

| Unity Backend

“길드” 기능을 이용한 길드 운영진 기능

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- ◆ 길드원 추방
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길드 탈퇴

- 길드 탈퇴



길드 탈퇴

■ 길드 탈퇴

- 길드 탈퇴에 성공했을 때 호출하는 SuccessWithdrawGuild() 메소드 정의
 - GuildPage Script 수정

```
25  + private void Awake()...
29
30  + public void Setup(string guildName, bool isMaster=false, bool isOtherGuild=false)...
51
52  + public void Activate(GuildMemberData member)...
57
58  + public void Deactivate(GameObject member)...
62
63  + public void DeactivateAll()...
67
68  + public void OnClickApplyGuild()...
72
73  - public void SuccessWithdrawGuild()
74  {
75  ...   gameObject.SetActive(false);
76  }
77  }
```



길드 탈퇴

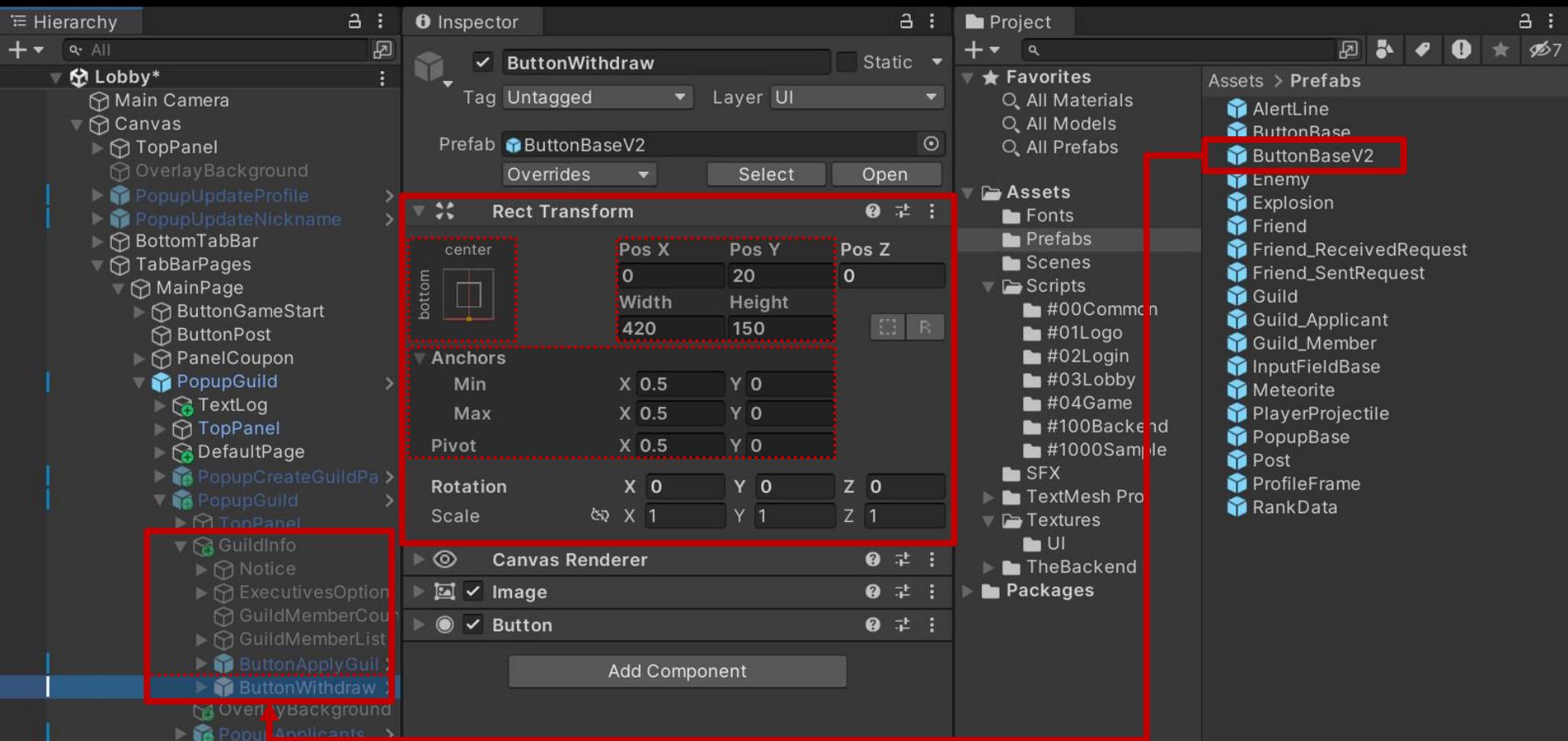
- WithdrawGuildV3() 메소드를 호출해 길드 탈퇴
 - BackendGuildSystem Script 수정

```
343 public void GetRandomGuildList()...
401
402 public void WithdrawGuild()
403 {
404     Backend.Guild.WithdrawGuildV3(callback =>
405     {
406         if ( !callback.IsSuccess() )
407         {
408             ErrorLog(callback.GetMessage(), "Guild_Failed_Log", "WithdrawGuild");
409
410             return;
411         }
412
413         Debug.Log($"길드 탈퇴에 성공했습니다. : {callback}");
414
415         guildPage.SuccessWithdrawGuild();
416     });
417 }
418
419 public string GetGuildInfoBy(string guildName)...
```



길드 탈퇴

- “길드 탈퇴” Button UI 생성 및 설정
 - ButtonBaseV2 프리팹을 Hierarchy View로 Drag & Drop





길드 탈퇴

- ButtonWithdraw 오브젝트의 "Button" 컴포넌트 onClick() 이벤트 등록

The screenshot displays the Unity Inspector window for a **ButtonWithdraw** component. The Hierarchy panel on the left shows the object's structure, with **ButtonWithdraw** selected. The Inspector panel shows the following settings:

- ButtonWithdraw** (Static): Tag: Untagged, Layer: UI, Prefab: ButtonBaseV2.
- Rect Transform**
- Canvas Renderer**
- Image**
- Button** (Selected):
 - Interactable:
 - Transition: Color Tint
 - Target Graphic: ButtonWithdraw (Image)
 - Normal Color, Highlighted Color, Pressed Color, Selected Color, Disabled Color: Color pickers.
 - Color Multiplier: 1
 - Fade Duration: 0.1
 - Navigation: Automatic
 - Visualize: Button
- On Click ()**:
 - Runtime Only:
 - BackendGuildSystem.WithdrawC
 - BackendS
 - Buttons: + -

Red boxes highlight the **ButtonWithdraw** component in the Hierarchy, the **Button** component in the Inspector, the **BackendS** script in the On Click list, and the **BackendSystem** object in the Hierarchy. A red arrow points from the **BackendSystem** object to the **BackendS** script in the On Click list.



길드 탈퇴

■ 결과 화면

Unity Game View showing a guild management interface and the Console window.

Game View UI:

- Top Bar: # Scene, Game, Animator, Animation, Scale: 0.39x, Play Focused, Stats, Gizmos
- Player Info: 닉네임없다, 30 / 30, 2468, 0
- Input Field: Enter text... (with envelope icon) [쿠폰등록]
- Guild Search Section:
 - Header: 길드 (Guild)
 - Search: 검색할 길드명을 입력하세요. [길드 검색]
 - Results Table:

unity	user03	1/100	[길드 정보]
unitynote	닉네임	1/100	[길드 정보]
 - Buttons: [길드 생성], [내 길드 정보], [새로고침]
 - Start Button: [게임시작]
 - Bottom Bar: [Shop], [Inventory], [Sword], [Leaderboard], [Profile]

Console Window:

```

message : Success
[14:15:38] 길드 탈퇴에 성공했습니다. : statusCode : 204
message : Success
[14:15:40] GetMyGuildInfo : notGuildMember 사전 조건을 만족하지 않습니다.
UnityEngine.Debug:LogError (object)
[14:15:47] WithdrawGuild : subscribed guild 사전 조건을 만족하지 않습니다.
UnityEngine.Debug:LogError (object)
[14:15:49] 유니티노트의 inDate 값은 2023-08-01T16:07:12.005Z 입니다.
UnityEngine.Debug:Log (object)
[14:15:49] 길드 가입 요청에 성공했습니다. : statusCode : 204
message : Success
  
