

OneString

OneString is a 0 GC ToString solution. Traditional numbers or bool variables converted to strings will have GC. Mainly because strings are immutable. Each time the string is modified, a new string is renewed. If we need to temporarily print a certain value, using the system's ToString function will inevitably generate a new string, which we don't want to see. Therefore, a string that can be used temporarily is needed, and it can be recycled after use. OneString is such a solution. It should be noted that such as the UGUI Text component is used for display, do not use this method. Because the value of text will be modified.

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Features

- 0 GC: ToString takes 0 GC.
- Support int、long、float、double、bool, etc.
- Support the setting of the number of decimal places, and the default is to keep two decimal places.
- Easy to use: Just use ToString() function, it will return a string.
- Support expansion and modification.
- Contains complete code and demo scenarios.

Sample

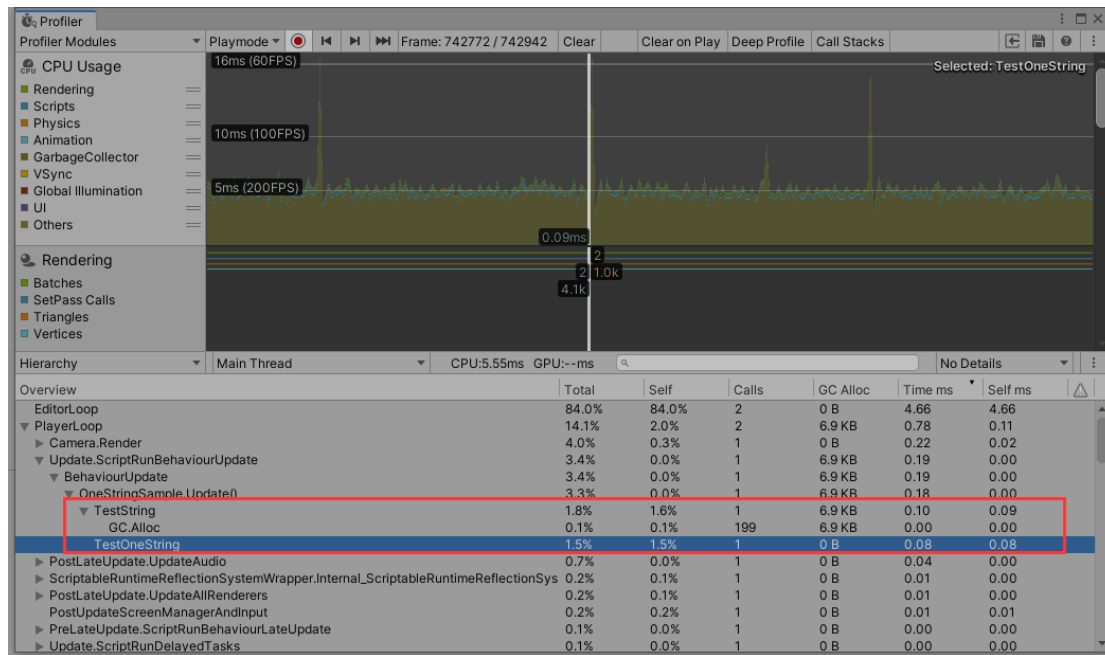
```
1 个引用
private void TestString()
{
#if UNITY_EDITOR
    Profiler.BeginSample("TestString");

    for (int i = 0; i < Count; i++)
    {
        i.ToString();

        (i * 12345.06789f).ToString();
        false.ToString();
        true.ToString();
    }
    Profiler.EndSample();
#endif
}

1 个引用
void TestOneString()
{
#if UNITY_EDITOR
    Profiler.BeginSample("TestOneString");
    for (int i = 0; i < Count; i++)
    {
        i.ToOneString();
        (i * 12345.06789f).ToOneString();
        false.ToOneString();
        true.ToOneString();
    }
    Profiler.EndSample();
#endif
}

0 个引用
void Update()
{
    TestString();
    TestOneString();
}
```

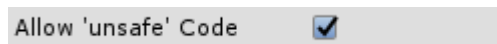


Install

The folder “Assets/OneString” include all OneString scripts. You can put OneString anywhere in the Assets folder.

How to use

Player Settings: Tick Allow ‘unsafe’ Code.



Just use ToOneString() function, it will return a string.

