Unity- Storing Toggle Button Values in Unity

1. Create a toggle under UI in the hierarchy. Create as many as you like. Now create a script in your scripts folder. Name it SettingsController. Create an empty blank object in your hierarchy. Call it also SettingsController. Drag your script to the object. Boot up visual studio in the inspector to do some coding.

public class SettingsController : MonoBehaviour

{

bool[] settings;

public Toggle[] toggles;

void Start()

{

settings = new bool(toggles.Length);

for (int i = 0; I < toggles.Length; i++)

{

settings[i] = true;

int index = I;

Toggle t = toggles[i];

t.onValueChanged.AddListener(

(bool check) =>

{

CheckBox(index, check);

}

);

}

}

void CheckBox(int index, bool check)

{

settings[index] = check;

}

}

1. Select The Game Object SettingsController. Click on the Padlock above where your file name is in the inspector (above SettingsController to the right). Now Hold Shift. Grab all your toggles in the hierarchy and add them to the field Toggles (where your script is located on the game object.) Now you can take an array of toggle button values and storing them in a settings file. Great for saving and loading.