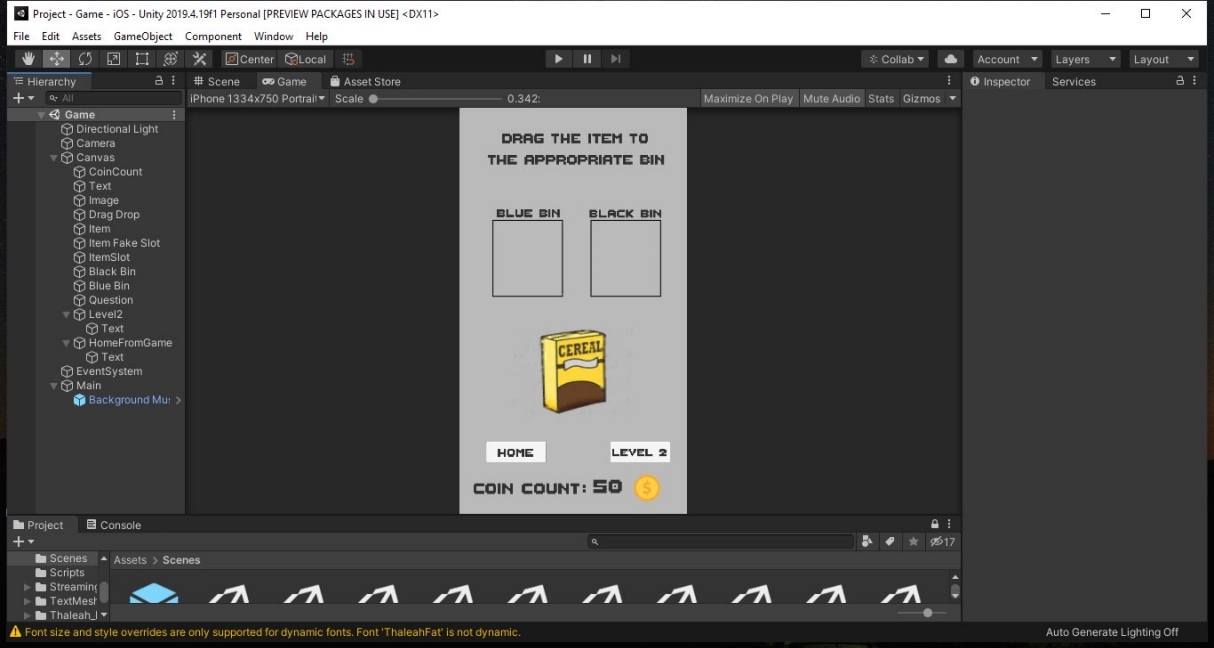
Project - Game - iOS - Unity 2019.4.19f1 Personal [PREVIEW PACKAGES IN USE] <DX11>
File Edit Assets GameObject Component Window Help
Center Local
Collab
Account
Layers
Layout
Hierarchy
Game
Directional Light
Camera
Canvas
CoinCount
Text
Image
Drag Drop
Item
Item Fake Slot
ItemSlot
Black Bin
Blue Bin
Question
Level2
Text
HomeFromGame
Text
EventSystem
Main
Background Mu
Scene
Game
Asset Store
iPhone 1334x750 Portrait
Scale
0.342:
Maximize On Play
Mute Audio
Stats
Gizmos
DRAG THE ITEM TO
THE APPROPRIATE BIN
BLUE BIN
BLACK BIN
CEREAL
HOME
LEVEL 2
COIN COUNT: 50
Inspector
Services
Project
Console
Scenes
Scripts
Streaming
TextMesh
Thaleah_I
Assets > Scenes
Font size and style overrides are only supported for dynamic fonts. Font 'ThaleahFat' is not dynamic.
Auto Generate Lighting Off
Type here to search
11:38 AM
2021-04-15

Project - Game - iOS - Unity 2019.4.19f1 Personal [PREVIEW PACKAGES IN USE] <DX11>

File Edit Assets GameObject Component Window Help

Center Local Collab Account Layers Layout

Game

iPhone 1334x750 Portrait Scale 0.434 Maximize On Play Mute Audio Stats Gizmos

DRAG THE ITEM TO
THE APPROPRIATE BIN

BLUE BIN BLACK BIN

HOME LEVEL 2

COIN COUNT: 1

Definition coins (Soft) 'Coins' found.