```

길드원 추방

- 길드원 설정 페이지 제작
- 길드원 추방

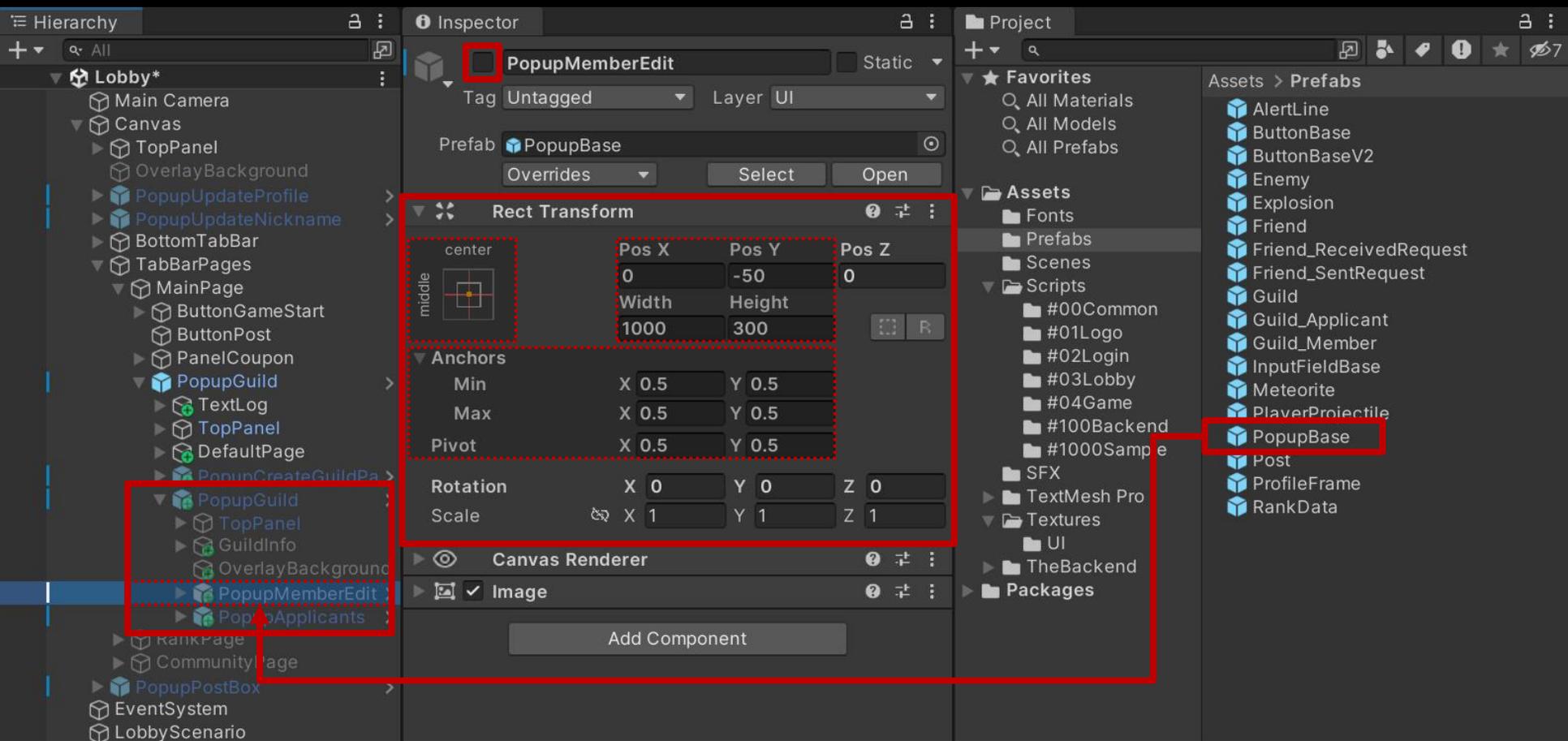


길드원 추방

■ 길드원 설정 페이지 제작

■ 길드원 정보를 설정하는 페이지 생성 및 설정

□ PopupBase 프리팹을 Hierarchy View로 Drag & Drop





길드원 추방

- Exit 오브젝트의 "Button" 컴포넌트 onClick 이벤트 설정

The screenshot displays the Unity Hierarchy and Inspector panels. The Hierarchy panel on the left shows the scene structure, with 'Exit' selected under 'Lobby*' > 'Canvas' > 'OverlayBackground'. The Inspector panel on the right shows the 'Button' component settings. The 'On Click ()' section is expanded, showing two events: 'Runtime Only' > 'GameObject.SetActive' > 'OverlayBa' and 'Runtime Only' > 'GameObject.SetActive' > 'PopupMer'. Red boxes highlight the 'Exit' object in the Hierarchy and the 'On Click ()' events in the Inspector. Red arrows point from the 'Exit' object to the 'On Click ()' events.



길드원 추방

- 길드마스터가 멤버를 클릭했을 때 호출하는 OnClickMemberEdit() 메소드 정의
 - GuildPage Script 수정

```
1  +using ...
3
4  public class GuildPage : MonoBehaviour
5  {
6      [SerializeField]
7      private BackendGuildSystem backendGuildSystem;
8      [SerializeField]
9      private TextMeshProUGUI textGuildName;           // Popup 상단에 출력되는 길드 이름 Text UI
10     [SerializeField]
11     private Notice notice;
12     [SerializeField]
13     private GameObject executivesOption;
14     [SerializeField]
15     private TextMeshProUGUI textMemberCount;
16     [SerializeField]
17     private GameObject overlayBackground;
18     [SerializeField]
19     private GameObject popupMemberEdit;
20
21     [SerializeField]
22     private GameObject memberPrefab;
23     [SerializeField]
24     private Transform parentContent;
25
26     private string guildName = string.Empty;        // 길드 이름
27     private MemoryPool memoryPool;
28
```



길드원 추방

□ GuildPage Script 수정 (계속)

```
29 private void Awake()...
33
34 public void Setup(string guildName, bool isMaster=false, bool isOtherGuild=false)...
55
56 public void Activate(GuildMemberData member)
57 {
58     GameObject item = memoryPool.ActivatePoolItem();
59     item.GetComponent<GuildMember>().Setup(backendGuildSystem, this, member);
60 }
61
62 public void Deactivate(GameObject member)...
66
67 public void DeactivateAll()...
71
72 public void OnClickApplyGuild()...
76
77 public void SuccessWithdrawGuild()...
81
82 public void OnClickMemberEdit()
83 {
84     overlayBackground.SetActive(true);
85     popupMemberEdit.SetActive(true);
86 }
87 }
```



길드원 추방

- 길드마스터가 멤버를 클릭했을 때 호출하는 OnClickMemberEdit() 메소드 정의
 - GuildMember Script 수정

```
1  +using ...
5
6  public class GuildMember : MonoBehaviour
7  {
8      [SerializeField]
9      private TextMeshProUGUI    textPosition;
10     [SerializeField]
11     private TextMeshProUGUI    textNickname;
12     [SerializeField]
13     private TextMeshProUGUI    textGoodsCount;
14     [SerializeField]
15     private TextMeshProUGUI    textLastLogin;
16
17     private BackendGuildSystem backendGuildSystem;
18     private GuildPage          guildPage;
19
```



길드원 추방

□ GuildMember Script 수정 (계속)

```
20 public void Setup(BackendGuildSystem guildSystem, GuildPage guildPage, GuildMemberData memberData)
21 {
22     backendGuildSystem = guildSystem;
23     this.guildPage = guildPage;
24
25     SetPosition(memberData.position);
26     SetDate(memberData.lastLogin);
27
28     textNickname.text = memberData.nickname;
29     textGoodsCount.text = memberData.goodsCount.ToString();
30 }
31
32 private void SetPosition(string position) ...
40
41 private void SetDate(string lastLogin) ...
72
73 public void OnClickMemberEdit()
74 {
75     // 길드 마스터가 아니면 길드원 편집을 할 수 없다.
76     if ( !UserInfo.Data.nickname.Equals(backendGuildSystem.myGuildData.master.nickname) ) return;
77
78     // 길드 마스터 본인의 정보는 편집할 수 없다.
79     if ( UserInfo.Data.nickname.Equals(textNickname.text) ) return;
80
81     guildPage.OnClickMemberEdit();
82 }
83 }
```




길드원 추방

- Guild_Member 오브젝트의 "Button" 컴포넌트 onClick() 이벤트 등록

The screenshot shows the Unity Inspector for a **Button** component attached to a **Guild_Member** object. The **On Click ()** event is configured as follows:

- Event Type: **Runtime Only**
- Event Name: **GuildMember.OnClickMemberEdit**
- Target: **Guild_Men** (with a small circle icon)

