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1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5
6 public class LeaderboardDisplay : MonoBehaviour
7 {
8     public Text Position;
9     public Text Name;
10    public Text Minutes;
11    public Text Seconds;
12
13    public bool AI1;
14    public bool AI2;
15    public bool AI3;
16    public bool AI4;
17    public bool AI5;
18    public bool AI6;
19    public bool AI7;
20    public bool Player;
21
22    // Update is called once per frame
23    void Update()
24    {
25        if(AI1 == true)
26        {
27            Position.text = FinishLineAI.AICar1FinishPosition.ToString();
28            Name.text = FinishLineAI.AICar1Name;
29            if(FinishLineAI.AICar1RTMinutes <= 9)
30            {
31                Minutes.text = "0" + Mathf.Round(FinishLineAI.AICar1RTMinutes).ToString() + ":";
32            }
33            if (FinishLineAI.AICar1RTMinutes >= 10)
34            {
35                Minutes.text = Mathf.Round(FinishLineAI.AICar1RTMinutes).ToString() + ":";

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36         }
37         if (FinishLineAI.AICar1RTSeconds <= 9)
38         {
39             Seconds.text = "0" + Mathf.Round(FinishLineAI.AICar1RTSeconds).ToString();
40         }
41         if (FinishLineAI.AICar1RTSeconds >= 10)
42         {
43             Seconds.text = Mathf.Round(FinishLineAI.AICar1RTSeconds).ToString();
44         }
45     }
46
47
48     if (AI2 == true)
49     {
50         Position.text = FinishLineAI.AICar2FinishPosition.ToString();
51         Name.text = FinishLineAI.AICar2Name;
52         if (FinishLineAI.AICar2RTMinutes <= 9)
53         {
54             Minutes.text = "0" + Mathf.Round(FinishLineAI.AICar2RTMinutes).ToString() + ":";
55         }
56         if (FinishLineAI.AICar2RTMinutes >= 10)
57         {
58             Minutes.text = Mathf.Round(FinishLineAI.AICar2RTMinutes).ToString() + ":";
59         }
60         if (FinishLineAI.AICar2RTSeconds <= 9)
61         {
62             Seconds.text = "0" + Mathf.Round(FinishLineAI.AICar2RTSeconds).ToString();
63         }
64         if (FinishLineAI.AICar2RTSeconds >= 10)
65         {
66             Seconds.text = Mathf.Round(FinishLineAI.AICar2RTSeconds).ToString();
67         }
68     }
69
70
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71     if (AI3 == true)
72     {
73         Position.text = FinishLineAI.AICar3FinishPosition.ToString();
74         Name.text = FinishLineAI.AICar3Name;
75         if (FinishLineAI.AICar3RTMinutes <= 9)
76         {
77             Minutes.text = "0" + Mathf.Round(FinishLineAI.AICar3RTMinutes).ToString() + ":";
78         }
79         if (FinishLineAI.AICar3RTMinutes >= 10)
80         {
81             Minutes.text = Mathf.Round(FinishLineAI.AICar3RTMinutes).ToString() + ":";
82         }
83         if (FinishLineAI.AICar3RTSeconds <= 9)
84         {
85             Seconds.text = "0" + Mathf.Round(FinishLineAI.AICar3RTSeconds).ToString();
86         }
87         if (FinishLineAI.AICar3RTSeconds >= 10)
88         {
89             Seconds.text = Mathf.Round(FinishLineAI.AICar3RTSeconds).ToString();
90         }
91     }
92
93     if (AI4 == true)
94     {
95         Position.text = FinishLineAI.AICar4FinishPosition.ToString();
96         Name.text = FinishLineAI.AICar4Name;
97         if (FinishLineAI.AICar4RTMinutes <= 9)
98         {
99             Minutes.text = "0" + Mathf.Round(FinishLineAI.AICar4RTMinutes).ToString() + ":";
100        }
101        if (FinishLineAI.AICar4RTMinutes >= 10)
102        {
103            Minutes.text = Mathf.Round(FinishLineAI.AICar4RTMinutes).ToString() + ":";
104        }
105        if (FinishLineAI.AICar4RTSeconds <= 9)

