

Properties

This extension allows you to set and get online properties just like a database.

You have two mechanisms: one with locking and one without it.

When you are using other locking mechanism such as a turn-based system that will guarantee that only one device is sending you can use the non-locking.

This system is also used in a game-editor where data was received and stored in a single property.

The data is persistent and can be used to store many things.

The propertyname can be used in such a manner that you can simulate a database:

Name: 'property.dbname.row.1.field.3' value: 'field3'



Most of the blocks seem to be self-explanatory except for the Set and Get-block.

That block is used when you both want to set a property and get values back with the same call. Due to the client-server mechanism the system will connect to the server with each wrapper block. So if you can combine an action it can be helpful.

The LockID blocks are used together:



Inside the Lock on block you can have multiple non-locked commands and still have a lock.

However most of the times the property-name will be something specific to a user/situation and not something that you want to share in-game.

The SharedData blocks from Turn extension are better suited for that.