BLACKBOARD

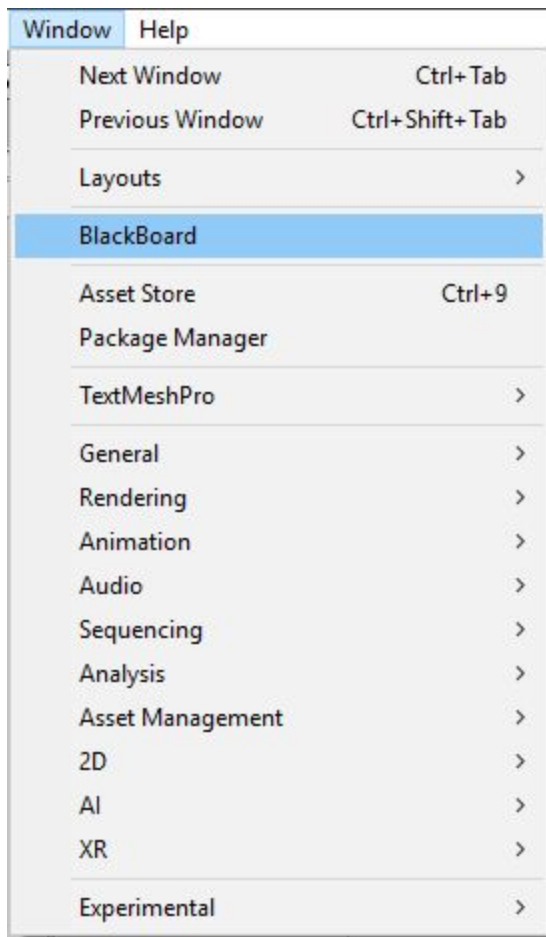**BlackBoard -** B[10] - gemaakt door Bastien Olivier Dijkstra

BlackBoard
Instructions

Requirements

- **Unity 2018.3** or higher
- Using api compatibility **.NET 4.x** (You can find this under player settings>Other settings>Configuration)
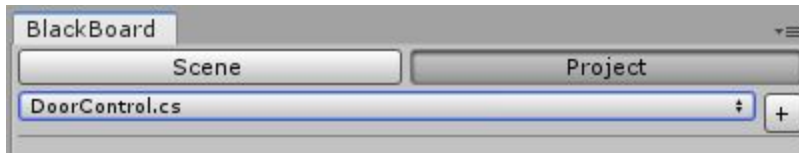
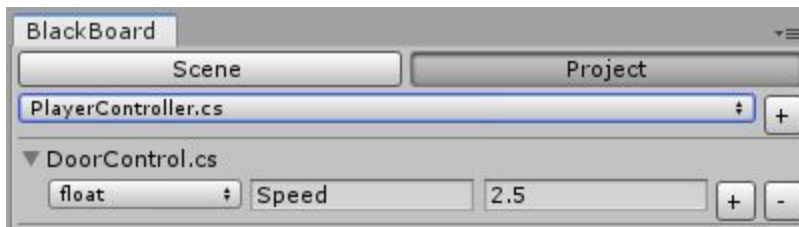## 1.Open Blackboard

Under window>BlackBoard

2.Create A Script instance

Select the script instance you want to assign parameters for. All the scripts you want to access need to be in Assets>Scripts.
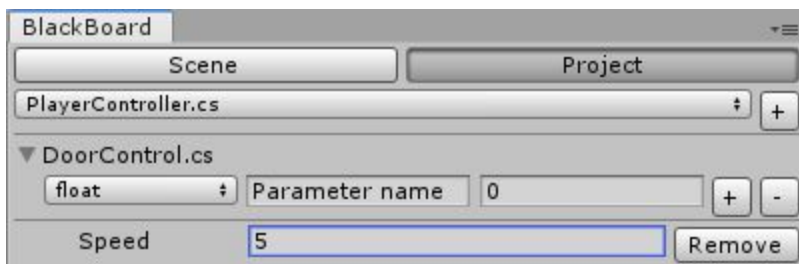
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3.Create a variable

Give the variable a type, a name and a value.

4.Edit variable from BlackBoard

5.Link your variable in code

Add the BlackBoard variable as initialization of your variable in code.

```
public class DoorControl : MonoBehaviour
{
    private float speed = BlackBoard.speed;
```