Auto Generate Lighting Off

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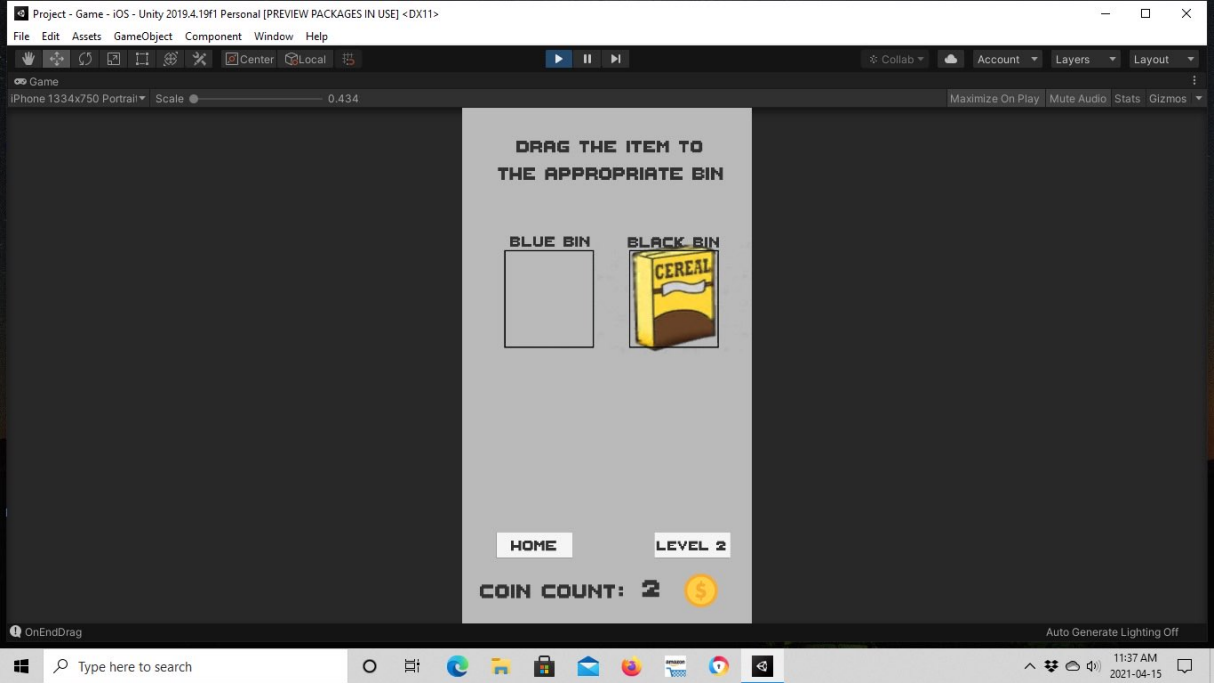
11:37 AM
2021-04-15


