Autoload INI File

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Unity AssetStore: [Autoload INI File (https://assetstore.unity.com/packages/slug/130860)](https://assetstore.unity.com/packages/slug/130860)

Usage

Autoload INI File package allows you to store configuration value in INI file and change it after the export with minimum of code.

You must add **File attribute** to your class, **Section attribute** to your field and that's it.
All static value with a Section attribute can be override in a INI file even after compilation.

Api

IniConfiguration.Attributes.File(string filePath)

string filePath : Path of ini file. Must be relative to binary file (or project folder in Editor)

IniConfiguration.Attributes.Section(string sectionName)

string sectionName : Section name in INI file where variable is.

Example

You can find an example in Assets/Nrtx/INIFileExample.

Add **ApplyGlobalConfiguration.cs** in first scene and build your project.
Now you can create configuration.ini file like

```
[Display]
Fullscreen = False

[Sound]
MasterVolume = 0.8
```

to enable/disable fullscreen mode and change master volume.

Don't forget to remove Assets/Nrtx/INIFileExample directory before release your project.