The **Inspector** panel also shows the following settings for the **Button** component:

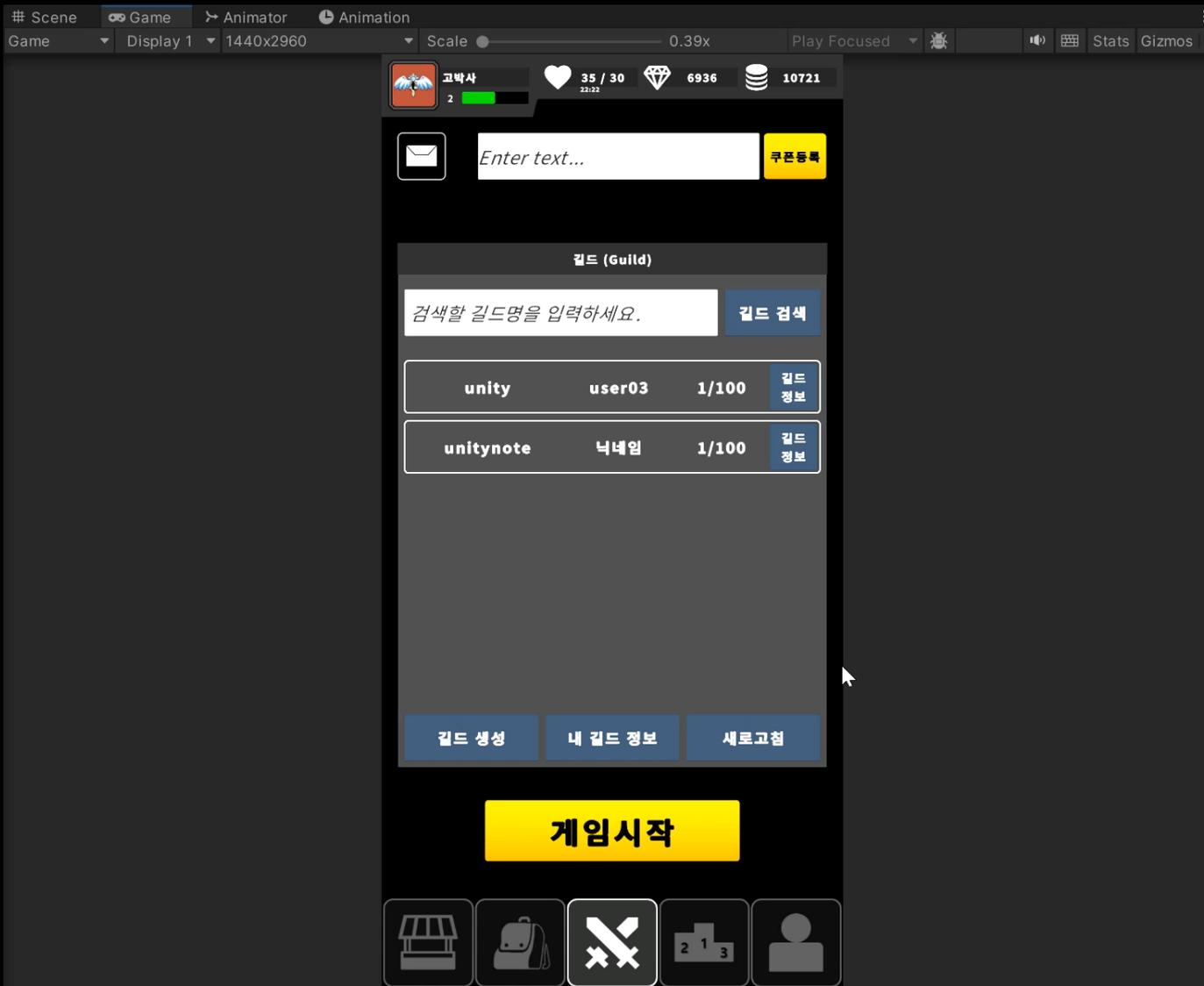
- Interactable:**
- Transition:** **Color Tint**
- Target Graphic:** **Guild_Member (Image)**
- Normal Color:** [Color field]
- Highlighted Color:** [Color field]
- Pressed Color:** [Color field]
- Selected Color:** [Color field]
- Disabled Color:** [Color field]
- Color Multiplier:** 1
- Fade Duration:** 0.1
- Navigation:** **Automatic**

The **Hierarchy** panel on the left shows the **Guild_Member** object selected, and the **Assets > Prefabs** panel on the right shows the **Guild_Member** prefab selected.



길드원 추방

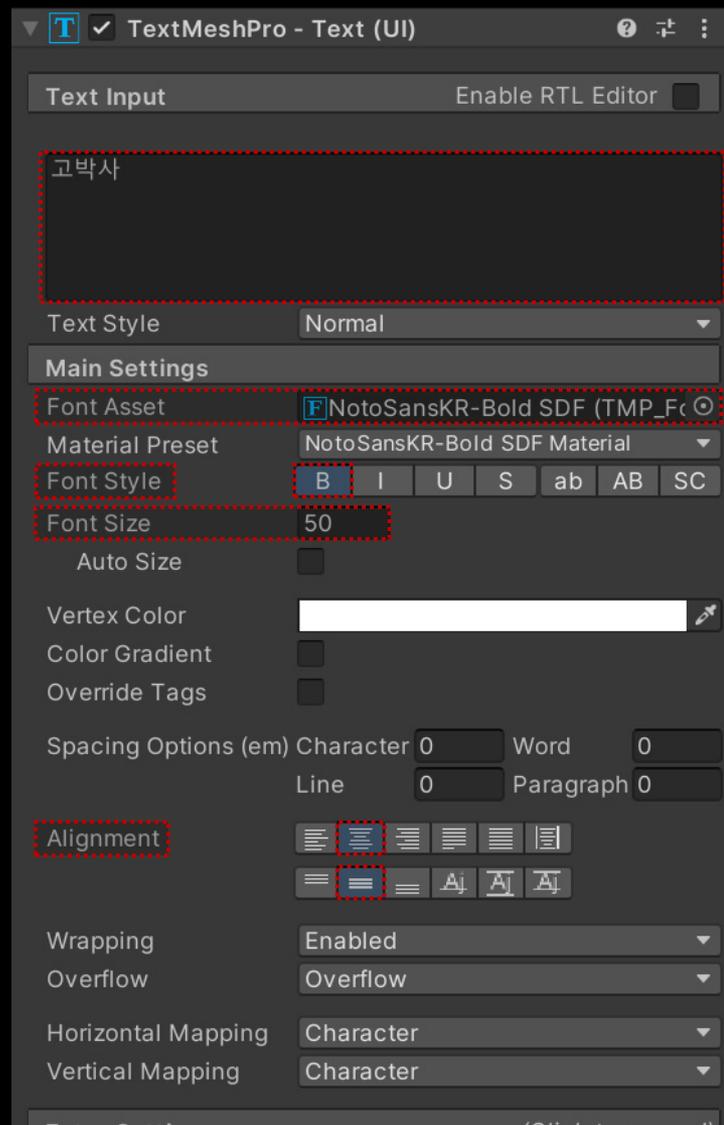
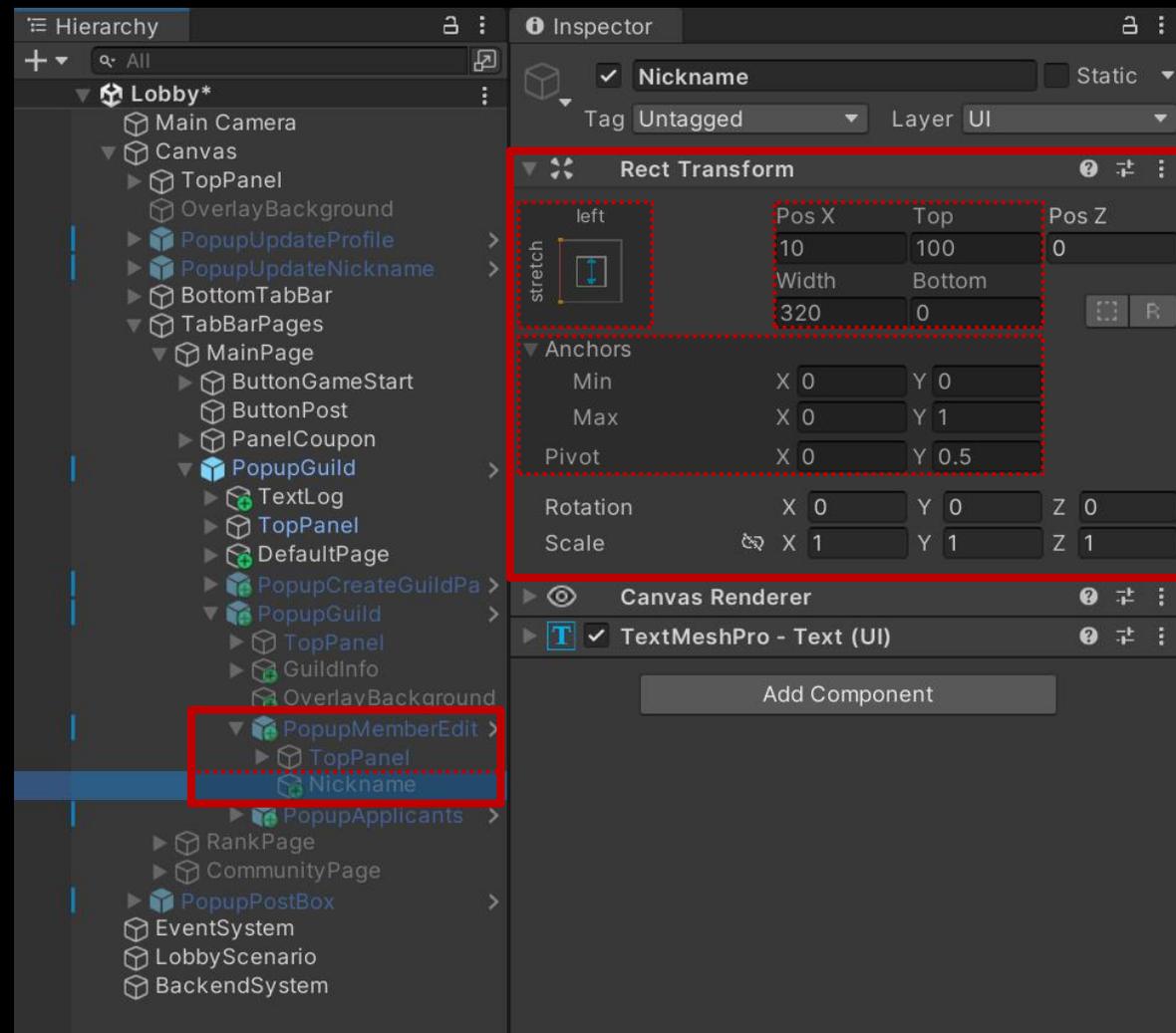
■ 결과 화면