Project - Game - iOS - Unity 2019.4.19f1 Personal [PREVIEW PACKAGES IN USE] <DX11>
File Edit Assets GameObject Component Window Help
Center Local
Collab Account Layers Layout
Game
iPhone 1334x750 Portrait Scale 0.434
Maximize On Play Mute Audio Stats Gizmos
DRAG THE ITEM TO
THE APPROPRIATE BIN
BLUE BIN
BLACK BIN
CEREAL
HOME
LEVEL 2
COIN COUNT: 2
OnEndDrag
Auto Generate Lighting Off
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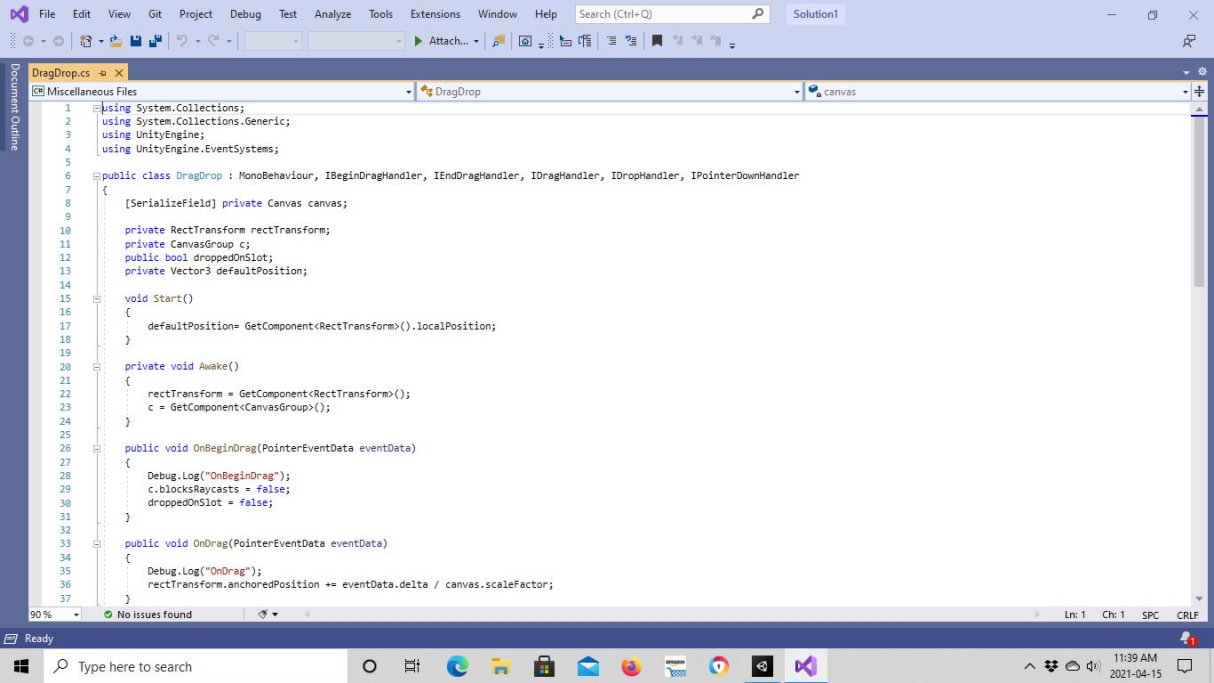
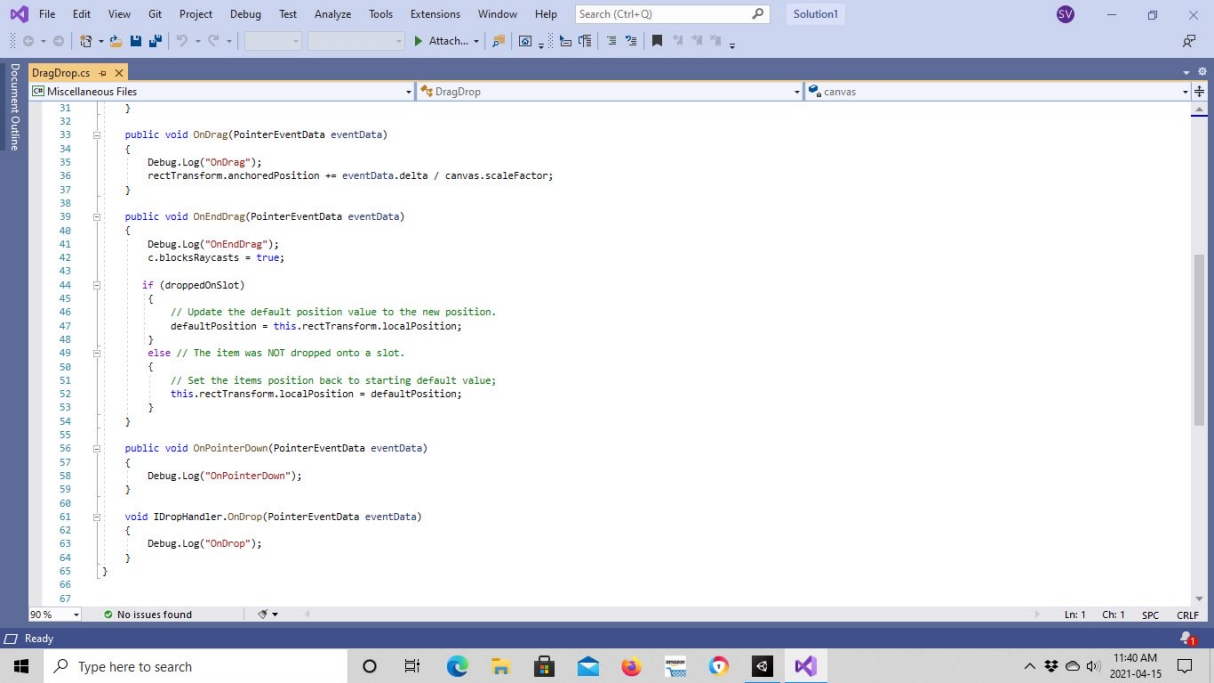
2021-04-15



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.EventSystems;

public class DragDrop : MonoBehaviour, IBeginDragHandler, IEndDragHandler, IDragHandler, IDropHandler, IPointerDownHandler
{
    [SerializeField] private Canvas canvas;

    private RectTransform rectTransform;
    private CanvasGroup c;
    public bool droppedOnSlot;
    private Vector3 defaultPosition;

    void Start()
    {
        defaultPosition= GetComponent<RectTransform>().localPosition;
    }

    private void Awake()
    {
        rectTransform = GetComponent<RectTransform>();
        c = GetComponent<CanvasGroup>();
    }

    public void OnBeginDrag(PointerEventData eventData)
    {
        Debug.Log("OnBeginDrag");
        c.blocksRaycasts = false;
        droppedOnSlot = false;
    }

