresh. This can be done e.g. on a Button.onClick event or you can implement it into your code. It is worth mentioning

that there is a "Do Refresh On Enable" option which will cause a refresh every time the ShowProperty script gets enabled.

4) Congratulations, you should now be able to start your game. If you have any problems concerning the asset, then you can leave a comment in the Support section on my website or at the end of the online-documentation. It will be answered as fast as possible.

A visualized version of this tutorial can be found on YouTube:

https://www.youtube.com/watch?v=EEDg3f4DxQo

ShowProperty.cs – Diagram

Variables

Name	Type	Usage
TextComponent	*Text*	The textcomponent
Script	*Component*	The script which contains the property/field
PropertyName	*string*	The name of the property or field
Prefix	*string*	Is added in front of the displayed property/field
Suffix	*string*	Is added at the end of the displayed property/field
RefreshTime	*float*	How much time should pass before a refresh is called Info: 0 = refresh every frame, Infinity = do not automatically refresh, any value in between is possible
DoRefreshOnEnable	*bool*	Should a refresh be done everytime the component gets enabled?

Methods

Name	Return Type	Functionality
SetTextComponent (Text)	*void*	Set the TextComponent and call a refresh (runtime only)

SetScript (Component)	*void*	Set the Script and call a refresh (runtime only)
SetPropertyName (string)	*void*	Set the PropertyName and call a refresh (runtime only)
SetPrefix (string)	*void*	Set the Prefix and call a refresh (runtime only)
SetSuffix (string)	*void*	Set the Suffix and call a refresh (runtime only)
SetRefreshTime (float)	*void*	Set the RefreshTime and call a restart of the refreshing process (runtime only)
Refresh ()	*void*	TextComponent.text = Prefix + Property-/Fieldvalue + Suffix (runtime only)
EditorTimeRefresh ()	*void*	Almost the same as Refresh but can be called while in editormode

Tips & Tricks

- Do not use hundreds of ShowProperty scripts in your final game.
- You can call a refresh manually by invoking the Refresh method. This can be done for example whenever a button is clicked by using its onClick event or you can call the Refresh()-method manually in your code.
- Variables you want to reference need to be public!
- If you want to display not only one raw field then use a property. You can define it like this:

```
public Type Name{
    get{return field;}
}
```

Note that you can return basically everything. E.g. the result of an equation `get{return field1 + field2;}`.