

# *Useful Scripts*

## **AddChildIndexToSettingObjectIdentifier**

Allows the appending of the sibling/child index to the setting object identifier. This is used in various menu layout related prefabs such as the tab menu to remove the need of manually specifying the setting object identifier. In the case of the tab menu this for example allows the tab menu to automatically have the correct identifiers at the different tabs so you only have to specify the corresponding ones in the settings collection for your different settings to be attached to.

## **SettingObject**

A script on which a string identifier can be specified. The identifier can be used to for example find a specific object to which a setting input element should be attached to. The menu layout prefabs have this specified with the default identifier of 'settings-parent' A setting object will also be attached to every setting input element to create the link between the input element in the menu and the setting on the settings collection.

## **SettingsCollectionApplier**

Helper script that allows a settings collection to apply all its current setting values. This is useful if your settings menu is not in the starting scene of your project and you want the setting values to be applied when the game is started.