    public void OnDrag(PointerEventData eventData)
    {
        Debug.Log("OnDrag");
        rectTransform.anchoredPosition += eventData.delta / canvas.scaleFactor;
    }
```


File Edit View Git Project Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
Solution1
Attach...
DragDrop.cs
Miscellaneous Files
DragDrop
canvas
Document Outline
}
public void OnDrag(PointerEventData eventData)
{
Debug.Log("OnDrag");
rectTransform.anchoredPosition += eventData.delta / canvas.scaleFactor;
}
public void OnEndDrag(PointerEventData eventData)
{
Debug.Log("OnEndDrag");
c.blocksRaycasts = true;
if (droppedOnSlot)
{
// Update the default position value to the new position.
defaultPosition = this.rectTransform.localPosition;
}
else // The item was NOT dropped onto a slot.
{
// Set the items position back to starting default value;
this.rectTransform.localPosition = defaultPosition;
}
}
public void OnPointerDown(PointerEventData eventData)
{
Debug.Log("OnPointerDown");
}
void IDropHandler.OnDrop(PointerEventData eventData)
{
Debug.Log("OnDrop");
}
}
90 %
No issues found
Ln: 1 Ch: 1 SPC CRLF
Ready
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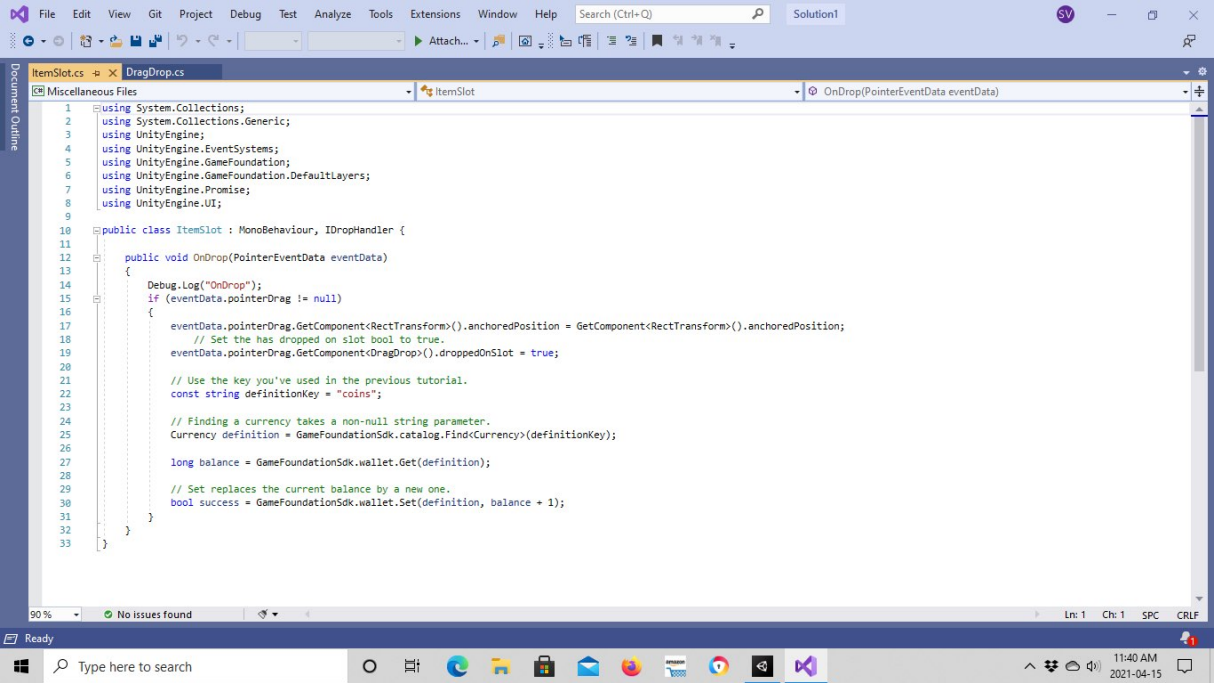
2021-04-15


File Edit View Git Project Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
Solution1
Attach...
ItemSlot.cs
DragDrop.cs
Miscellaneous Files
ItemSlot
OnDrop(PointerEventData eventData)
Document Outline
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.EventSystems;
