



User Manual

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What is NetVariable?

NetVariable is a Variable manager that replaces the functionality of the standard variable types. It allows quick, clean online sync operations to be completed in a easy and efficient manner.

Lets compare, Standard C# Variables with NetVariables.

Standard C# Non cloud Ordinary Variables

```
1  using System;
2
3  public class Class1
4  {
5      int playerLife = 100;
6
7      void Start()
8      {
9          playerLife = 100;
10     }
11
12     void Update()
13     {
14         Debug.Log("Life :" + playerLife + "%");
15     }
16
17     void Hurt(int Amount)
18     {
19         playerLife -= Amount;
20         if (playerLife < 0)
21             playerLife = 0;
22     }
23
24     void Heal(int Amount)
25     {
26         playerLife += Amount;
27         if (playerLife > 100)
28             playerLife = 100;
29     }
30 }
```

NetVariable Data Stored in the cloud

```
1 using UnityEngine;
2 using System;
3 using MonkeyComponents;
4
5
6 public class Class1
7 {
8     NetVariable playerLife = new NetVariable("Player1", "Stats", "Life");
9
10    void Start()
11    {
12
13        playerLife.Value(100);
14    }
15
16    void Update()
17    {
18        Debug.Log("Life :" + playerLife.iValue() + "%");
19    }
20
21    void Hurt(int Amount)
22    {
23        playerLife.Value(playerLife.iValue() - Amount);
24        if (playerLife.iValue() < 0)
25            playerLife.Value(0);
26    }
27
28    void Heal(int Amount)
29    {
30        playerLife.Value(playerLife.iValue() + Amount);
31        if (playerLife.iValue() > 100)
32            playerLife.Value(100);
33    }
34 }
35
```

As you can see there's not a great deal of extra code to make this variable a cloud variable. Our NetVariable Library does all the hard work for you. Now this variable can be loaded from any computer with your game installed on it. It can easily be associated with a User name, And even used to create a login system. **The possibilities are almost endless**, Very exciting stuff.

Supported Variables

As of our initial release version (1.01r) we have covered the following base variables.

- String
- Int
- Float
- Vector 2
- Vector 3
- Quaternion
- Color

More data types may be added in due time and if you need a bespoke solution for loading and saving complex data structures contact our support for assistance and pricing.

Now we have covered the basics in How to use it lets look at the way we organise data.

Structure of Data

We use a 3 tier data structure,

The first or top tier is the “***Shelf***” the shelf can contain as many “***Books***” as you can individually name using up to 255 characters.

The second tier is the “***Book***” this can contain as many “***Pages***” as you can individually name using up to 255 characters.

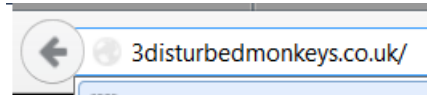
The third tier is the “***Page***” itself, one page is one *Variable*.

Overview

Shelves → *Books* → *Pages* → (Your Value)

Getting Started

First step in getting started (Youtube Video Link Coming soon) is to sign up for an app key. It's free and only takes a few moments to do.



Visit <http://3disturbedmonkeys.co.uk/> and sign up. When you have got an account visit the Developer Centre and create an app id, you will need to visit your e-mail and activate the app id at this point.

Once you have confirmed in the Developer Centre that your app id is active, make a note of the app key exactly as it is in the confirmation e-mail we sent you.

Download the asset pack for NetVariable, either from the unity asset store or from our downloads section on our website for the latest build and updates.

Open your project and import the asset pack.

Open the scene you wish to use NetVariable in, go to the Monkey menu on the unity tool bar and click Create Monkey Box.

Enter your app id and app key and click create.

That is it!

You are now ready to roll. The only other thing to do is to check out our Developer Centre for more info, and if you get stuck or have any questions just contact us. We know your time is valuable and will try and answer all your questions as quickly as possible.