

```
1 using System;
2 using UnityEngine;
3
4 /// <summary>
5 /// InternalConnection serializes all connections occurring in a custom circuit.
6 /// </summary>
7 [Serializable]
8 public class InternalConnection
9 {
10     /// <summary>
11     /// The input and output indeces of the connection.<br/><br/>
12     /// These values are referenced once the <see cref="Circuit.Input"/>
13     and <see cref="Circuit.Output"/> lists of the <see
14     cref="CustomCircuit"/> are established.
15     /// </summary>
16     [SerializeField] int inputIndex, outputIndex;
17
18     public InternalConnection(int inputIndex, int outputIndex)
19     {
20         this.inputIndex = inputIndex;
21         this.outputIndex = outputIndex;
22     }
23
24     // Getter methods
25     public int InputIndex { get { return inputIndex; } }
26     public int OutputIndex { get { return outputIndex; } }
27 }
```