

**OWNER'S MANUAL**



# **Ez Data Manager**



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Thank you for buying our asset and for supporting its further development. This plugin was created to extend the functionality of Unity's native system. Should you need help, find issues or have any suggestions, don't hesitate to send us a message at [support@ezentertainment.eu](mailto:support@ezentertainment.eu)

Please read the quick setup guide before you start using this asset.

## Solutions – Ez Data Manager solves the following problems

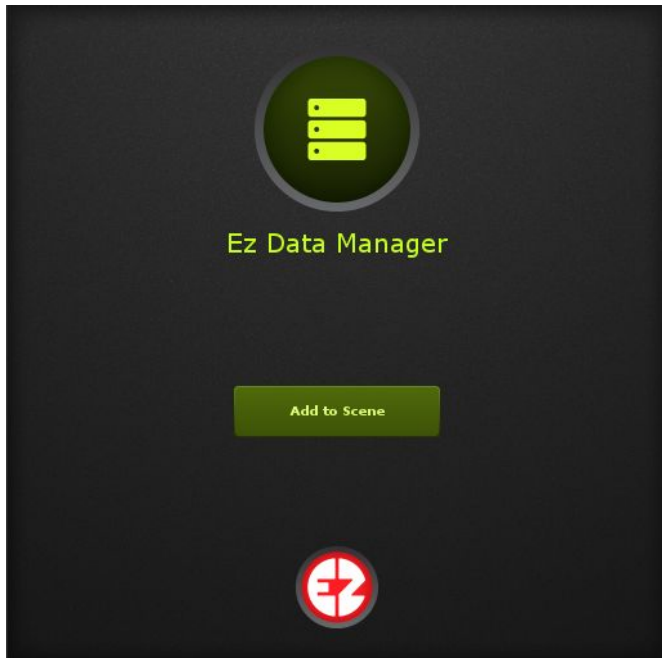
- Every game or app uses global variables and having them in different classes can become a pain to manage. Ez Data Manager can help you with that by giving you a central location for all of your settings and referenced types such as prefabs/gameobjects/textures/materials/sprites/etc.
- Having a lot of variables of different types, visible in the inspector, is hard to work with. That is why we designed a very well thought out custom inspector that tries to give you (the developer) a very convenient way to add/delete/sort and change variables.
- You can create a lot of variable types, even arrays and lists. They will be public and you will be able to update them with ease, from any script.
- Save yourself some development time and get started right now!

## Quick Setup Guide

1. Import Ez Data Manager (from @UnityAssetStore)
2. Toolbar -> Ez - Data Manager - Add to Scene
3. Done!

Watch the introduction video @YouTube - [https://youtu.be/XTMiZu\\_-2aM](https://youtu.be/XTMiZu_-2aM)

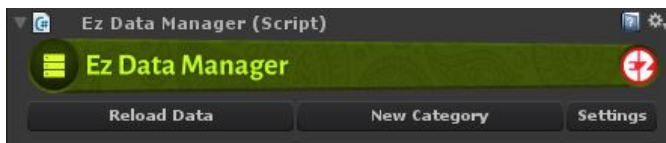
## Ez Data Manager Window



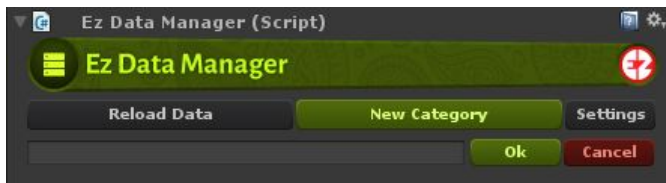
This is the Ez Data Manager Window. It can be opened from the Editor toolbar Ez → Data Manager. Using it you can add or remove Ez Data Manager to and from your currently opened scene.

The `EzDataManager` object is a singleton and should be added only in your main scene (or start scene) as it will persist across scenes.

## Ez Data Manager Component



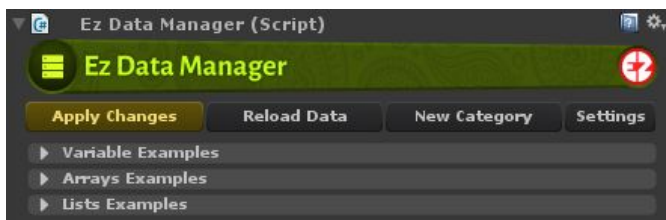
When you select the EzDataManager for the first time, you will not have any Categories or variables available and you will have to create them.



**New Category:** allows you to create a new category with any name you want. This will help you sort your variables in different categories.



**Settings:** allows you to adjust the variable name's width with the help of a slider. This option is available to help you read long variable names.



**Apply Changes:** after any structural change (you add/delete a new category or a new variable) you will have to 'apply these changes' to make them persistent. This button appears every time you changed the database structure.