using UnityEngine.GameFoundation;
using UnityEngine.GameFoundation.DefaultLayers;
using UnityEngine.Promise;
using UnityEngine.UI;
public class ItemSlot : MonoBehaviour, IDropHandler {
public void OnDrop(PointerEventData eventData)
{
Debug.Log("OnDrop");
if (eventData.pointerDrag != null)
{
eventData.pointerDrag.GetComponent<RectTransform>().anchoredPosition = GetComponent<RectTransform>().anchoredPosition;
// Set the has dropped on slot bool to true.
eventData.pointerDrag.GetComponent<DragDrop>().droppedOnSlot = true;
// Use the key you've used in the previous tutorial.
const string definitionKey = "coins";
// Finding a currency takes a non-null string parameter.
Currency definition = GameFoundationSdk.catalog.Find<Currency>(definitionKey);
long balance = GameFoundationSdk.wallet.Get(definition);
// Set replaces the current balance by a new one.
bool success = GameFoundationSdk.wallet.Set(definition, balance + 1);
}
}
}
90 %
No issues found
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SPC
CRLF
Ready
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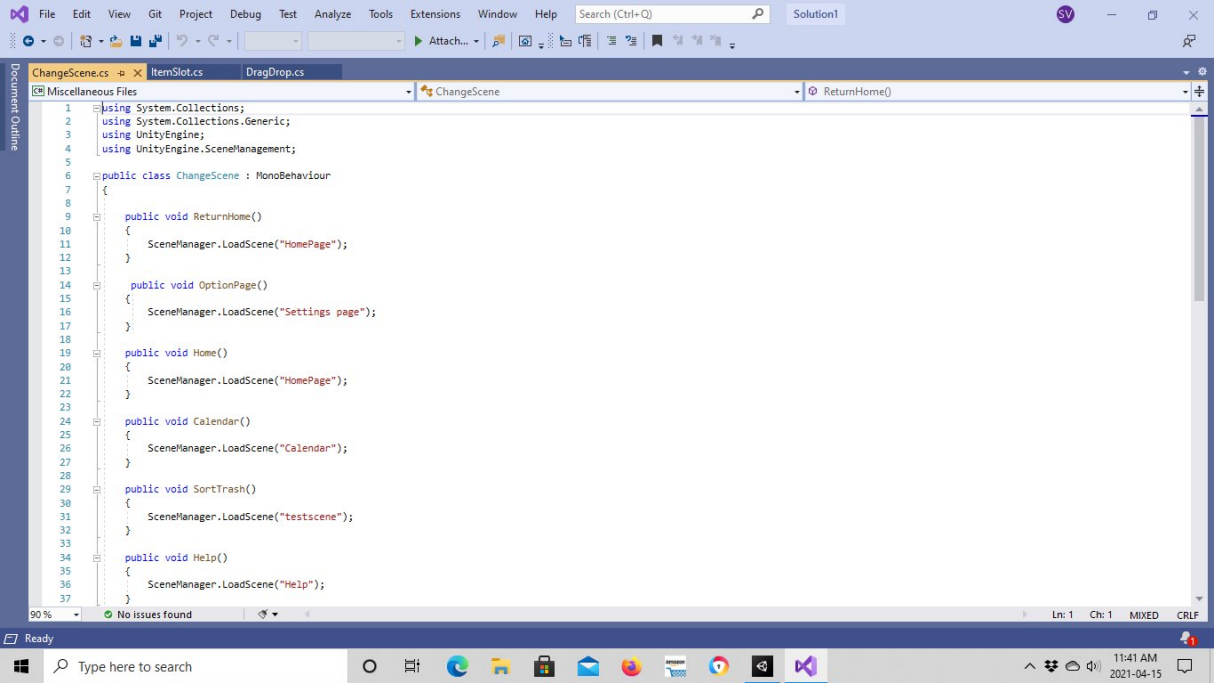
2021-04-15


File Edit View Git Project Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
Solution1
Attach...
ChangeScene.cs
ItemSlot.cs
DragDrop.cs
Miscellaneous Files
ChangeScene
ReturnHome()
Document Outline
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;
public class ChangeScene : MonoBehaviour
{
public void ReturnHome()
{
