

EUP Quick Guide

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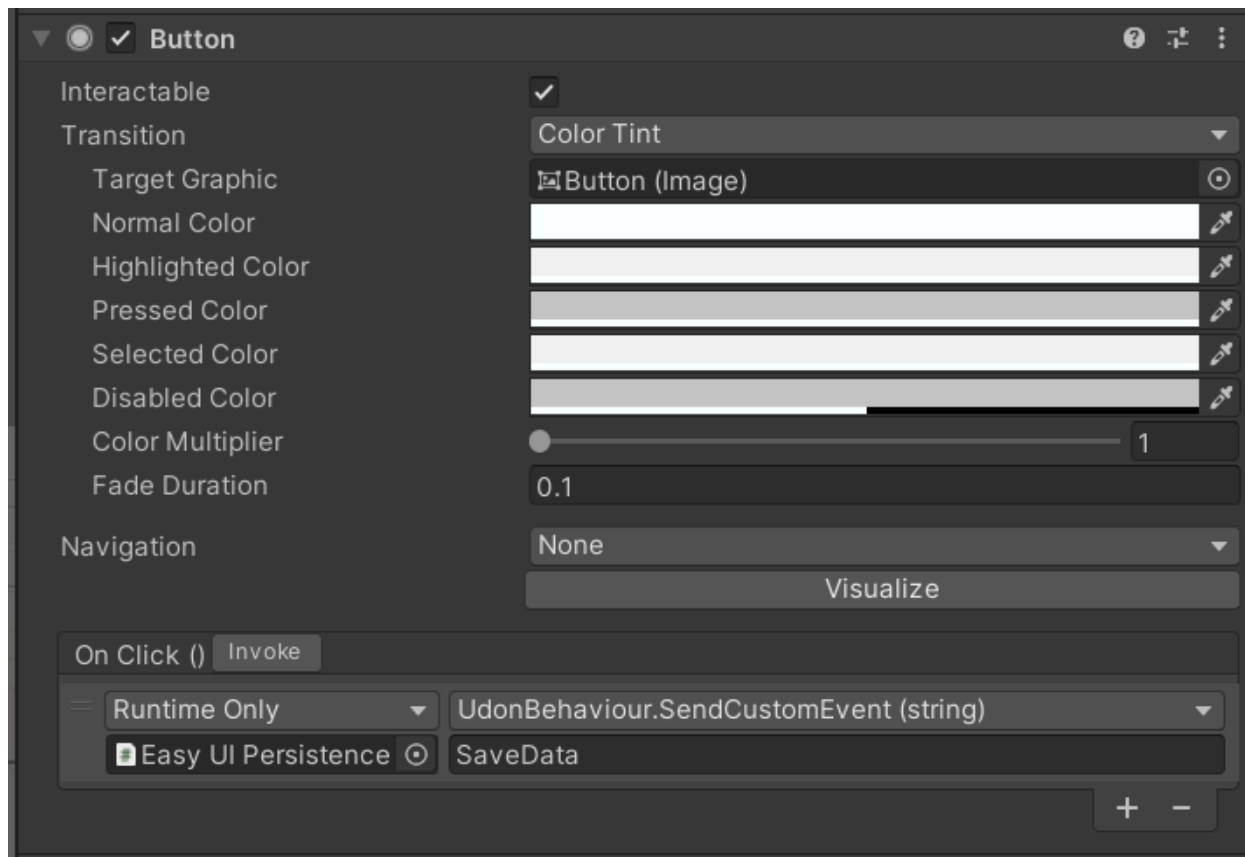
Note: Client sim is not working correctly due to execution order issues. [Canny page](#)

Step 1: Add prefab to the scene.