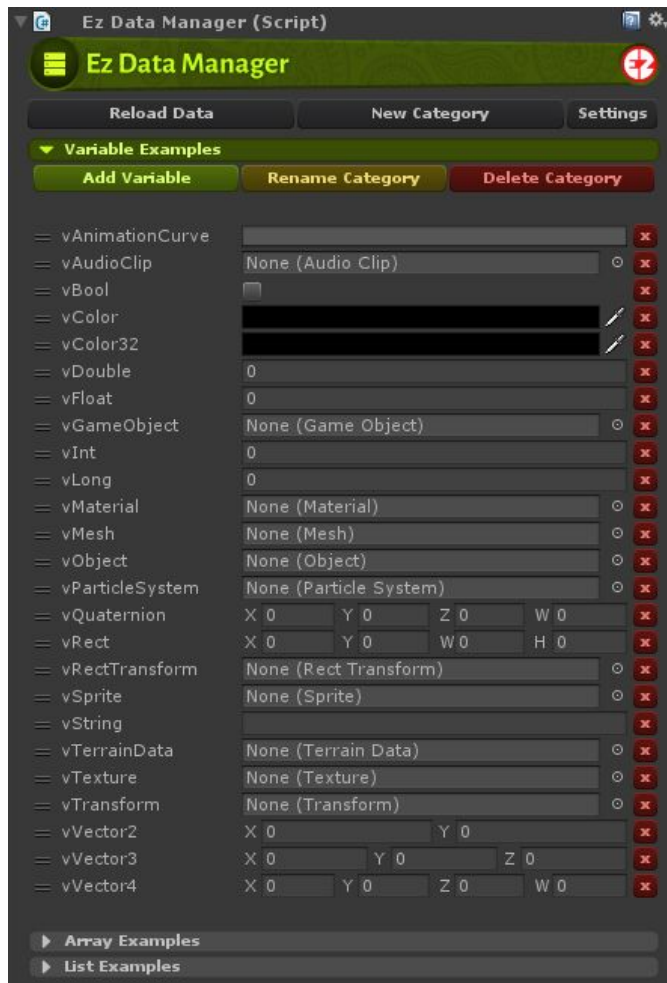


**Add Variable:** allows you to add a new variable to the target category.

**Rename Category:** allows you to rename the target category

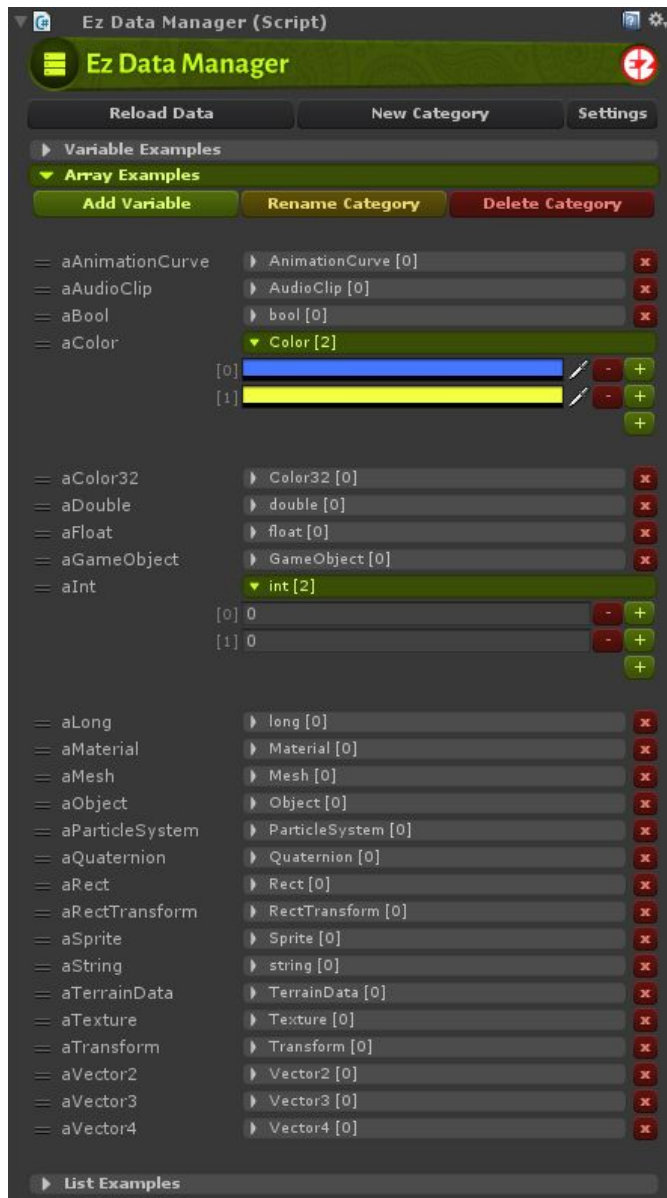
**Delete Category:** deletes the target category and all the variables it contains.

## Variables



Here you can see how every variable type is drawn in the custom inspector. You can change the order simply by drag-and-drop and you can also remove (delete) a variable from the [ x ].

## Arrays



Here you can see how the arrays are drawn in the custom inspector.

Notice that you see the variable name on the left and that you see the type on the show/hide bar (eg.: Color[2] ). You also see how many items does an array hold.

You can change the order simply by drag-and-drop and you can also remove (delete) a variable from the [ x ].



## Lists



Here you can see how the lists are drawn in the custom inspector.

Notice that you see the variable name on the left and that you see the type on the show/hide bar (eg.: `List<bool>[1]` ). You also see how many items does a list hold.

You can change the order simply by drag-and-drop and you can also remove (delete) a variable from the [ x ].



## Ez Data Manager Code

To use the variables, remember to add:

```
using Ez.DataManager;
```

To access any global variable

```
EzDataManager.Instance.variableName;
```

To access any global array

```
EzDataManager.Instance.arrayName;
```

To access any global list

```
EzDataManager.Instance.ListName;
```