using System.Collections;

using System.Collections.Generic;

using System.IO;

using UnityEngine;

public class SystemJson : MonoBehaviour

{

private static SystemJson \_instance;

public static SystemJson Instance

{

get

{

if (\_instance == null)

{

Debug.LogWarning("Singelton null");

}

return \_instance;

}

}

private int[] \_highScore = new int[6];

public int[] HighScore

{

get

{

return \_highScore;

}

set

{

\_highScore = value;

Save();

}

}

private void Load()

{

if (File.Exists(Application.dataPath + "/highscores.txt"))

{

string loadString = File.ReadAllText(Application.dataPath + "/highscores.txt");

SaveJson loadedSaveObject = JsonUtility.FromJson<SaveJson>(loadString);

\_highScore = loadedSaveObject.bestScores;

}

else

{

Debug.LogWarning("Test");

for (int i = 0; i < \_highScore.Length; i++)

{

\_highScore[i] = 999;

}

}

}

public void Save()

{

SaveJson saveObject = new SaveJson { bestScores = \_highScore };

string json = JsonUtility.ToJson(saveObject);

File.WriteAllText(Application.dataPath + "/highscores.txt", json);

}

private void Awake()

{

\_instance = this;

Load();

}

private void Update() //do usuniecia potem

{

if (Input.GetKeyDown(KeyCode.N))

{

\_highScore[0] = 420;

\_highScore[9] = 260;

Save();

}

}

}