

ULTIMATE

CURRENCY MANAGER

About:

OVERVIEW

Ultimate Currency Manager asset will help you manage all the currencies in your game with ease, create as many currencies as you want, and display any of them as Text wherever you want, and also allows you to exchange currencies

UNLIMITED CURRENCIES

The asset is easily expandable to create as many currencies as you want your game to have

CURRENCIES EXCHANGE

Exchange currencies with ease using the built in Currency Converter, conversion fees is also supported

DRAG N' DROP READY

With a simple drag and drop prefab you can manage your in-game currencies

EASY TO SETUP

Just drag the prefab to your scene and then call the `CurrencyManager.instance.UpdateAmount()` function from your code

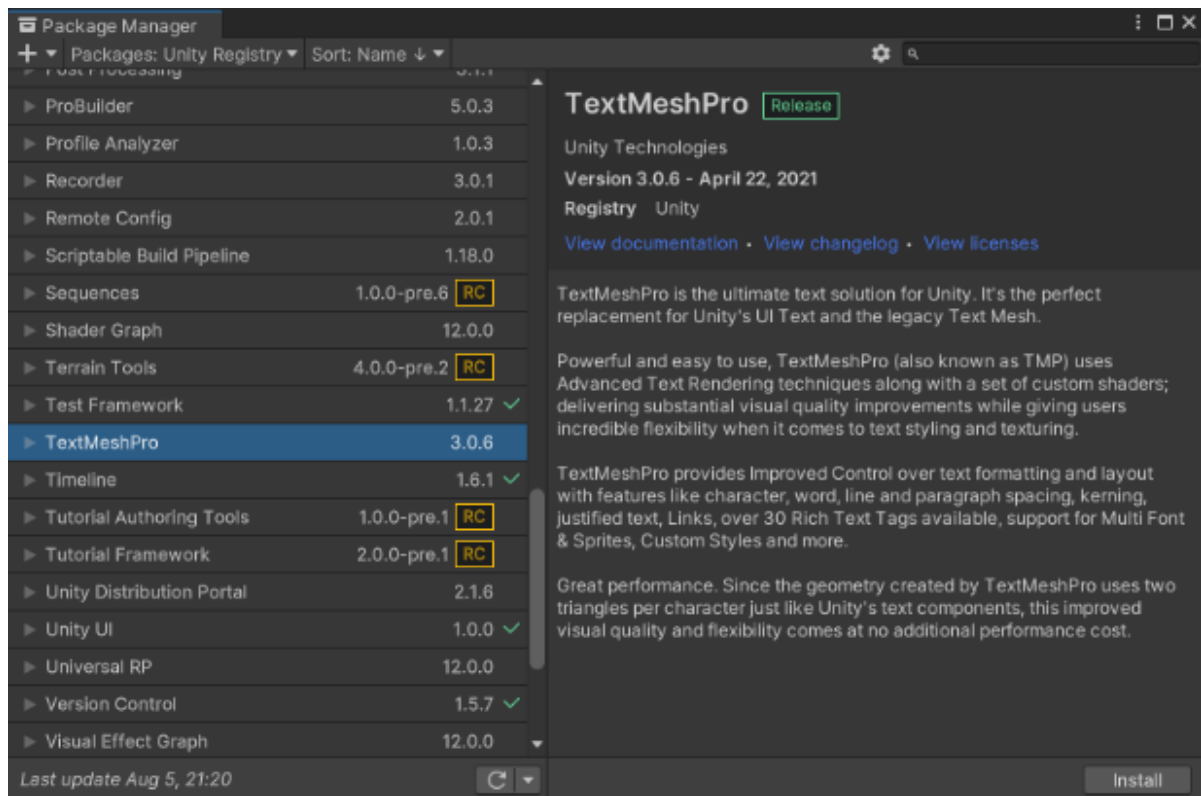
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Setup Guide:

1- Installing Dependencies:

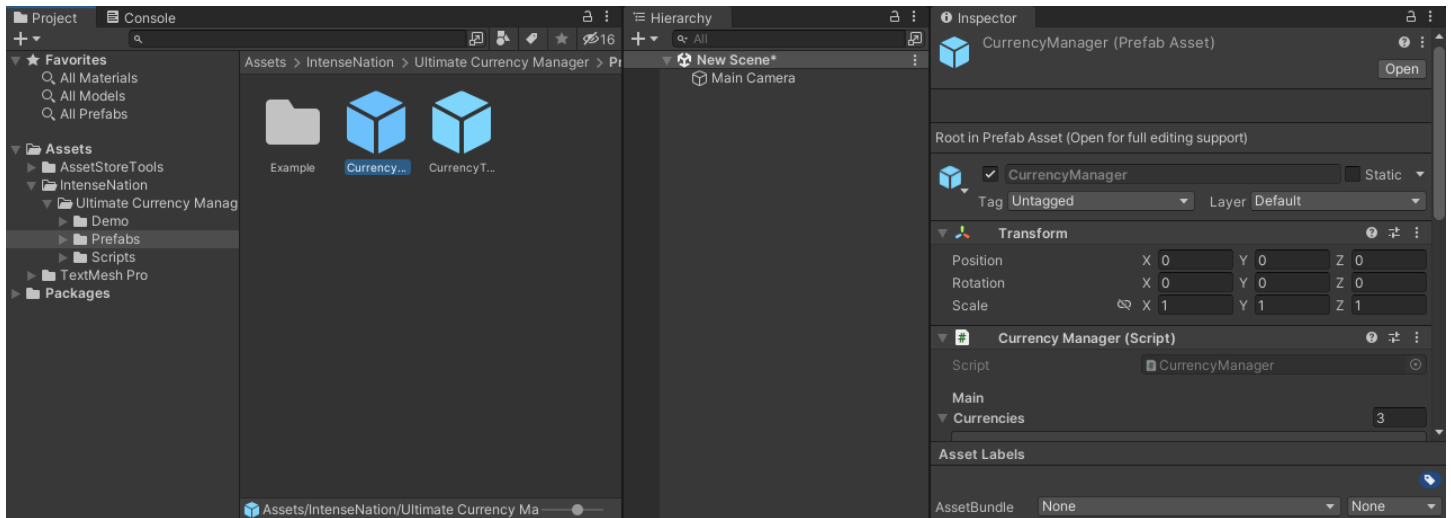
- Import the Ultimate Currency Manager package
- Install TextMeshPro (if not installed)



- Import TMP Essentials

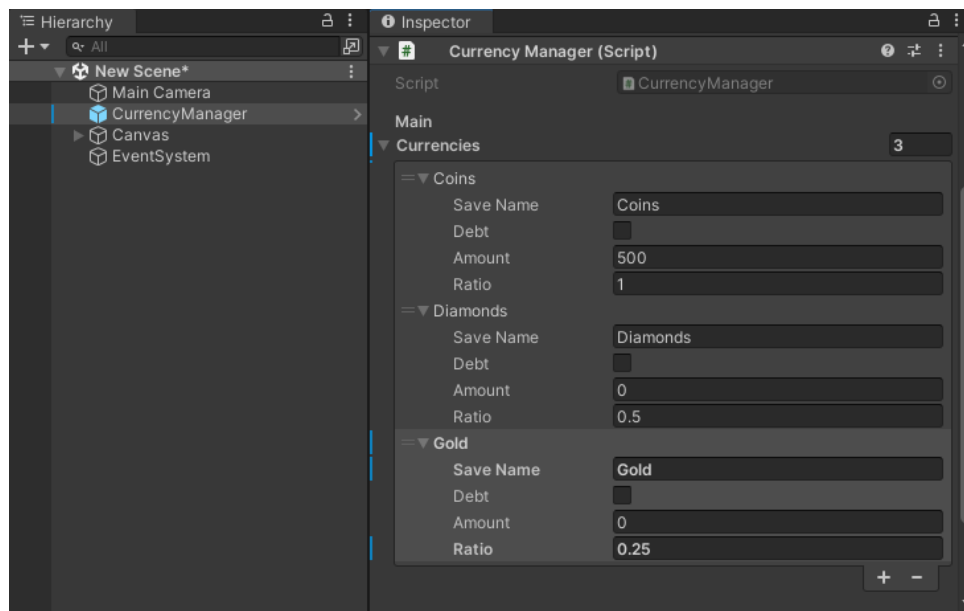
2- Adding the Currency Manager:

- Drag and drop the CurrencyManager prefab to the first loaded scene (i.e Main Menu)
In Project window, go to IntenseNation → Ultimate Currency Manager → Prefabs → CurrencyManager

