using System.Collections;

using System.Collections.Generic;

using TMPro;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

using UnityEngine.Playables;

public class SaveName : MonoBehaviour

{

public TMP\_InputField textBox;

private string \_menuScene = "Menu";

private int \_userScore;

public Text[] userNames;

private CalcualateScoreboard \_scoreboardScript;

private int \_zeroVal = 0;

private void Awake()

{

\_scoreboardScript = GetComponent<CalcualateScoreboard>();

\_userScore = Menu.score;

if(SystemInfo.deviceType == DeviceType.Desktop)

{

Cursor.lockState = CursorLockMode.None;

Cursor.visible = true;

}

}

public void ClickSaveButton()

{

PlayerPrefs.SetString("scene", SceneManager.GetActiveScene().name); // this string makes transfer directly to scoreboard not to menu

PlayerPrefs.SetString("name", textBox.text);

PlayerPrefs.SetString("userScore", \_userScore.ToString());

SceneManager.LoadScene(\_menuScene);

}

}