

```
1 using System;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 /// <summary>
6 /// EditorStructure contains all serializable values to restore an editor  ↗
7   scene.
8 /// </summary>
9 [Serializable]
10 public class EditorStructure
11 {
12     /// <summary>
13     /// Whether grid snapping is enabled.
14     /// </summary>
15     [SerializeField]
16     bool inGridMode;
17
18     /// <summary>
19     /// The list of circuits determined to be powered inputs.
20     /// </summary>
21     [SerializeField]
22     List<bool> isPoweredInput = new List<bool>();
23
24     /// <summary>
25     /// The list of circuit identifiers pertaining to each circuit within  ↗
26     the scene.
27     /// </summary>
28     [SerializeField]
29     List<CircuitIdentifier> circuits = new List<CircuitIdentifier>();
30
31     /// <summary>
32     /// The circuit index representation of all bookmarked circuits.<br/>  ↗
33     ><br/>
34     /// All indeces except that of custom circuits are unique.
35     /// </summary>
36     [SerializeField]
37     List<int> bookmarks = new List<int>();
38
39     /// <summary>
40     /// The custom circuit ID representation of all bookmarked  ↗
41     circuits.<br/><br/>
42     /// If a bookmarked circuit is not a custom circuit, -1 is utilized as  ↗
43     a corresponding identifier.
44     /// </summary>
45     [SerializeField]
46     List<int> bookmarkIDs = new List<int>();
47
48     /// <summary>
49     /// Name of the editor scene assigned when a save slot is first used.
```

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45     /// </summary>
46     [SerializeField]
47     string name;
48
49     /// <summary>
50     /// Location of the camera within the editor scene.
51     /// </summary>
52     [SerializeField]
53     Vector3 cameraLocation;
54
55     public EditorStructure(string name) { this.name = name; }
56
57     // Getter and setter methods
58     public bool InGridMode { get { return inGridMode; } set { inGridMode =
59         value; } }
60
61     public List<bool> IsPoweredInput { get { return isPoweredInput; } set
62         { isPoweredInput = value; } }
63
64     public List<CircuitIdentifier> Circuits { get { return circuits; } set
65         { circuits = value; } }
66
67     public List<int> Bookmarks { get { return bookmarks; } set { bookmarks
68         = value; } }
69
70     public List<int> BookmarkIDs { get { return bookmarkIDs; } set
71         { bookmarkIDs = value; } }
72
73     public Vector3 CameraLocation { get { return cameraLocation; } set
74         { cameraLocation = value; } }
75
76     // Getter method
77     public string Name { get { return name; } }
78 }
```