Quantum.RuntimeConfig Class Reference

In contrast to the SimulationConfig, which has only static configuration data, the RuntimeConfig holds information that can be different from game to game. More...

Public Member Functions

String	Dump () Dump the content into a human readable form. More...
void	Serialize (BitStream stream) Serializing the members to be send to the server plugin and other players. More...

Static Public Member Functions

static RuntimeConfig	FromByteArray (Byte[] data) Deserialize the class from a byte array. More...
static Byte[]	ToByteArray (RuntimeConfig config, int arrayCapacity=8192) Serialize the class into a byte array. More...

Public Attributes

AssetRefMap	Map Asset reference of the Quantum map used with the upcoming game session. More...
Int32	Seed Seed to initialize the randomization session under Frame.RNG. More...
AssetRefSimulationConfig	SimulationConfig Asset reference to the SimulationConfig used with the upcoming game session. More...

Detailed Description

In contrast to the SimulationConfig, which has only static configuration data, the RuntimeConfig holds information that can be different from game to game.

By default is defines for example what map to load and the random start seed. It is assembled from scratch each time starting a game.

Developers can add custom data to quantum_code/quantum.state/RuntimeConfig.User.cs (don't forget to fill out the serialization methods).

Like the DeterministicSessionConfig this config is distributed to every other client after the first player connected and joined the Quantum plugin.

Member Function Documentation

◆ Serialize()

void Quantum.RuntimeConfig.Serialize (BitStream stream) inline

Serializing the members to be send to the server plugin and other players.

Parameters

stream Input output stream

◆ Dump()

String Quantum.RuntimeConfig.Dump ( ) inline

Dump the content into a human readable form.

Returns

String representation

◆ ToByteArray()

static Byte []
Quantum.RuntimeConfig.ToByteArray (RuntimeConfig config,
int arrayCapacity = 8192
) inline static

Serialize the class into a byte array.

Parameters

config	Config to serialized
arrayCapacity	Change the capacity of the Bitstream used to serialize the RuntimeConfig.

Returns

Byte array

◆ FromByteArray()

static RuntimeConfig
Quantum.RuntimeConfig.FromByteArray (Byte[] data) inline static

Deserialize the class from a byte array.

Parameters

data	Config class in byte array form

Returns

New instance of the deserialized class

Member Data Documentation

◆ Seed

Int32 Quantum.RuntimeConfig.Seed

Seed to initialize the randomization session under Frame.RNG.

◆ Map

AssetRefMap Quantum.RuntimeConfig.Map

Asset reference of the Quantum map used with the upcoming game session.

SimulationConfig

AssetRefSimulationConfig Quantum.RuntimeConfig.SimulationConfig

Asset reference to the SimulationConfig used with the upcoming game session.