SceneManager.LoadScene("HomePage");
}
public void OptionPage()
{
SceneManager.LoadScene("Settings page");
}
public void Home()
{
SceneManager.LoadScene("HomePage");
}
public void Calendar()
{
SceneManager.LoadScene("Calendar");
}
public void SortTrash()
{
SceneManager.LoadScene("testscene");
}
public void Help()
{
SceneManager.LoadScene("Help");
}
90 %
No issues found
Ln: 1 Ch: 1 MIXED CRLF
Ready
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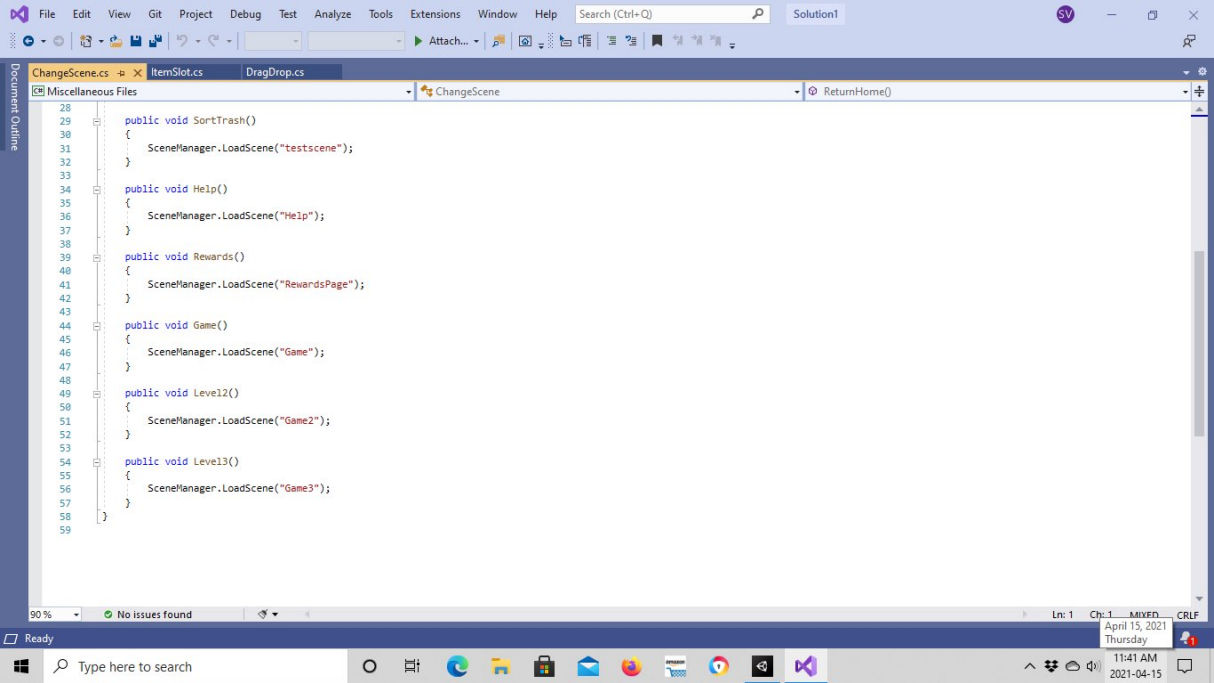
2021-04-15


File Edit View Git Project Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
Solution1
Attach...
ChangeScene.cs
ItemSlot.cs
DragDrop.cs
Miscellaneous Files
ChangeScene
ReturnHome()
Document Outline
public void SortTrash()
{
SceneManager.LoadScene("testscene");
}
public void Help()
{
SceneManager.LoadScene("Help");
}
public void Rewards()
{
SceneManager.LoadScene("RewardsPage");
}
public void Game()
{
SceneManager.LoadScene("Game");
}
public void Level2()
{
SceneManager.LoadScene("Game2");
}
public void Level3()
{
SceneManager.LoadScene("Game3");
}
}
90 %
No issues found
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Ch: 1
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CRLF
Ready
April 15, 2021
Thursday
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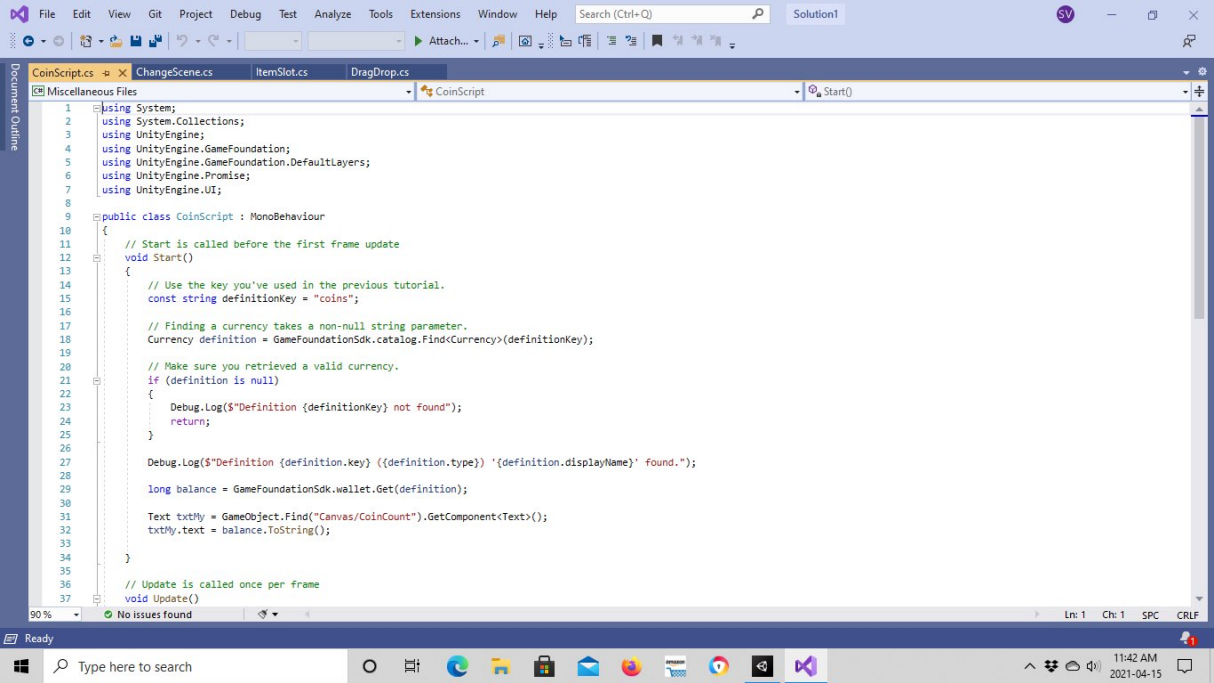
2021-04-15


File Edit View Git Project Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
Solution1
Attach...
Document Outline
CoinScript.cs
ChangeScene.cs