IntToString

Code:

```

Debug.Log("Test int");
s1 = (int.MinValue).ToString();
Debug.Log(s1);
s1 = (-1234567).ToString();
Debug.Log(s1);
s1 = (7654321).ToString();
Debug.Log(s1);
s1 = (int.MaxValue).ToString();
Debug.Log(s1);

```

Log:

Clear	Collapse	Clear on Play	Clear on Build	Error Pause	Editor ▼
!	[21:39:29] Test int	UnityEngine.Debug:Log(Object)			
!	[21:39:29] -2147483647	UnityEngine.Debug:Log(Object)			
!	[21:39:29] -1234567	UnityEngine.Debug:Log(Object)			
!	[21:39:29] 7654321	UnityEngine.Debug:Log(Object)			
!	[21:39:29] 2147483647	UnityEngine.Debug:Log(Object)			

LongToString

Code:

```

Debug.Log("Test long");
s1 = (long.MinValue).ToString();
Debug.Log(s1);
s1 = (-123456789).ToString();
Debug.Log(s1);
s1 = (987654321).ToString();
Debug.Log(s1);
s1 = (long.MaxValue).ToString();
Debug.Log(s1);

```

Log:

!	[22:00:26] Test long	UnityEngine.Debug:Log(Object)
!	[22:00:26] -9223372036854775807	UnityEngine.Debug:Log(Object)
!	[22:00:26] -123456789	UnityEngine.Debug:Log(Object)
!	[22:00:26] 987654321	UnityEngine.Debug:Log(Object)
!	[22:00:26] 9223372036854775807	UnityEngine.Debug:Log(Object)

FloatToString

Code:

```
Debug.Log("Test float");
s1 = (float.MinValue).ToString();
Debug.Log(s1);
s1 = (-1.0f).ToString();
Debug.Log(s1);
s1 = (-618.1415926f).ToString();
Debug.Log(s1);
s1 = (3.1415926f).ToString();
Debug.Log(s1);
s1 = (float.MaxValue).ToString();
Debug.Log(s1);
```

Log:

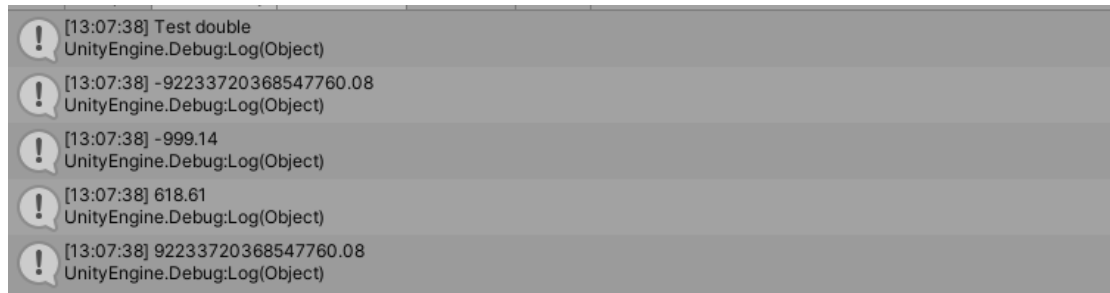
Clear	Collapse	Clear on Play	Clear on Build	Error Pause	Editor ▼
!	[13:05:24] Test float	UnityEngine.Debug:Log(Object)			
!	[13:05:24] -92233720368547760.08	UnityEngine.Debug:Log(Object)			
!	[13:05:24] -1.00	UnityEngine.Debug:Log(Object)			
!	[13:05:24] -618.14	UnityEngine.Debug:Log(Object)			
!	[13:05:24] 3.14	UnityEngine.Debug:Log(Object)			
!	[13:05:24] 92233720368547760.08	UnityEngine.Debug:Log(Object)			

DoubleToString

Code:

```
Debug.Log("Test double");
s1 = (double.MinValue).ToString();
Debug.Log(s1);
s1 = (-999.1415926).ToString();
Debug.Log(s1);
s1 = (618.618).ToString();
Debug.Log(s1);
s1 = (double.MaxValue).ToString();
Debug.Log(s1);
```

Log:

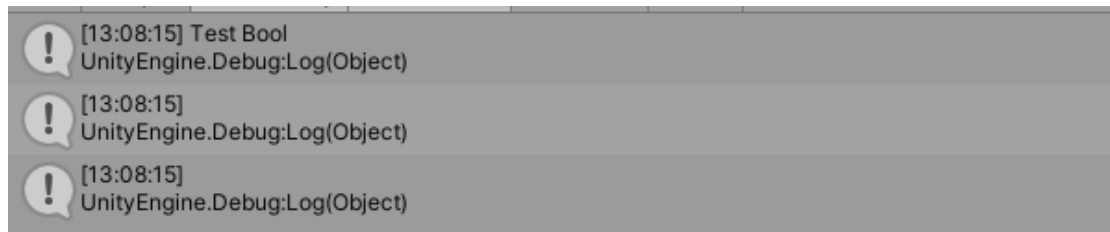


BoolToString

Code:

```
Debug.Log("Test Bool");  
Debug.Log(false.ToOneString());  
Debug.Log(true.ToOneString());
```

Log:



Contact

For more detail you can go to the web: <https://github.com/onelei/OneString>

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