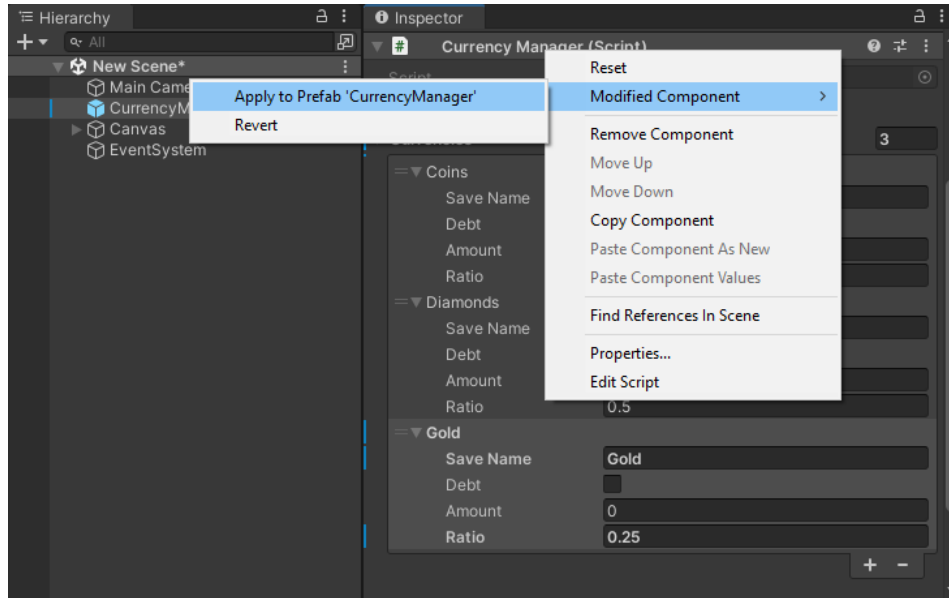


2.1- Add a currency:

- Press the + button in the Currencies list to add a new Currency
Assign a unique Save Name (can't be changed once your game is published), you can enable/disable Debt as you wish, and change its Ratio (optional)



- Then right click on the Currencies list and select Modified Component and click Apply to Prefab 'CurrencyManager'

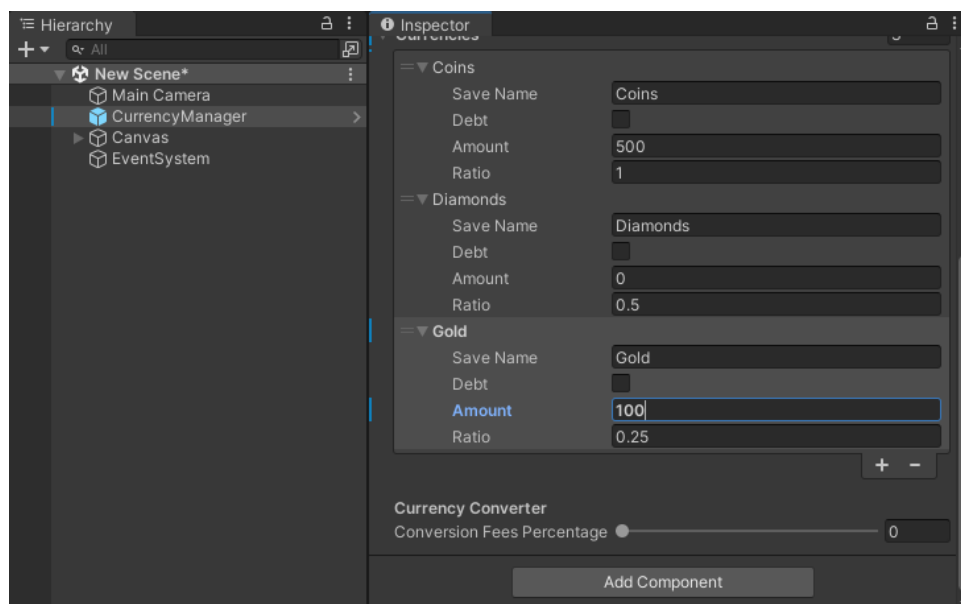


Alternatively, you can open the prefab and add, remove, or edit any of the amounts then save it