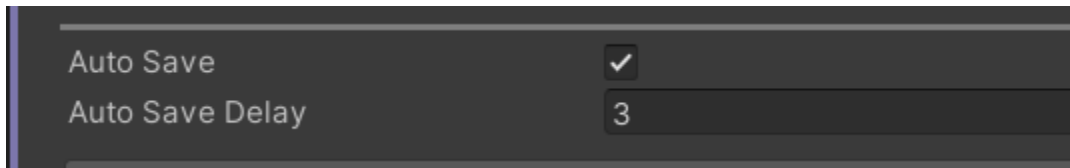
The prefab can be found in “Assets>Easy UI Persistence” that you can drag and drop into your scene.

Step 2: Manual or auto save.

To manually save you will need to turn off the auto save option on the prefab. then setup a button with a “sendcustomevent” to the udonbehaviour. The event to save is “SaveData”.

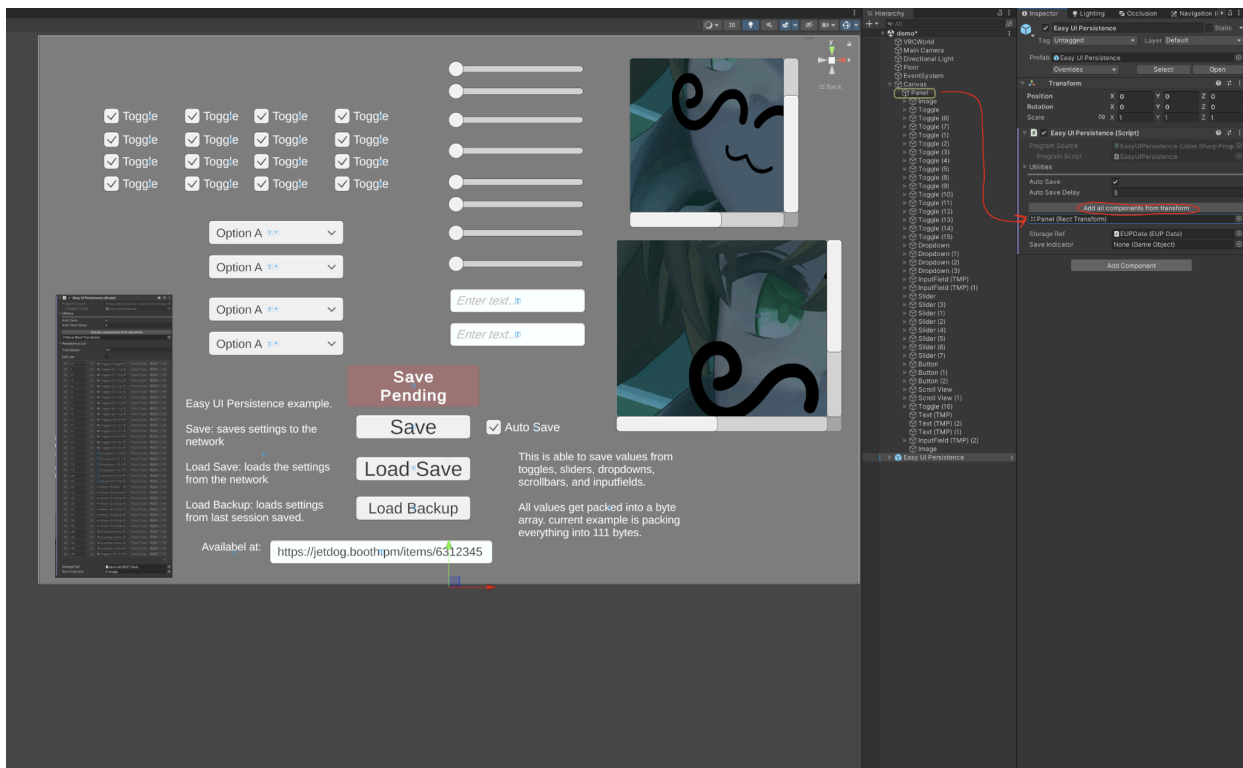


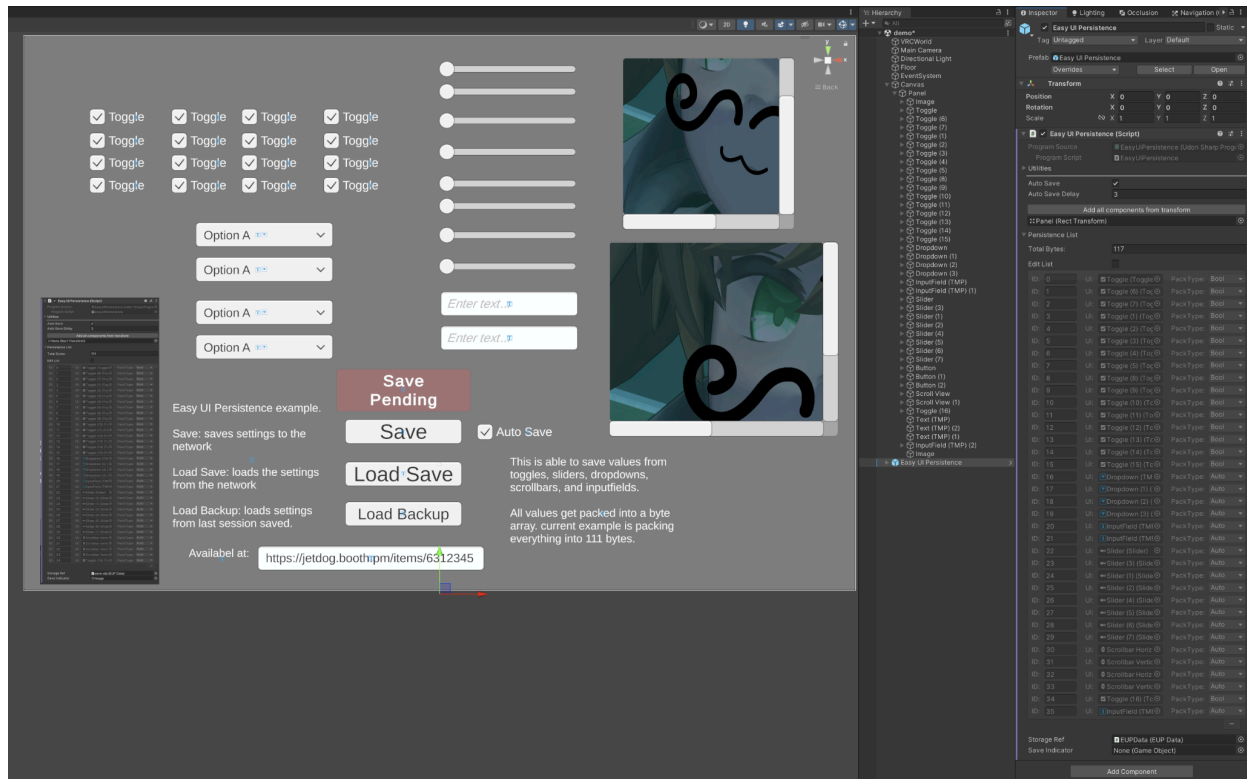
To **auto save** you will need to make sure the auto save option on the prefab is on. Auto save delay will change how soon after the last change to the ui to save.



Step 3: Add ui components.

To add ui elements to the persistence list you will need to add the ui elements rect transform or the parent for several to the rect transform field. Once added click the button above, and all ui elements under that transform will be added to the list.





Step 5: (optional) adjust packing type

The auto packing type should give you the best option by default but if you want to manually change it you can. Turn on edit list and you can change the pack type with the dropdown.