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106         {
107             Seconds.text = "0" + Mathf.Round(FinishLineAI.AICar4RTSeconds).ToString();
108         }
109         if (FinishLineAI.AICar4RTSeconds >= 10)
110         {
111             Seconds.text = Mathf.Round(FinishLineAI.AICar4RTSeconds).ToString();
112         }
113     }
114
115     if (AI5 == true)
116     {
117         Position.text = FinishLineAI.AICar5FinishPosition.ToString();
118         Name.text = FinishLineAI.AICar5Name;
119         if (FinishLineAI.AICar5RTMinutes <= 9)
120         {
121             Minutes.text = "0" + Mathf.Round(FinishLineAI.AICar5RTMinutes).ToString() + ":";
122         }
123         if (FinishLineAI.AICar5RTMinutes >= 10)
124         {
125             Minutes.text = Mathf.Round(FinishLineAI.AICar5RTMinutes).ToString() + ":";
126         }
127         if (FinishLineAI.AICar5RTSeconds <= 9)
128         {
129             Seconds.text = "0" + Mathf.Round(FinishLineAI.AICar5RTSeconds).ToString();
130         }
131         if (FinishLineAI.AICar5RTSeconds >= 10)
132         {
133             Seconds.text = Mathf.Round(FinishLineAI.AICar5RTSeconds).ToString();
134         }
135     }
136
137
138     if (AI6 == true)
139     {
140         Position.text = FinishLineAI.AICar6FinishPosition.ToString();
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141     Name.text = FinishLineAI.AICar6Name;
142     if (FinishLineAI.AICar6RTMinutes <= 9)
143     {
144         Minutes.text = "0" + Mathf.Round(FinishLineAI.AICar6RTMinutes).ToString() + ":";
145     }
146     if (FinishLineAI.AICar6RTMinutes >= 10)
147     {
148         Minutes.text = Mathf.Round(FinishLineAI.AICar6RTMinutes).ToString() + ":";
149     }
150     if (FinishLineAI.AICar6RTSeconds <= 9)
151     {
152         Seconds.text = "0" + Mathf.Round(FinishLineAI.AICar6RTSeconds).ToString();
153     }
154     if (FinishLineAI.AICar6RTSeconds >= 10)
155     {
156         Seconds.text = Mathf.Round(FinishLineAI.AICar6RTSeconds).ToString();
157     }
158 }
159
160 if (AI7 == true)
161 {
162     Position.text = FinishLineAI.AICar7FinishPosition.ToString();
163     Name.text = FinishLineAI.AICar7Name;
164     if (FinishLineAI.AICar7RTMinutes <= 9)
165     {
166         Minutes.text = "0" + Mathf.Round(FinishLineAI.AICar7RTMinutes).ToString() + ":";
167     }
168     if (FinishLineAI.AICar7RTMinutes >= 10)
169     {
170         Minutes.text = Mathf.Round(FinishLineAI.AICar7RTMinutes).ToString() + ":";
171     }
172     if (FinishLineAI.AICar7RTSeconds <= 9)
173     {
174         Seconds.text = "0" + Mathf.Round(FinishLineAI.AICar7RTSeconds).ToString();
175     }

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176         if (FinishLineAI.AICar7RTSeconds >= 10)
177         {
178             Seconds.text = Mathf.Round(FinishLineAI.AICar7RTSeconds).ToString();
179         }
180     }
181
182
183     if (Player == true)
184     {
185         Position.text = FinishLine.PlayerFinishPosition.ToString();
186         Name.text = FinishLine.PName;
187         if (SaveScript.RaceTimeMinutes <= 9)
188         {
189             Minutes.text = "0" + Mathf.Round(SaveScript.RaceTimeMinutes).ToString() + ":";
190         }
191         if (SaveScript.RaceTimeMinutes >= 10)
192         {
193             Minutes.text = Mathf.Round(SaveScript.RaceTimeMinutes).ToString() + ":";
194         }
195         if (SaveScript.RaceTimeSeconds <= 9)
196         {
197             Seconds.text = "0" + Mathf.Round(SaveScript.RaceTimeSeconds).ToString();
198         }
199         if (SaveScript.RaceTimeSeconds >= 10)
200         {
201             Seconds.text = Mathf.Round(SaveScript.RaceTimeSeconds).ToString();
202         }
203     }
204 }
205 }
206

```