2.2- Default bonus:

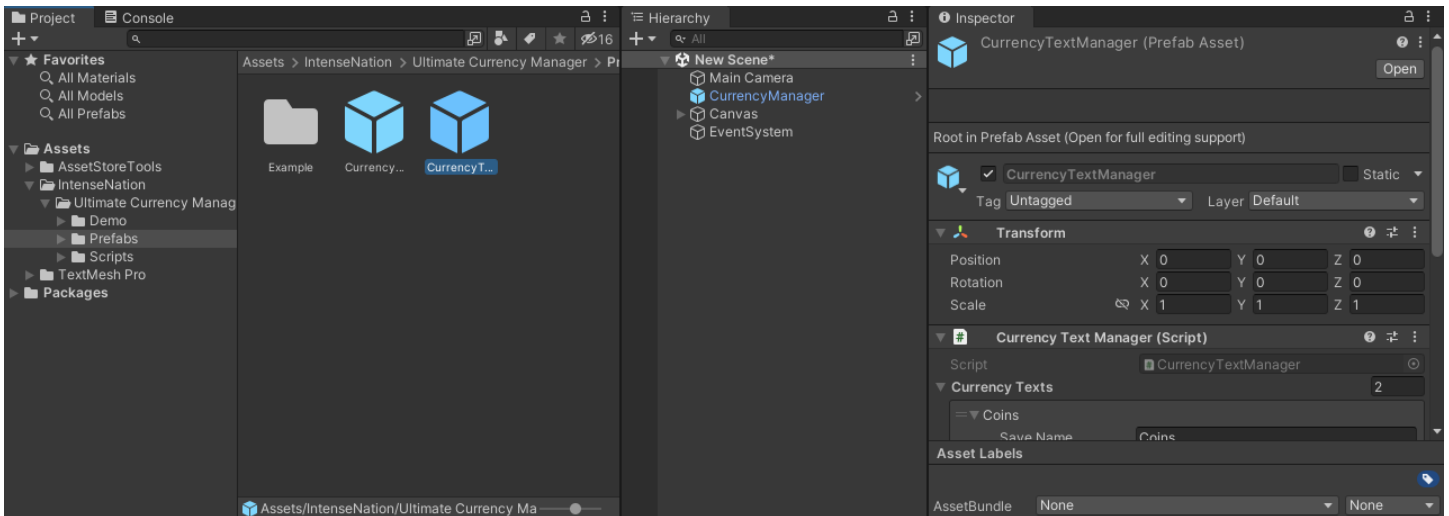
- You can change the default amount of a currency so that it will be added to the currency value the first time the game is played.

In the CurrencyManager, expand the Currencies list, and select a currency, then change the Amount



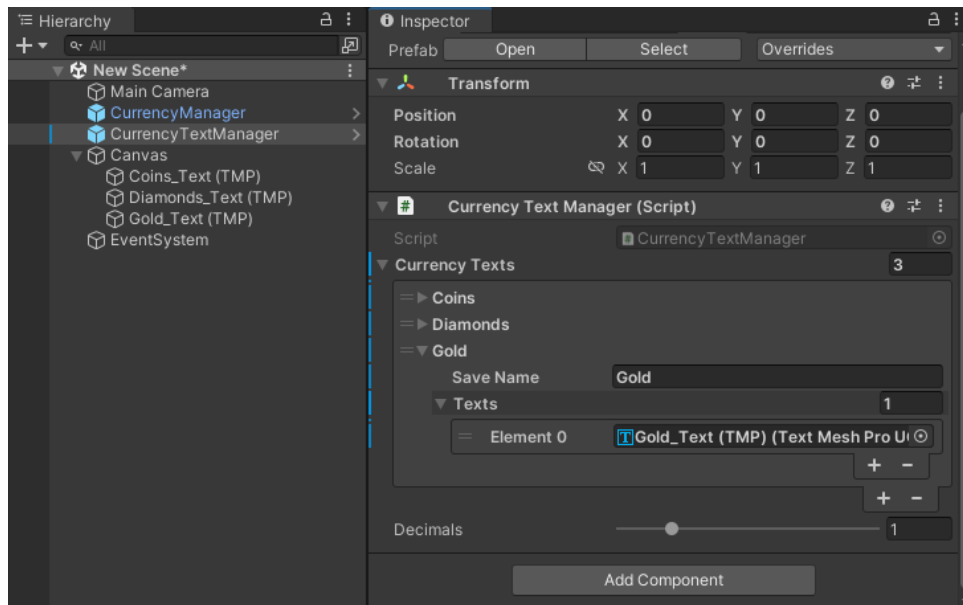
3- Adding the CurrencyTextManager:

- Drag and drop the CurrencyTextManager prefab to each scene you want to load the texts in
In Project window, go to IntenseNation → Ultimate Currency Manager → Prefabs → CurrencyTextManager



3.1- Adding Text to the CurrencyTextManager:

- Click the + button in the CurrencyTexts list
- assign a Currency Save Name (**NOTE:** Has to be the same unique ID used in the CurrencyManager)
- Assign all the texts in the scene that will display the currency's amount to the Texts list
- Change the Decimals value to increase/decrease the decimals number in texts (0 for none)



Updating Currency Amount:

Namespace

To make the code cleaner, you have to access the CurrencyManager using this line using IntenseNation.CurrencyManager;

Main Function

In your code add this function whenever you want to change the value
CurrencyManager.instance.UpdateAmount();

Important Note

The SaveName is unique, you need to assign the exact same name you used in the CurrencyManager

The function expects:

SaveName: string

amount: float

Changing Currency Amount Example:

- **Demo Script**

In Project window, go to Ultimate Currency Manager → Scripts → Example → Demo.cs
This script spawns a prefab for each currency in the CurrencyManager

- **Demo_CurrencyCounter Script**

In Project window, go to IntenseNation → Ultimate Currency Manager → Scripts → Example → Demo_CurrencyCounter.cs

This script shows how to update the currency using a SaveName, this script is used by a prefab in the Demo Scene and shows how to change the currency amount using buttons.

- **Demo_CurrencyConverter Script**

In Project window, go to IntenseNation → Ultimate Currency Manager → Scripts → Example → Demo_CurrencyConverter.cs

This script shows how to exchange an amount of a currency to another, this script is used by a two prefabs in the Demo Scene and shows how to change the currency exchange amount using buttons.

Included Demo:

Overview:

- There are 3 demo scenes included (Demo, LoadedData, CurrencyConverter)
- **Demo:** Includes a script that spawns buttons to change the currency amount, and updates only the Text of the changed currency.
- **LoadedData:** Loads the currencies data and updates all the Texts at start
- **CurrencyConverter:** Exchanges currencies from one to another

Opening a demo:

- Open the Demos folder
IntenseNation → Ultimate Currency Manager → Demo → Scenes
- Select and open one of the available scenes
- Press play to showcase the demo you chose in action

Code Documentation:

Currency Manager:

- Currencies (List which includes all the currencies' data)
 - SaveName ("Required" Save ID, must be set only once to work properly during save/load)
 - Debt (If enabled, the currency can be a negative value, if disabled the currency won't go below 0)
 - Amount (Includes the value of the currency, this is changed automatically, you can change the default value so that it will be added the first time the game is started)
- ConversionFeesPercentage (Fees in percentage when converting money to another currency)

CurrencyTextManager:

- CurrencyTexts
 - SaveName ("Required" Has to be the same as the SaveName used in the CurrencyManager)
 - Texts (A list that consists of TextMeshPro Texts, these texts will be updated to display the currency amount whenever a change happens in the currency amount)
- Decimals (Adjusts the decimals in the texts, 0 for no decimals)

Notes:

- You don't have to add the CurrencyManager to each scene, you could just add it to the first scene that opens (Like an Intro, or MainMenu)
- To access the CurrencyManager you need to use this line:
using IntenseNation.CurrencyManager;
- For more detailed documentation of how the code works you can check out each script included in the asset
- There are 3 demo scenes for each notification type. Go to IntenseNation → Ultimate Currency Manager → Demo → Scenes
- You can change the ConversionFeesPercentage in the CurrencyManager, this is only used when converting an amount of currency to another currency

Need More Support?

Join the community

Reddit: <https://www.reddit.com/r/IntenseNation>

Discord: <https://discord.gg/Hw2QfGM>

Follow on Social Media

Twitter: <https://twitter.com/IntenseNation>

LinkedIn: <https://www.linkedin.com/company/intensenation>