길드원 추방

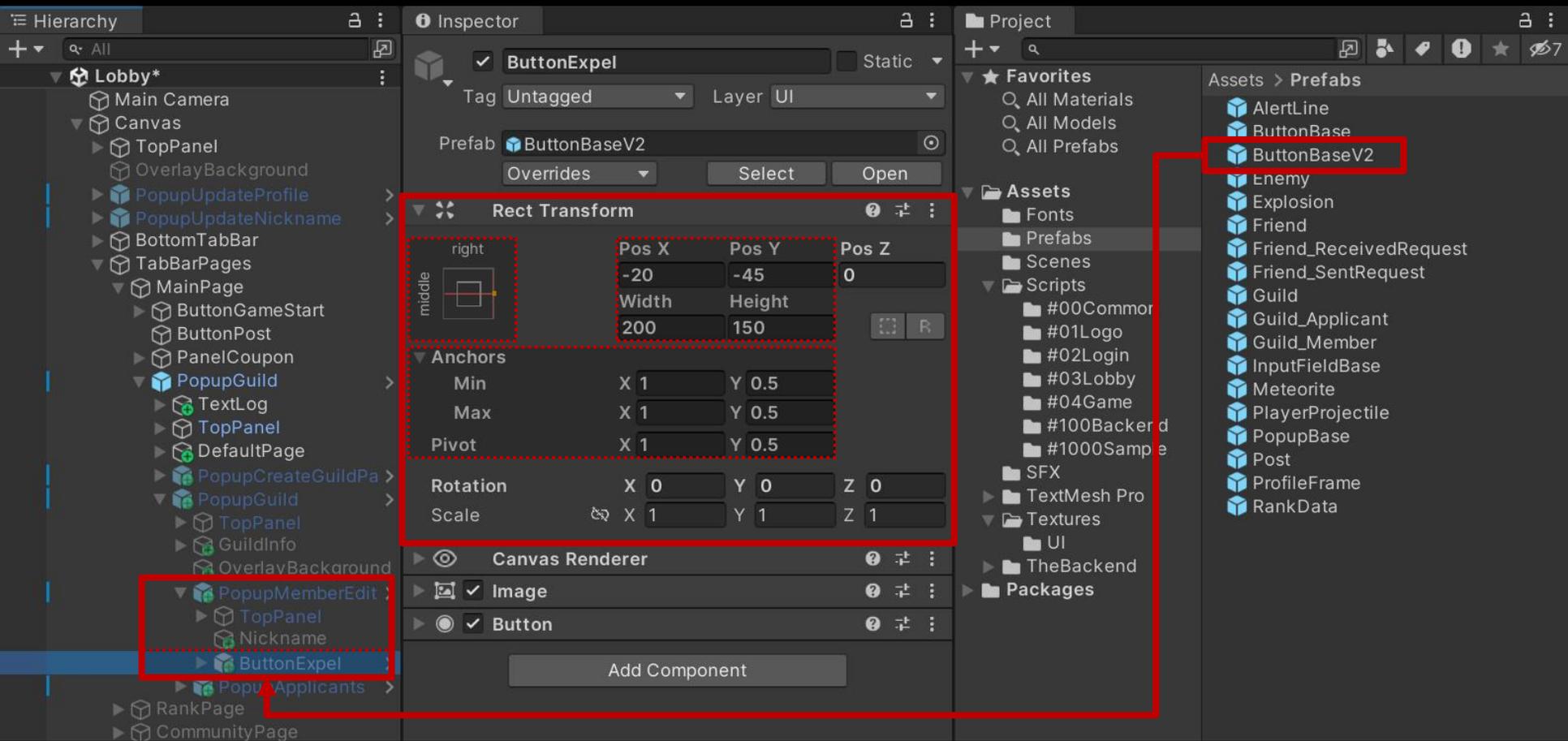
- 길드원 닉네임을 출력하는 "Text - TextMeshPro" UI 생성 및 설정
 - GameObject - UI - "Text - TextMeshPro"





길드원 추방

- “길드원 추방” Button UI 생성 및 설정
 - ButtonBaseV2 프리팹을 Hierarchy View로 Drag & Drop





길드원 추방

- “길드원 추방” Button UI 생성 및 설정 (계속)

The screenshot displays the Unity development environment. On the left, the Hierarchy panel shows a tree view of the scene objects. The 'Lobby*' folder is expanded, and the 'Text (TMP)' object is selected and highlighted with a red box. On the right, the Inspector panel shows the properties of the selected 'Text (TMP)' object. The 'TextMeshPro - Text (UI)' component is active and highlighted with a red box. The text input field contains the Korean text '길드원 추방'. The 'Font Size' property is set to 40 and is also highlighted with a red box. Other visible properties include 'Text Style' (Normal), 'Font Asset' (NotoSansKR-Bold SDF), and 'Material Preset' (NotoSansKR-Bold SDF Material).



