

```
1 using System;
2 using UnityEngine;
3
4 /// <summary>
5 /// CircuitConnectorIdentifier serializes a connection by storing relevant
   index values.
6 /// </summary>
7 [Serializable]
8 public class CircuitConnectorIdentifier
9 {
10     // Serialized values that are provided within the primary constructor.
11     [SerializeField]
12     int inputCircuitIndex,
13         outputCircuitIndex,
14         inputIndex,
15         outputIndex;
16
17     /// <param name="inputCircuitIndex">The ordered index of the circuit
   that this input is a part of.</param>
18     /// <param name="outputCircuitIndex">The ordered index of the circuit
   that this output is a part of.</param>
19     /// <param name="inputIndex">The ordered index of the circuit's inputs
   that this input is a part of.</param>
20     /// <param name="outputIndex">The ordered index of the circuit's
   outputs that this output is a part of.</param>
21     public CircuitConnectorIdentifier(int inputCircuitIndex, int
   outputCircuitIndex, int inputIndex, int outputIndex)
22     {
23         this.inputCircuitIndex = inputCircuitIndex;
24         this.outputCircuitIndex = outputCircuitIndex;
25         this.inputIndex = inputIndex;
26         this.outputIndex = outputIndex;
27     }
28
29     // Getter methods
30     public int InputCircuitIndex { get { return inputCircuitIndex; } }
31
32     public int OutputCircuitIndex { get { return outputCircuitIndex; } }
33
34     public int InputIndex { get { return inputIndex; } }
35
36     public int OutputIndex { get { return outputIndex; } }
37 }
```