Ignition / AssetBank

Namespace **Playniax.Ignition**

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

Class AssetBank

Description

AssetBank allows you to allocate assets and 'Load' or 'Get' them at will.
The ScrollBox uses the AssetBank to load images and fonts for example.
Without adding the images or fonts to the AssetBank the scrollbox can not address them.

Public fields	Description
Object[] assets	Variable to store assets.

Public Methods	Description
Object Get(string name)	Returns Object by name.
Font GetFont(string name)	Returns Font by name.
GameObject GetGameObject(string name)	Returns GameObject by name.
Image GetImage(string name)	Returns Image by name.
Texture2D GetTexture2D(string name)	Returns Texture2D by name.
Sprite GetSprite(string name)	Returns Sprite by name.
TextAsset GetTextAsset(string name)	Returns TextAsset by name.