길드원 추방

■ 길드원 추방

■ 길드원을 추방하는 ExpelMember() 메소드 정의

□ BackendGuildSystem Script 수정

```
251 public void GetGuildMemeberList(string guildInDate)
252 {
253     Backend.Guild.GetGuildMemberListV3(guildInDate, callback =>
254     {
255         if ( !callback.IsSuccess() )...
260
261         try
262         {
263             LitJson.JsonData memberJson = callback.GetFlattenJSON()["rows"];
264
265             if ( memberJson.Count <= 0 )...
270
271             guildPage.DeactivateAll();
272
273             foreach ( LitJson.JsonData member in memberJson )
274             {
275                 GuildMemberData guildMember = new GuildMemberData();
276
277                 guildMember.position = member["position"].ToString();
278                 guildMember.inDate = member["gamerInDate"].ToString();
279                 guildMember.nickname = member["nickname"].ToString();
280                 guildMember.goodsCount = int.Parse(member["totalGoods1Amount"].ToString());
281                 guildMember.lastLogin = member["lastLogin"].ToString();
282
283                 guildPage.Activate(guildMember);
284             }
285         }
```



길드원 추방

- BackendGuildSystem Script 수정 (계속)

```
403 public void WithdrawGuild()...
419
420 public void ExpelMember(string gamerInDate)
421 {
422     Backend.Guild.ExpelMemberV3(gamerInDate, callback =>
423     {
424         if ( !callback.IsSuccess() )
425         {
426             ErrorLog(callback.GetMessage(), "Guild_Failed_Log", "ExpelMember");
427
428             return;
429         }
430
431         Debug.Log($"길드원을 길드에서 추방했습니다. : {callback}");
432     });
433 }
434
435 public string GetGuildInfoBy(string guildName)...
```



길드원 추방

- 길드원 정보를 설정하는 스크립트 생성 및 작성
 - C# Script 생성 후 스크립트의 이름을 "GuildMemberEdit"로 변경

```
1  using UnityEngine;
2  using TMPro;
3
4  public class GuildMemberEdit : MonoBehaviour
5  {
6      [SerializeField]
7      private BackendGuildSystem  backendGuildSystem;
8      [SerializeField]
9      private GameObject          overlayBackground;
10     [SerializeField]
11     private TextMeshProUGUI     textNickname;
12
13     private GuildMemberData     guildMemberData;
14
```



길드원 추방

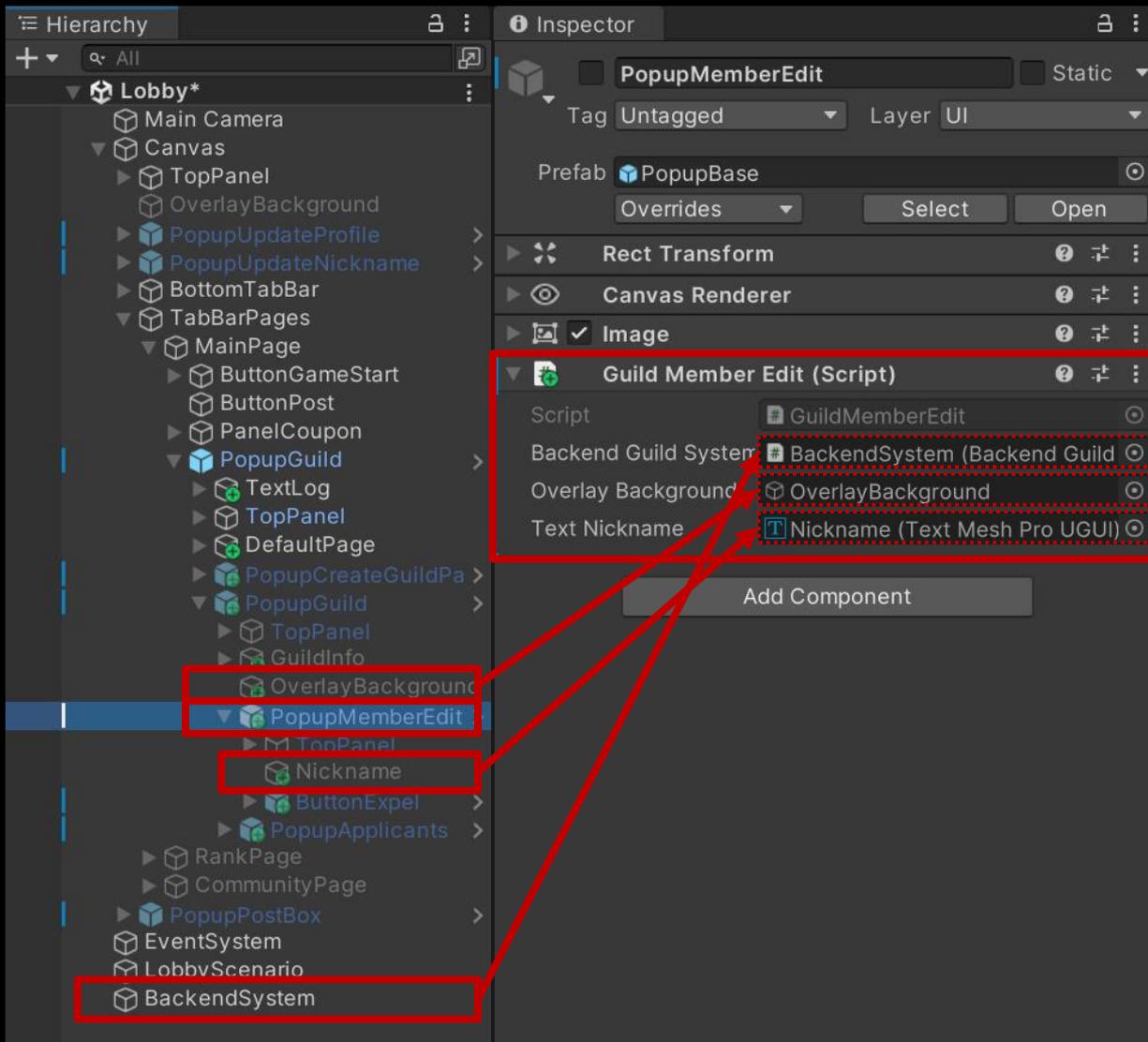
- 길드원 정보를 설정하는 스크립트 생성 및 작성 (계속)

```
15 public void Setup(GuildMemberData memberData)
16 {
17     guildMemberData    = memberData;
18     textNickname.text  = memberData.nickname;
19 }
20
21 public void OnClickExpelMember()
22 {
23     backendGuildSystem.ExpelMember(guildMemberData.inDate);
24 }
25
26 public void SuccessMemberEdit()
27 {
28     gameObject.SetActive(false);
29     overlayBackground.SetActive(false);
30
31     backendGuildSystem.GetMyGuildInfo();
32 }
33 }
```



길드원 추방

- PopupMemberEdit 오브젝트에 "GuildMemberEdit" 컴포넌트 추가 및 설정





길드원 추방

- ButtonExpel 오브젝트의 "Button" 컴포넌트 onClick 이벤트 설정

The image shows the Unity Hierarchy and Inspector panels. The Hierarchy panel on the left shows a tree structure under 'Lobby*' with 'Canvas' > 'TabBarPages' > 'MainPage' > 'PopupGuild' > 'PopupMemberEdit' > 'ButtonExpel' selected. The Inspector panel on the right shows the 'Button' component selected, with the following settings:

- Interactable:
- Transition: Color Tint
- Target Graphic: ButtonExpel (Image)
- Normal Color: [Color Field]
- Highlighted Color: [Color Field]
- Pressed Color: [Color Field]
- Selected Color: [Color Field]
- Disabled Color: [Color Field]
- Color Multiplier: 1
- Fade Duration: 0.1
- Navigation: Automatic
- On Click (): Runtime Only, GuildMemberEdit.OnClickExpelIV, PopupMer

Red boxes and arrows highlight the 'ButtonExpel' object in the Hierarchy, the 'Button' component in the Inspector, and the 'On Click ()' event list.



길드원 추방

- 길드원 추방에 성공했을 때 `guildMemberEdit.SuccessMemberEdit()` 호출
 - BackendGuildSystem Script 수정

```
1  +using ...
5
6  public class BackendGuildSystem : MonoBehaviour
7  {
8      [SerializeField]
9      private FadeEffect_TMP          textLog;
10     [SerializeField]
11     private GuildDefaultPage        guildDefaultPage;
12     [SerializeField]
13     private GuildCreatePage         guildCreatePage;
14     [SerializeField]
15     private GuildApplicantsPage     guildApplicantsPage;
16     [SerializeField]
17     private GuildPage               guildPage;
18     [SerializeField]
19     private GuildMemberEdit         guildMemberEdit;
20
21     public GuildData                myGuildData    { private set; get; } = new GuildData();
22     public GuildData                otherGuildData { private set; get; } = new GuildData();
23
```



길드원 추방

- BackendGuildSystem Script 수정 (계속)

```
422 public void ExpelMember(string gamerInDate)
423 {
424     Backend.Guild.ExpelMemberV3(gamerInDate, callback =>
425     {
426         if ( !callback.IsSuccess() ) ...
432
433         Debug.Log($"길드원을 길드에서 추방했습니다. : {callback}");
434
435         guildMemberEdit.SuccessMemberEdit();
436     });
437 }
```



길드원 추방

- BackendSystem 오브젝트의 "BackendGuildSystem" 컴포넌트 변수 설정

The screenshot shows the Unity Inspector for the **BackendSystem** component. The **Backend Guild System (Script)** component is selected, and its variables are listed below:

Variable Name	Assigned Value
Script	BackendGuildSystem
Text Log	TextLog (Fade Effect_TMP)
Guild Default Page	DefaultPage (Guild Default Page)
Guild Create Page	PopupCreateGuildPage (Guild Create Page)
Guild Applicants Page	PopupApplicants (Guild Applicants Page)
Guild Page	PopupGuild (Guild Page)
Guild Member Edit	PopupMemberEdit (Guild Member Edit)

The **PopupMemberEdit (Guild Member Edit)** variable is highlighted with a red dashed box. A red arrow points from this variable to the **PopupMemberEdit** object in the Hierarchy panel. The **BackendSystem** object in the Hierarchy panel is also highlighted with a red box.



