

Ignition / PlayerData

Namespace **Playniax.Ignition**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts/PlayerData.cs**

Class PlayerData

Description

PlayerData can be used to temporarily store data of the game like lives, name or score of the player.

lives, name of score are built-in data fields.

Custom fields can be added to custom and supports floats, integers, booleans and strings.

This information will not be saved and is only available at runtime.

Example(s):

Set name of the player : `PlayerData.Get(0).name = "Tony"`

Increase the score of the player : `PlayerData.Get(0).scoreboard += 100;`

Custom variable : `PlayerData.Get(0).custom.SetBool("invincible", true);`

Public fields	Description
<code>Config custom = new Config()</code>	Custom data storage.

Public Methods	Description
<code>static PlayerData Get(int index = 0)</code>	Returns the PlayerData for the player by index.
<code>static PlayerData Get(string name)</code>	Returns the PlayerData for the player by name.
<code>static void Reset(int lives)</code>	Reset to defaults
<code>static void SetLives(int lives)</code>	Set number of lives