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We are doing our best effort to keep this list updated as possible. We encourage you to add any new version you find. Links added today will be included in the next compilation. Q: Read a game variable list on a game object in Unity Here's my situation. I'm trying to make a game where there are for example five game objects that are added to a Canvas. Within each GameObject there is a bool PlayerEquipped which determines if the player has the suit of armor in hand. The problem is that I have no idea how to make a script that will find these game objects and print the names of the objects. The names are "Battle-Armor (1)" - "Battle-Armor (2)" - etc. A: I wrote something that I could use if I needed it again. `public class SingletonClass : MonoBehaviour { public static`

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```
SingletonClass instance = new SingletonClass(); public void OnEnable() { instance.instanceInitialize(); } private
void instanceInitialize() { GameObject[] GameObjects = FindObjectsOfType(); foreach(GameObject
GameObject in GameObjects) { if (GameObject.GetInstanceID() == 0) { GameObject.name = "GameObject: "
+ GameObject.name; } } } private void Awake() { instanceInitialize(); } } Q: How can i iterate through the
array while using await in c#? Currently, I am writing a method which will return the index numbers in an array
with the max value in each index public async Task FindIndexSequence(int[] originalArray) { var indexList =
new List<int>();
```

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