ItemSlot.cs
DragDrop.cs
Miscellaneous Files
CoinScript
Start()
using System;
using System.Collections;
using UnityEngine;
using UnityEngine.GameFoundation;
using UnityEngine.GameFoundation.DefaultLayers;
using UnityEngine.Promise;
using UnityEngine.UI;
public class CoinScript : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
// Use the key you've used in the previous tutorial.
const string definitionKey = "coins";
// Finding a currency takes a non-null string parameter.
Currency definition = GameFoundationSdk.catalog.Find<Currency>(definitionKey);
// Make sure you retrieved a valid currency.
if (definition is null)
{
Debug.Log($"Definition {definitionKey} not found");
return;
}
Debug.Log($"Definition {definition.key} ({definition.type}) '{definition.displayName}' found.");
long balance = GameFoundationSdk.wallet.Get(definition);
Text txtMy = GameObject.Find("Canvas/CoinCount").GetComponent<Text>();
txtMy.text = balance.ToString();
}
// Update is called once per frame
void Update()
90 %
No issues found
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Ready
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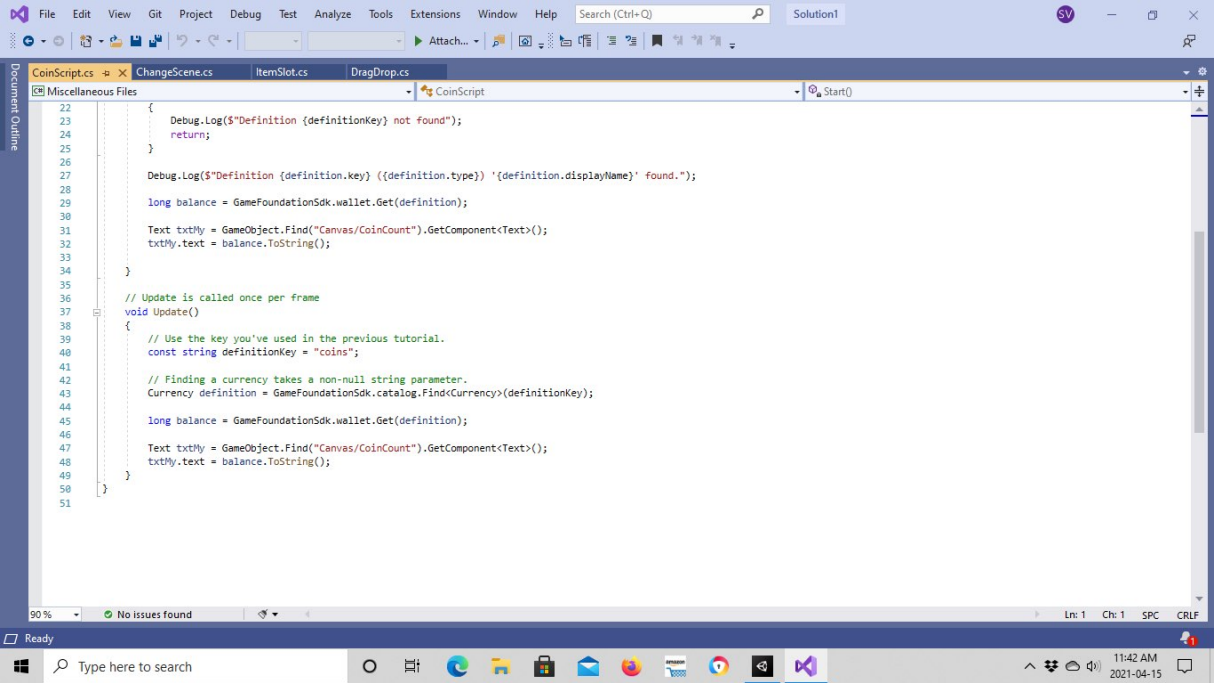
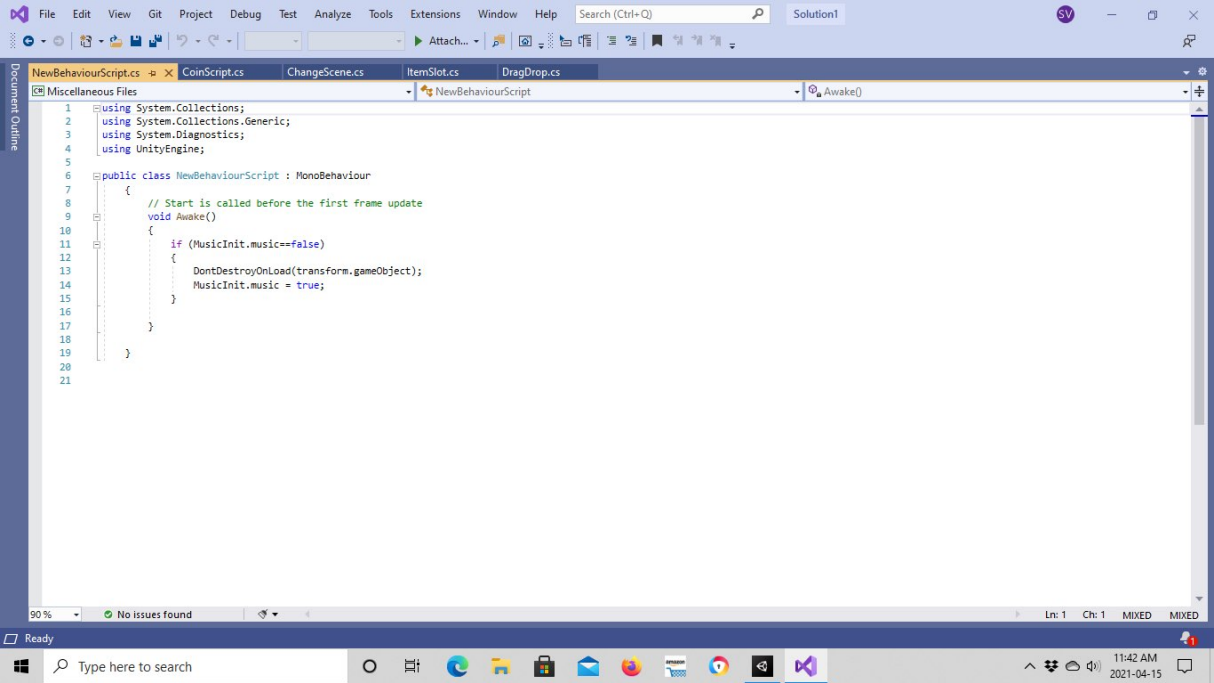
2021-04-15


File Edit View Git Project Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
Solution1
Attach...
CoinScript.cs
ChangeScene.cs
ItemSlot.cs
DragDrop.cs
Miscellaneous Files
CoinScript
Start()
Document Outline
{
Debug.Log($"Definition {definitionKey} not found");