길드원 추방

- GuildPage.OnClickMemberEdit() 메소드 매개변수로 길드원 정보 전달
 - GuildMember Script 수정

```
1  +using ...
5
6  public class GuildMember : MonoBehaviour
7  {
8      [SerializeField]
9      private TextMeshProUGUI    textPosition;
10     [SerializeField]
11     private TextMeshProUGUI    textNickname;
12     [SerializeField]
13     private TextMeshProUGUI    textGoodsCount;
14     [SerializeField]
15     private TextMeshProUGUI    textLastLogin;
16
17     private BackendGuildSystem  backendGuildSystem;
18     private GuildPage           guildPage;
19     private GuildMemberData     guildMemberData;
20
```



길드원 추방

□ GuildMember Script 수정 (계속)

```
21 public void Setup(BackendGuildSystem guildSystem, GuildPage guildPage, GuildMemberData memberData)
22 {
23     backendGuildSystem = guildSystem;
24     this.guildPage = guildPage;
25     guildMemberData = memberData;
26
27     SetPosition(memberData.position);
28     SetDate(memberData.lastLogin);
29
30     textNickname.text = memberData.nickname;
31     textGoodsCount.text = memberData.goodsCount.ToString();
32 }
33
34 private void SetPosition(string position) {...}
42
43 private void SetDate(string lastLogin) {...}
74
75 public void OnClickMemberEdit()
76 {
77     // 길드 마스터가 아니면 길드원 편집을 할 수 없다.
78     if ( !UserInfo.Data.nickname.Equals(backendGuildSystem.myGuildData.master.nickname) ) return;
79
80     // 길드 마스터 본인의 정보는 편집할 수 없다.
81     if ( UserInfo.Data.nickname.Equals(textNickname.text) ) return;
82
83     guildPage.OnClickMemberEdit(guildMemberData);
84 }
85 }
```



길드원 추방

- 길드원 설정 버튼을 눌렀을 때 `popupMemberEdit.Setup()` 메소드 호출
 - GuildPage Script 수정

```
1  +using ...
3
4  public class GuildPage : MonoBehaviour
5  {
6      [SerializeField]
7      private BackendGuildSystem backendGuildSystem;
8      [SerializeField]
9      private TextMeshProUGUI textGuildName;           // Popup 상단에 출력되는 길드 이름 Text UI
10     [SerializeField]
11     private Notice notice;
12     [SerializeField]
13     private GameObject executivesOption;
14     [SerializeField]
15     private TextMeshProUGUI
16     [SerializeField]
17     private GameObject
18     [SerializeField]
19     private GuildMemberEdit popupMemberEdit;
20
21     [SerializeField]
22     private GameObject memberPrefab;
23     [SerializeField]
24     private Transform parentContent;
25
26     private string guildName = string.Empty;        // 길드 이름
27     private MemoryPool memoryPool;
28
```

PopupMemberEdit 게임오브젝트 정보와 컴포넌트 정보가 모두 필요하기 때문에
GameObject를 컴포넌트 타입인 GuildMemeberEdit로 변경



길드원 추방

□ GuildPage Script 수정 (계속)

```
29 + private void Awake()...
33
34 + public void Setup(string guildName, bool isMaster=false, bool isOtherGuild=false)...
55
56 + public void Activate(GuildMemberData member)...
61
62 + public void Deactivate(GameObject member)...
66
67 + public void DeactivateAll()...
71
72 + public void OnClickApplyGuild()...
76
77 + public void SuccessWithdrawGuild()...
81
82 - public void OnClickMemberEdit(GuildMemberData memberData)
83 {
84     overlayBackground.SetActive(true);
85     popupMemberEdit.gameObject.SetActive(true);
86
87     popupMemberEdit.Setup(memberData);
88 }
89 }
```



길드원 추방

- PopupGuild 오브젝트의 "GuildPage" 컴포넌트 변수 설정

The screenshot shows the Unity Inspector window with the following configuration for the **Guild Page (Script)** component:

- Script: GuildPage
- Backend Guild System: BackendSystem (Backend Guild)
- Text Guild Name: Title (Text Mesh Pro UGUI)
- Notice: Notice (Notice)
- Executives Option: ExecutivesOption
- Text Member Count: GuildMemberCount (Text Mesh Pro UGUI)
- Overlay Background: OverlayBackground
- Popup Member Edit: **PopupMemberEdit (Guild Member)** (highlighted with a red dashed box and an arrow from the Hierarchy panel)
- Member Prefab: Guild_Member
- Parent Content: Content (Rect Transform)

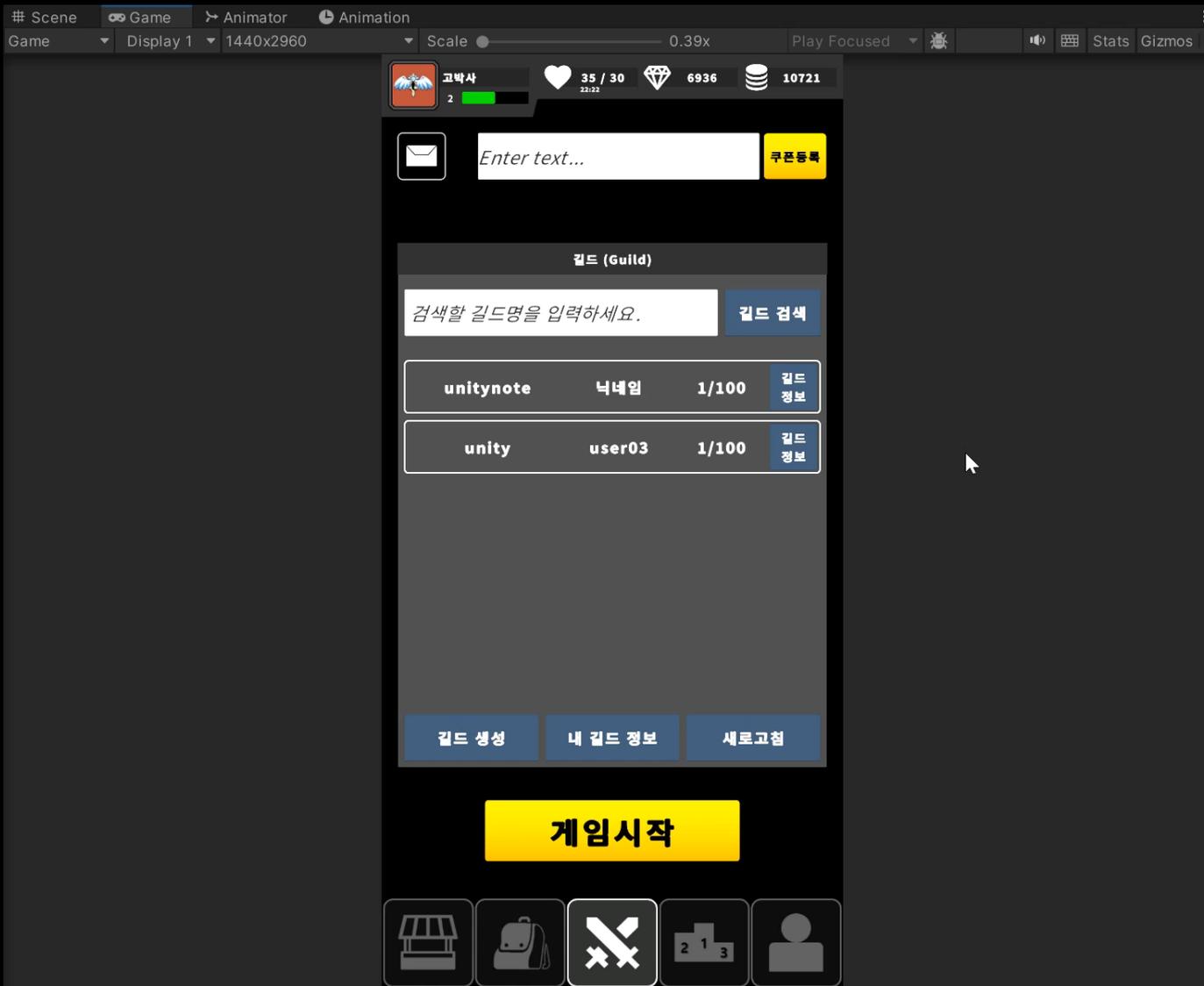
Below the Inspector, there is a button labeled "Add Component".

