**In JSFGlobalDefines.cs**

[InitializeOnLoad]

public static class JSFGlobalDefines {

static JSFGlobalDefines()

{

string defines;

foreach(BuildTargetGroup btg in System.Enum.GetValues(typeof(BuildTargetGroup))){

if(btg == BuildTargetGroup.Unknown){ continue; } // do not process unknown target~!

defines = PlayerSettings.GetScriptingDefineSymbolsForGroup(btg);

if(!defines.Contains("JSF")){

// adds the JSF global define to the project :)

PlayerSettings.SetScriptingDefineSymbolsForGroup(btg,defines + ";JSF");

}

}

}

}

**In JSFVisualManager.cs**

public class JSFVisualManager : MonoBehaviour {

[HideInInspector] public JSFGameManager gm {get{return JSFUtils.gm;}}

public GameObject defaultSquareBackPanel;

public GameObject defaultAltSquareBackPanel;

public GameObject defaultHexBackPanel;

public bool displayScoreHUD = false;

public GameObject scoreHUD;

public TextMesh scoreTxtObject; // reference to the text score counter

public TextMesh movesTxtObject; // reference to the text moves counter

public GameObject comboTxtObject; // reference to the text combo combo

public GameObject swipeIndicatorObj; // a gameObject for the swipe indicator

public GameObject swipeLineObj; // a gameObject for the swipe indicator

… // other script segments

**In JSFBoardPanel.cs**

// function to create the default panel - in case of tranparency backPanels

**protected void createDefaultPanel()**{

GameObject prefab = null;

switch(JSFUtils.gm.boardType){

case JSFBoardType.Square :

if((master.arrayRef[0] + master.arrayRef[1]) % 2 == 0){

if(JSFUtils.vm.defaultSquareBackPanel != null) { // if the prefab exists

prefab = JSFUtils.vm.defaultSquareBackPanel;

} else {

Debug.Log("whoops? have you forgotten to provide a default panel prefab?");

return; // do not continue...

}

} else {

if(JSFUtils.vm.defaultAltSquareBackPanel != null) { // if the prefab exists

prefab = JSFUtils.vm.defaultAltSquareBackPanel;

} else if(JSFUtils.vm.defaultSquareBackPanel != null) { // if the prefab exists

prefab = JSFUtils.vm.defaultSquareBackPanel;

} else {

Debug.Log("whoops? have you forgotten to provide a default panel prefab?");

return; // do not continue...

}

}

break;

case JSFBoardType.Hexagon :

… // other code segments