return;
}
Debug.Log($"Definition {definition.key} ({definition.type}) '{definition.displayName}' found.");
long balance = GameFoundationSdk.wallet.Get(definition);
Text txtMy = GameObject.Find("Canvas/CoinCount").GetComponent<Text>();
txtMy.text = balance.ToString();
}
// Update is called once per frame
void Update()
{
// Use the key you've used in the previous tutorial.
const string definitionKey = "coins";
// Finding a currency takes a non-null string parameter.
Currency definition = GameFoundationSdk.catalog.Find<Currency>(definitionKey);
long balance = GameFoundationSdk.wallet.Get(definition);
Text txtMy = GameObject.Find("Canvas/CoinCount").GetComponent<Text>();
txtMy.text = balance.ToString();
}
}
90 %
No issues found
Ln: 1 Ch: 1 SPC CRLF
Ready
Type here to search
11:42 AM
2021-04-15


File Edit View Git Project Debug Test Analyze Tools Extensions Window Help
Search (Ctrl+Q)
Solution1
Attach...
NewBehaviourScript.cs
CoinScript.cs
ChangeScene.cs
ItemSlot.cs
DragDrop.cs
Miscellaneous Files
NewBehaviourScript
Awake()
Document Outline
using System.Collections;
using System.Collections.Generic;
using System.Diagnostics;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
// Start is called before the first frame update
void Awake()
{
if (MusicInit.music==false)
{
DontDestroyOnLoad(transform.gameObject);
MusicInit.music = true;
}
}
}
90 %
No issues found
Ln: 1
Ch: 1
MIXED
MIXED
Ready
Type here to search
11:42 AM
2021-04-15