Easy UI Persistence (Script)

Program Source

EasyUIPersistence (Udon Sharp Progi

Program Script

EasyUIPersistence

Utilities

Auto Save

☒

Auto Save Delay

3

Add all components from transform

None (Rect Transform)

Persistence List

Total Bytes:

119

Edit List

☒

ID: 0	UI: ☒ Toggle (Toggle	PackType: Bool
ID: 1	UI: ☒ Toggle (6) (Toç	PackType: Bool
ID: 2	UI: ☒ Toggle (7) (Toç	PackType: Bool
ID: 3	UI: ☒ Toggle (1) (Toç	PackType: Bool
ID: 4	UI: ☒ Toggle (2) (Toç	PackType: Bool
ID: 5	UI: ☒ Toggle (3) (Toç	PackType: Bool
ID: 6	UI: ☒ Toggle (4) (Toç	PackType: Bool
ID: 7	UI: ☒ Toggle (5) (Toç	PackType: Bool
ID: 8	UI: ☒ Toggle (8) (Toç	PackType: Bool
ID: 9	UI: ☒ Toggle (9) (Toç	PackType: Bool
ID: 10	UI: ☒ Toggle (10) (Tc	PackType: Bool
ID: 11	UI: ☒ Toggle (11) (To	PackType: Bool
ID: 12	UI: ☒ Toggle (12) (Tc	PackType: Bool
ID: 13	UI: ☒ Toggle (13) (Tc	PackType: Bool
ID: 14	UI: ☒ Toggle (14) (Tc	PackType: Bool
ID: 15	UI: ☒ Toggle (15) (Tc	PackType: Bool
ID: 16	UI: ☒ Dropdown (TM	PackType: Byte
ID: 17	UI: ☒ Dropdown (1) (	PackType: Byte
ID: 18	UI: ☒ Dropdown (2) (	PackType: Byte
ID: 19	UI: ☒ Dropdown (3) (	PackType: Short
ID: 20	UI: ☒ InputField (TMI	PackType: Int
ID: 21	UI: ☒ InputField (TMI	PackType: Float
ID: 22	UI: ☒ Slider (Slider)	PackType: Half
ID: 23	UI: ☒ Slider (3) (Slide	PackType: Half
ID: 24	UI: ☒ Slider (1) (Slide	PackType: Half
ID: 25	UI: ☒ Slider (2) (Slide	PackType: Byte
ID: 26	UI: ☒ Slider (4) (Slide	PackType: Auto
ID: 27	UI: ☒ Slider (5) (Slide	PackType: Short
ID: 28	UI: ☒ Slider (6) (Slide	PackType: Auto
ID: 29	UI: ☒ Slider (7) (Slide	PackType: Auto
ID: 30	UI: ☒ Scrollbar Horiz	PackType: Half
ID: 31	UI: ☒ Scrollbar Vertic	PackType: Half
ID: 32	UI: ☒ Scrollbar Horiz	PackType: Half
ID: 33	UI: ☒ Scrollbar Vertic	PackType: Auto
ID: 34	UI: ☒ Toggle (16) (Tc	PackType: Bool
ID: 35	UI: ☒ InputField (TMI	PackType: Auto

Storage Ref

EUPData (EUP Data)

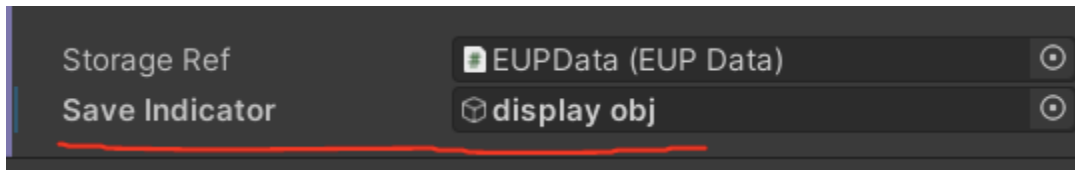
Save Indicator

None (Game Object)

Add Component

Step 6: (optional) Save indicator.

To show when something is saving you can reference a gameobject in the scene. The script will enable this when data is being saved, and disabled when finished/not saving.



Notes: I suggest not editing the list if you do not know what you are doing. Especially the id and ui reference. Removing entries from the list is fine and safe.

It is always better to delete and add a new entry for ui elements instead of trying to edit the list.