Scriptable Items & Groups

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Dragon Arts s.r.o.

Documentation: https://dragonarts.sk/docs/scriptable-items-and-groups

Support: support@dragonarts.sk

Scriptable Items

ScriptableItem is a very simple superstructure on top of regular ScriptableObject. It can represent anything that should be clearly identifiable.

ScriptableItem can be duplicated by clicking on DUPLICATE.

Each ScriptableItem has its own UID, Label & Description. UID is **guaranteedly unique** across other Scriptable Items in whole project.
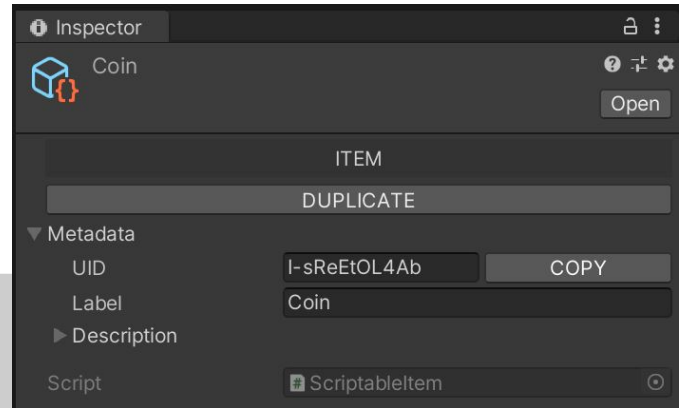
Project Window (Right Click) > Create > Dragon Arts > Common > Scriptable Item

ScriptableItem has only 3 attributes, but there is no problem to extend it:

```
using UnityEngine;
using UnityEngine.UI;
using UnityEditor;
using DragonArts.Common;


#if UNITY_EDITOR


[CustomEditor(typeof(CurrencyItem))]
public class CurrencyItemEditor : ScriptableItemEditor {

    [MenuItem("Assets/Create/Dragon Arts/Custom/Currency", false, 50)]
    private static void CreateCurrencyItem() {
        CurrencyItem asset = ScriptableObject.CreateInstance<CurrencyItem> ();
        asset.uid = EditorUtilities.GenerateUid();
        EditorUtilities.CreateScriptableObject<CurrencyItem>(asset, "New Currency");
    }
}


#endif


public enum Currency { COIN, SHARD_RED, SHARD_GREEN, SHARD_BLUE, GEM_RED, GEM_GREEN, GEM_BLUE, GEM_WHITE }
```
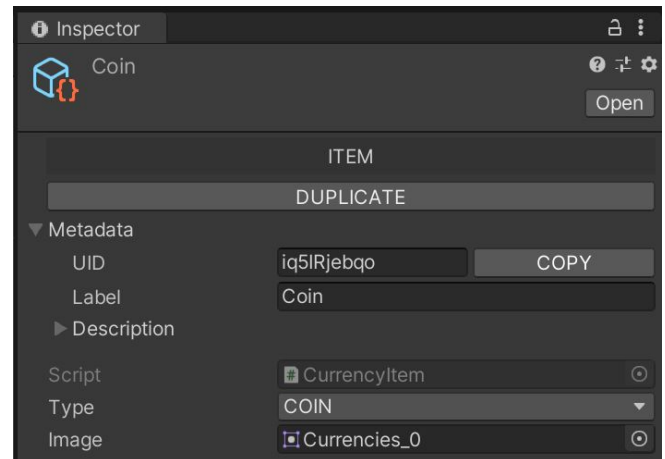
```
public class CurrencyItem : ScriptableItem {
    public Currency type;
    public Sprite image;
}
```

Project Window (Right Click) > Create
> Dragon Arts > Custom > Currency
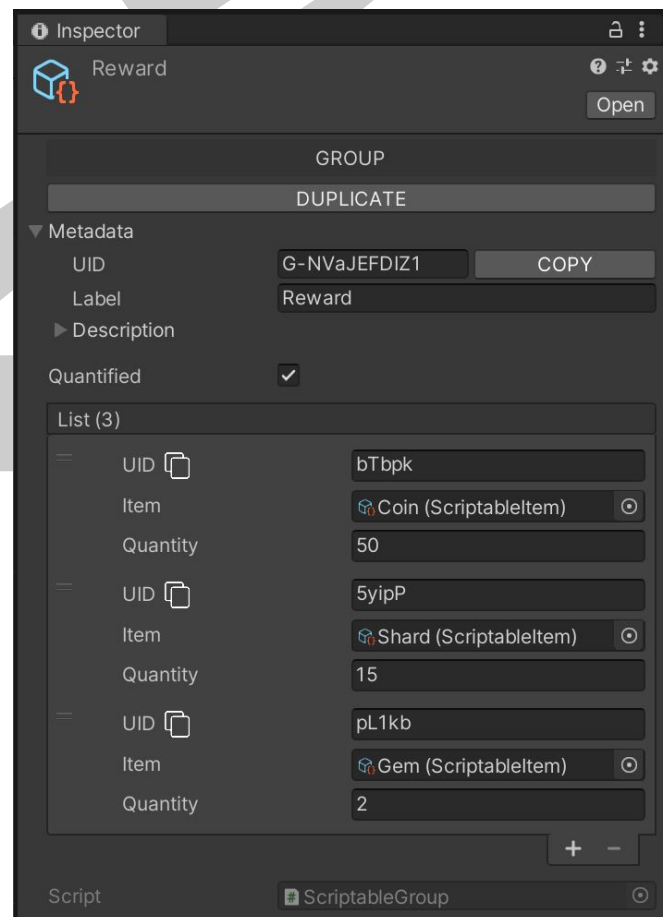

Scriptable Groups

ScriptableGroup represents a group of Scriptable Items. It is derived from class ScriptableItem, so it inherits metadata attributes (UID, Label & Description).

Each ScriptableGroup has its own Reorderable List of classes ScriptableGroupItem, which is a wrapper for ScriptableItem with own UID.

UIDs can be easily copied to clipboard by clicking on

There is also a possibility to enable quantifying of items of the list by checking the **Quantified** checkbox.

Project Window (Right Click) > Create
> Dragon Arts > Common > Scriptable Group

NOTE: *You are free to add any derived class of ScriptableItem into the list, e.g., another ScriptableGroup, and this is how you can create hierarchical structures.*