

Ignition / Config

Namespace **Playniax.Ignition**

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

Class Config

Description

The Config class can load data from and read data from a config file or store it temporarily to memory.

Config files usually contain data to configure parameters and initial settings for your app.

| Public Methods | Description |
|-----------------------------------------------------------------------|--------------------------------------------------------|
| <code>Config(string source, string splitter = "\n")</code> | Creates Config object from string. |
| <code>void Clear()</code> | Removes all settings. |
| <code>int Find(string key)</code> | Returns key position (returns -1 if key is not found). |
| <code>bool GetBool(string key, bool defaultValue = false)</code> | Returns defaultValue if key is not found. |
| <code>Color GetColor(string key, Color color = default)</code> | Returns defaultValue if key is not found. |
| <code>float GetFloat(string key, float defaultValue = 0)</code> | Returns defaultValue if key is not found. |
| <code>int GetInt(string key, int defaultValue = 0)</code> | Returns defaultValue if key is not found. |
| <code>string GetString(string key, string defaultValue = "")</code> | Returns defaultValue if key is not found. |
| <code>Vector2 GetVector2(string key, Vector2 vector = default)</code> | Returns defaultValue if key is not found. |
| <code>Vector3 GetVector3(string key, Vector3 vector = default)</code> | Returns defaultValue if key is not found. |
| <code>void SetBool(string key, bool value)</code> | Sets value. |
| <code>void SetInt(string key, int value)</code> | Sets value. |
| <code>void SetString(string key, string value)</code> | Sets value. |

Example

Example can be found in **Assets/Playniac/Framework/Ignition/Examples/01 - Framework/Config.unity**

Example script can be found in **Assets/Playniac/Framework/Ignition/Examples/01 - Framework/Scripts (MonoBehaviour)/Config_Example.cs**

```
using UnityEngine;
using Playniac.Ignition;

public class Config_Example : MonoBehaviour
{
    void Start()
    {
        // Create Config object.
        var data = new Config();

        // Fill with data.
        data.SetString("name", "Tony");
        data.SetInt("score", 100);

        // Get data.
        var output = "Player " + data.GetString("name") + " has scored " +
data.GetInt("score") + " points.";

        Debug.Log(output);
    }
}
```