Text in the Inspector window: 같은 게임오브젝트의 컴포넌트로 타입이 바뀌었기 때문에 자동으로 등록되어 있음. (등록이 안되어 있다면 설정)



길드원 추방

■ 결과 화면



길드 운영진 위임/해제

- 부길드 마스터 위임
- 부길드 마스터 해제
- 길드 마스터 위임

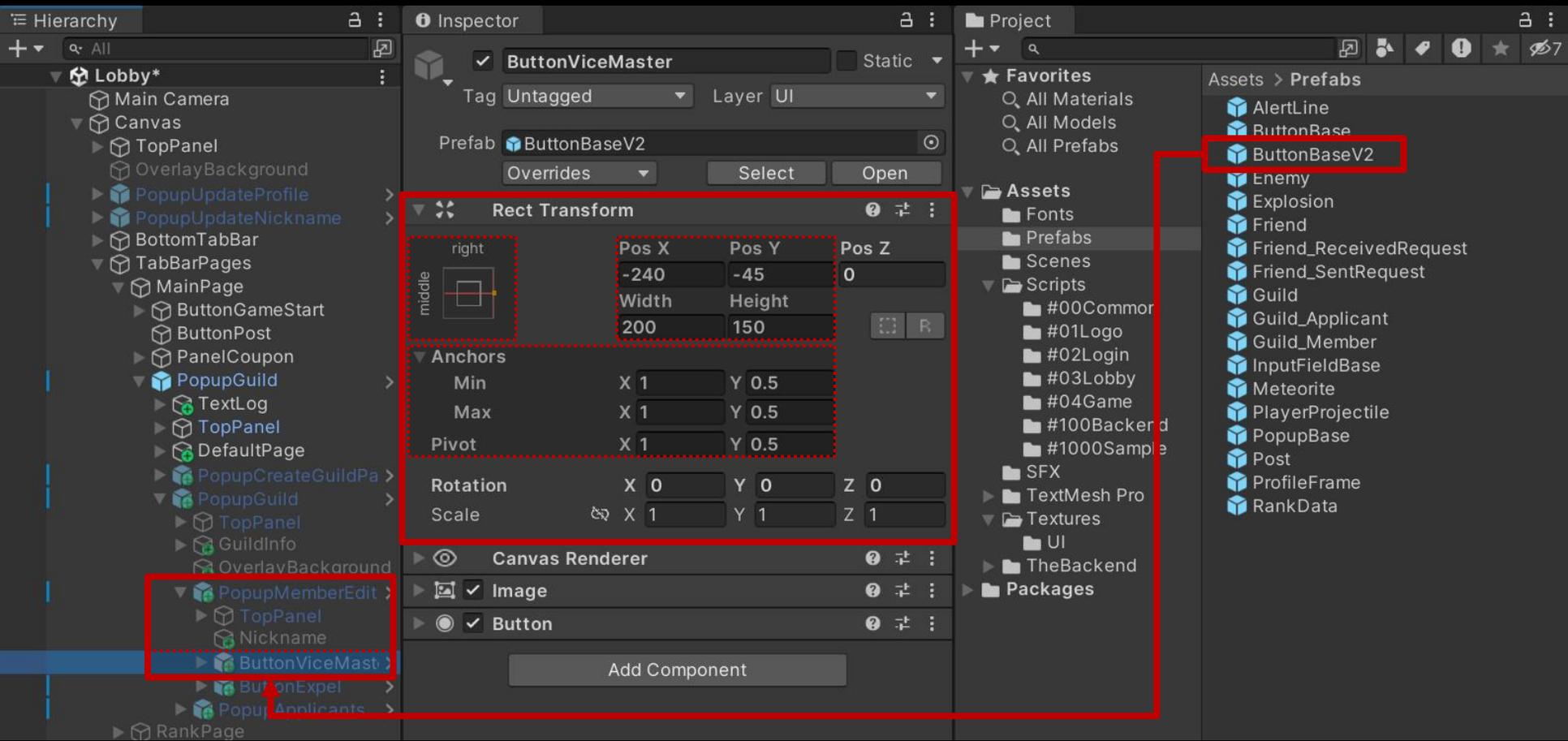


길드 운영진 위임/해제

■ 부길드 마스터 위임

■ “임원 임명” Button UI 생성 및 설정

□ ButtonBaseV2 프리팹을 Hierarchy View로 Drag & Drop





길드 운영진 위임/해제

- “임원 임명” Button UI 생성 및 설정 (계속)

The image shows the Unity development environment. On the left is the Hierarchy panel, and on the right is the Inspector panel.

Hierarchy Panel: Shows a tree structure under 'Lobby*'. The selected object is 'Text (TMP)' under 'Lobby*' > 'Canvas' > 'PopupGuild' > 'Text (TMP)'. A red box highlights this object in the Hierarchy panel.

Inspector Panel: Shows the properties for the selected 'TextMeshPro - Text (UI)' object. A red box highlights the entire Inspector panel.

- Text Input:** The text field contains '임원 임명'.
- Main Settings:**
 - Font Asset: NotoSansKR-Bold SDF (TMP_Fc)
 - Material Preset: NotoSansKR-Bold SDF Material
 - Font Style: B I U S ab AB SC
 - Font Size: 40 (highlighted with a red dashed box)
 - Auto Size:
 - Vertex Color:
 - Color Gradient:



길드 운영진 위임/해제

- 부길드 마스터를 위임하는 NominateViceMaster() 메소드 정의
 - BackendGuildSystem Script 수정

```
422 public void ExpelMember(string gamerInDate) ...
438
439 public void NominateViceMaster(string gamerInDate)
440 {
441     Backend.Guild.NominateViceMasterV3(gamerInDate, callback =>
442     {
443         if ( !callback.IsSuccess() )
444         {
445             ErrorLog(callback.GetMessage(), "Guild_Failed_Log", "NominateViceMaster");
446
447             return;
448         }
449
450         Debug.Log($"부길드 마스터 임명에 성공했습니다. : {callback}");
451
452         guildMemberEdit.SuccessMemberEdit();
453     });
454 }
455
```



길드 운영진 위임/해제

- “임원임명” 버튼을 눌렀을 때 호출하는 `OnClickNominateViceMaster()` 정의
 - `GuildMemberEdit` Script 수정

```
1  +using ...
3
4  -public class GuildMemberEdit : MonoBehaviour
5  {
6      [SerializeField]
7      private BackendGuildSystem backendGuildSystem;
8      [SerializeField]
9      private GameObject overlayBackground;
10     [SerializeField]
11     private TextMeshProUGUI textNickname;
12
13     private GuildMemberData guildMemberData;
14
15     +public void Setup(GuildMemberData memberData) ...
16
17
18
19
20
21     +public void OnClickExpelMember() ...
22
23
24
25
26     -public void OnClickNominateViceMaster()
27     {
28         backendGuildSystem.NominateViceMaster(guildMemberData.inDate);
29     }
30
31     +public void SuccessMemberEdit() ...
32
33
34
35
36
37
38 }
```



길드 운영진 위임/해제

- ButtonViceMaster 오브젝트의 "Button" 컴포넌트 onClick() 이벤트 등록

The image shows the Unity development environment. On the left is the Hierarchy panel, and on the right is the Inspector panel.

