OneString

OneString is a 0 GC ToString and 0 GC String.Concat 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.

Directory

Features

- 0 GC：To String takes 0 GC.
- 0 GC：OneString.Concat.
- 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 ToOneString() function, it will return a string.
- Support expansion and modification.
- Contains complete code and demo scenarios.

Sample

```csharp
    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();
    }
}
```
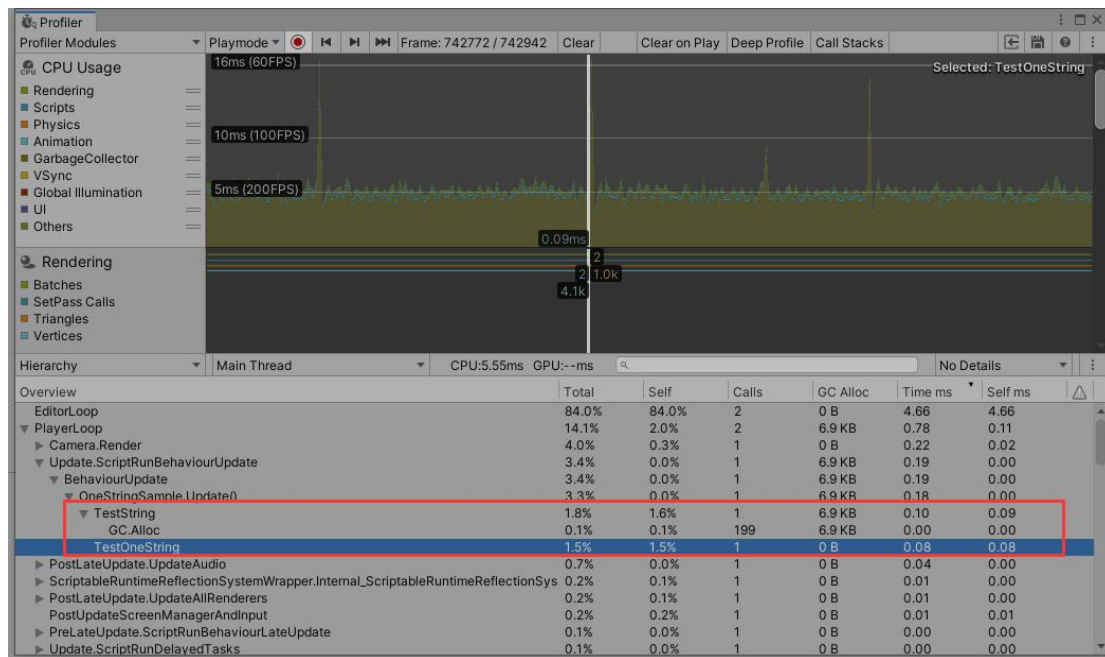
Install

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).ToOneString();
Debug.Log(s1);
s1 = (-1234567).ToOneString();
Debug.Log(s1);
s1 = (7654321).ToOneString();
Debug.Log(s1);
s1 = (int.MaxValue).ToOneString();
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).ToOneString();
Debug.Log(s1);
s1 = (-123456789).ToOneString();
Debug.Log(s1);
s1 = (987654321).ToOneString();
Debug.Log(s1);
s1 = (long.MaxValue).ToOneString();
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).ToOneString();
Debug.Log(s1);
s1 = (-1.0).ToOneString();
Debug.Log(s1);
s1 = (-618.1415926).ToOneString();
Debug.Log(s1);
s1 = (3.1415926).ToOneString();
Debug.Log(s1);
s1 = (float.MaxValue).ToOneString();
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).ToOneString();
Debug.Log(s1);
s1 = (-999.1415926).ToOneString();
Debug.Log(s1);
s1 = (618.618).ToOneString();
Debug.Log(s1);
s1 = (double.MaxValue).ToOneString();
Debug.Log(s1);
```
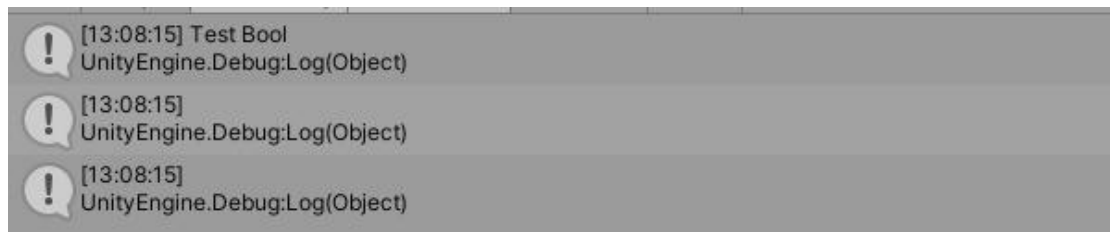
Log:
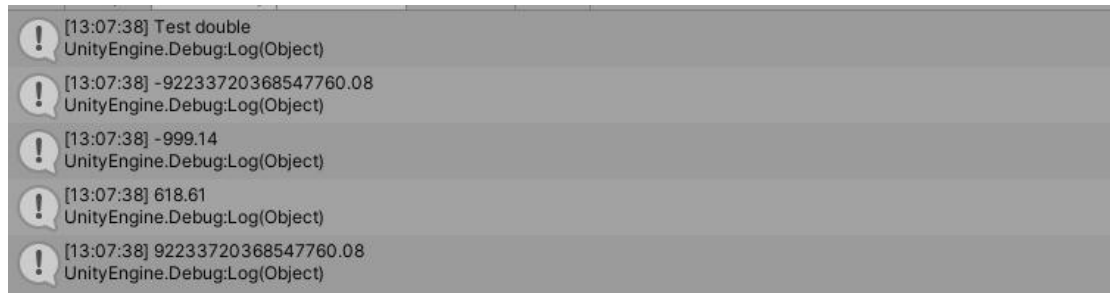
BoolToString

Code:

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

Log:

OneString.Concat

Code:

```
var value :string = OneStringUtility.Concat("Hello", 3.1415926.ToOneString(), false.ToOneString(), "World!");
Debug.Log(value);
```

Log:

Notice:

Float retains 4 decimal places

OneString.Concat, return OneString

Contact

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

Email: 936496193@qq.com