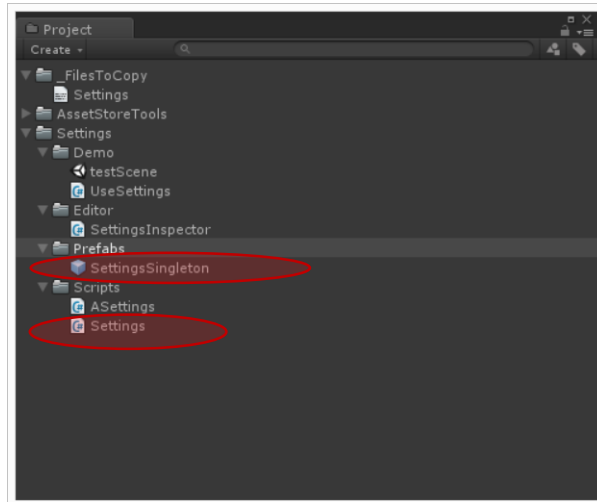


The settings system was built for simple standalone configuration file. It uses Json serialization and provides simple and fast startup configuration for standalone.

It supports primitives (float, int, bool, enum...), string, array, Lists, and classes.

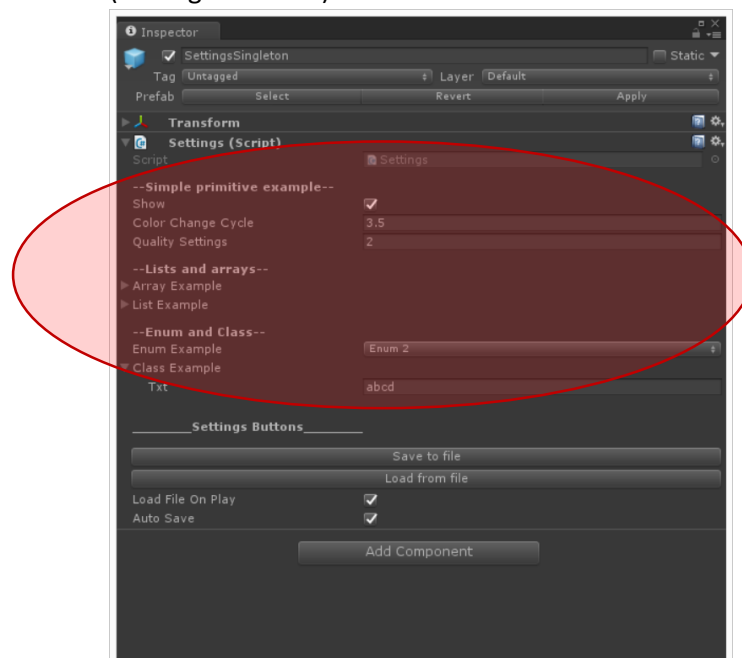
Follow those simple steps:

1. Drag SettingSingleton prefab to your scene.

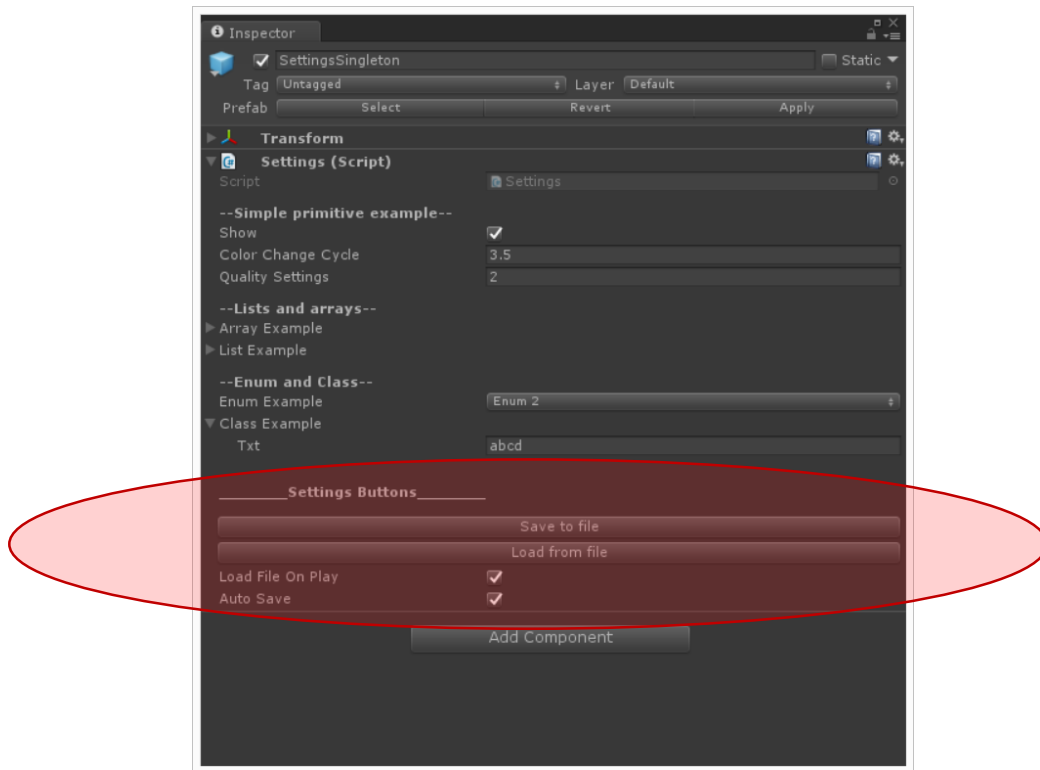


2. Edit Setting.cs file and add all configurations you want.
3. Once you are done editing "Settings.cs", you can change those configuration from the inspector (You might want to delete the demo folder after you edited to avoid errors).

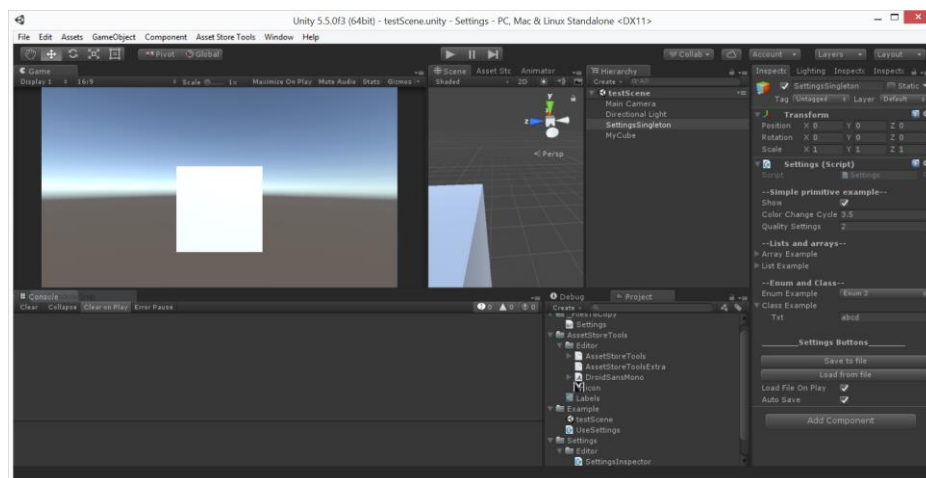
You can access those settings from other files through the singleton (Settings.Instance).



4. Change development configuration from the script in the inspector (AutoSave, Load file on play and use buttons as needed)



You can open the test scene for an example.



After the build you need to copy the setting file manually to the same folder the .exe is located (the settings file is located under "_FilesToCopy" folder which unity on default doesn't copy).

If Settings.cs won't find the Settings file, it will raise an error to the log.

For any problems please email AbnormalCreativityCorp@gmail.com