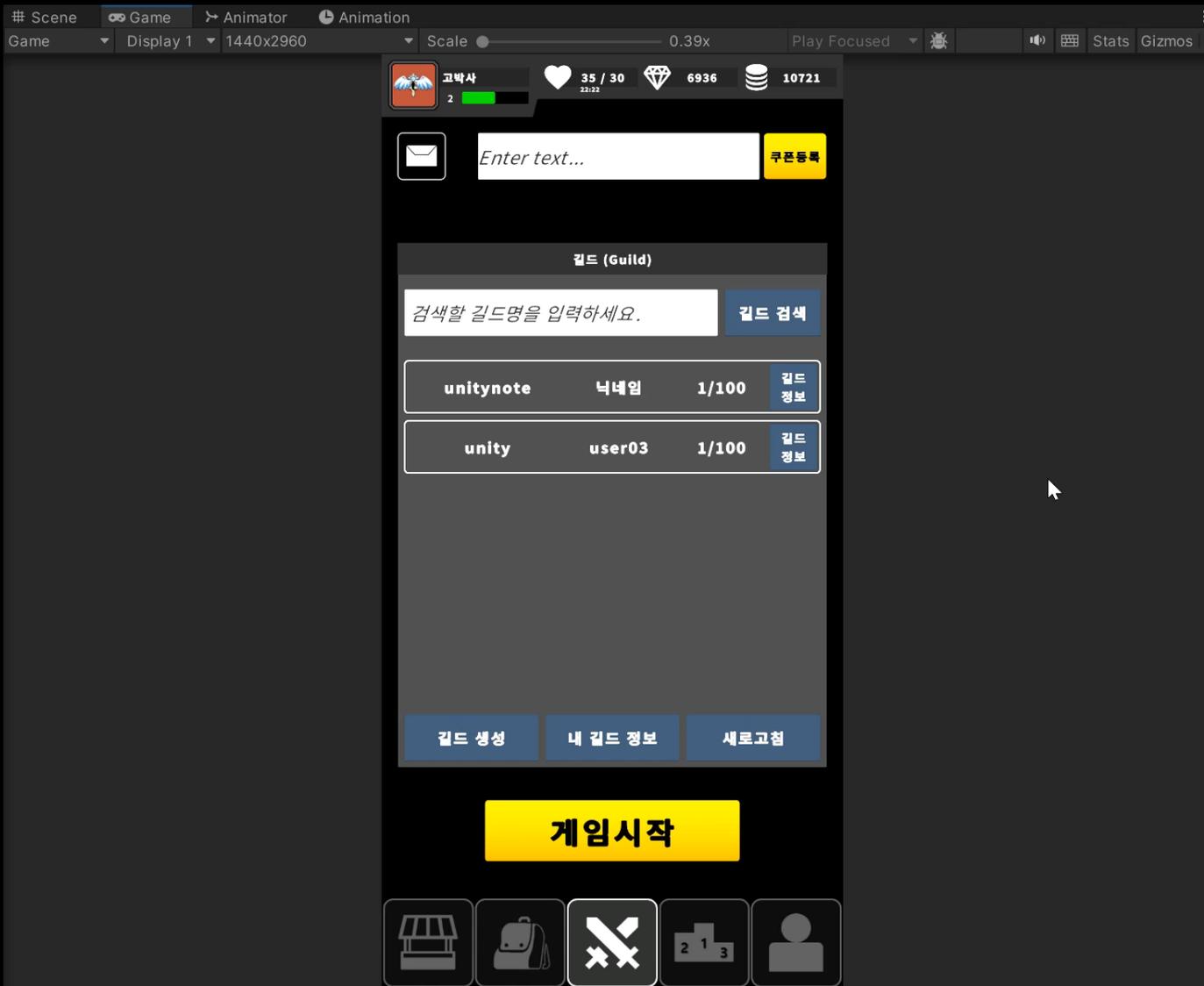
Hierarchy Panel: Shows a tree view of the scene. The 'Lobby' folder is expanded, showing various UI elements. 'ButtonViceMaster' is highlighted under the 'PopupMemberEdit' object.

Inspector Panel: Shows the properties of the selected 'Button' component. The 'Interactable' checkbox is checked. The 'Transition' is set to 'Color Tint'. The 'Target Graphic' is set to 'ButtonViceMaster (Image)'. The 'On Click ()' section shows a 'Runtime Only' event listener named 'GuildMemberEdit.OnClickNomin...' and another listener named 'PopupMer'.



길드 운영진 위임/해제

■ 결과 화면





길드 운영진 위임/해제

■ 부길드 마스터 해제

- 부길드 마스터를 해제하는 ReleaseViceMaster() 메소드 정의
 - BackendGuildSystem Script 수정

```
439 public void NominateViceMaster(string gamerInDate) ...
455
456 public void ReleaseViceMaster(string gamerInDate)
457 {
458     Backend.Guild.ReleaseViceMasterV3(gamerInDate, callback =>
459     {
460         if ( !callback.IsSuccess() )
461         {
462             ErrorLog(callback.GetMessage(), "Guild_Failed_Log", "ReleaseViceMaster");
463
464             return;
465         }
466
467         Debug.Log($"부길드 마스터 해제에 성공했습니다. : {callback}");
468
469         guildMemberEdit.SuccessMemberEdit();
470     });
471 }
472
```



길드 운영진 위임/해제

- “임원해제” 버튼을 눌렀을 때 호출하는 OnClickReleaseViceMaster() 정의
 - GuildMemberEdit Script 수정

```
1  using UnityEngine;
2  using TMPro;
3  using UnityEngine.UI;
4
5  public class GuildMemberEdit : MonoBehaviour
6  {
7      [SerializeField]
8      private BackendGuildSystem backendGuildSystem;
9      [SerializeField]
10     private GameObject overlayBackground;
11     [SerializeField]
12     private TextMeshProUGUI textNickname;
13     [SerializeField]
14     private Button buttonViceMaster;
15     [SerializeField]
16     private TextMeshProUGUI textViceMaster;
17
18     private GuildMemberData guildMemberData;
19
```



길드 운영진 위임/해제

□ GuildMemberEdit Script 수정 (계속)

```
20 public void Setup(GuildMemberData memberData)
21 {
22     guildMemberData = memberData;
23     textNickname.text = memberData.nickname;
24
25     buttonViceMaster.onClick.RemoveAllListeners();
26
27     if ( guildMemberData.position.Equals("viceMaster") )
28     {
29         textViceMaster.text = "임원\n해제";
30         buttonViceMaster.onClick.AddListener(OnClickReleaseViceMaster);
31     }
32     else
33     {
34         textViceMaster.text = "임원\n임명";
35         buttonViceMaster.onClick.AddListener(OnClickNominateViceMaster);
36     }
37 }
38
39 public void OnClickExpelMember()...
43
44 public void OnClickNominateViceMaster()...
48
49 public void OnClickReleaseViceMaster()
50 {
51     backendGuildSystem.ReleaseViceMaster(guildMemberData.inDate);
52 }
53
54 public void SuccessMemberEdit()...
61 }
```

같은 위치에 버튼 2개 만들고
On/Off 해도 된다.



길드 운영진 위임/해제

- PopupMemberEdit 오브젝트의 "GuildMemberEdit" 컴포넌트 변수 설정

The screenshot displays the Unity development environment. On the left, the Hierarchy panel shows a tree structure under 'Lobby*'. The 'PopupMemberEdit' object is selected and highlighted with a red box. On the right, the Inspector panel shows the 'Guild Member Edit (Script)' component. The variables are listed as follows:

- Script: GuildMemberEdit
- Backend Guild System: BackendSystem (Backend Guild)
- Overlay Background: OverlayBackground
- Text Nickname: Nickname (Text Mesh Pro UGUI)
- Button Vice Master: ButtonViceMaster (Button)
- Text Vice Master: Text (TMP) (Text Mesh Pro UGU)

The 'Button Vice Master' and 'Text Vice Master' variables are highlighted with red dashed boxes. Red arrows point from these variables to the corresponding objects in the Hierarchy panel: 'ButtonViceMaster (Button)' points to 'ButtonViceMaster' and 'Text (TMP) (Text Mesh Pro UGU)' points to 'Text (TMP)'.



길드 운영진 위임/해제

- ButtonViceMaster 오브젝트의 "Button" 컴포넌트 onClick() 이벤트 등록

The screenshot shows the Unity Inspector for a ButtonViceMaster component. The Hierarchy panel on the left shows the object's position within the Lobby scene. The Inspector panel on the right shows the following properties for the ButtonViceMaster component:

- Tag: Untagged
- Layer: UI
- Prefab: ButtonBaseV2
- Rect Transform
- Canvas Renderer
- Image
- Button** (selected)

The Button component's properties are:

- Interactable:
- Transition: Color Tint
- Target Graphic: ButtonViceMaster (Image)
- Normal Color: [Color Picker]
- Highlighted Color: [Color Picker]
- Pressed Color: [Color Picker]
- Selected Color: [Color Picker]
- Disabled Color: [Color Picker]
- Color Multiplier: 1
- Fade Duration: 0.1
- Navigation: Automatic

The On Click () event list shows:

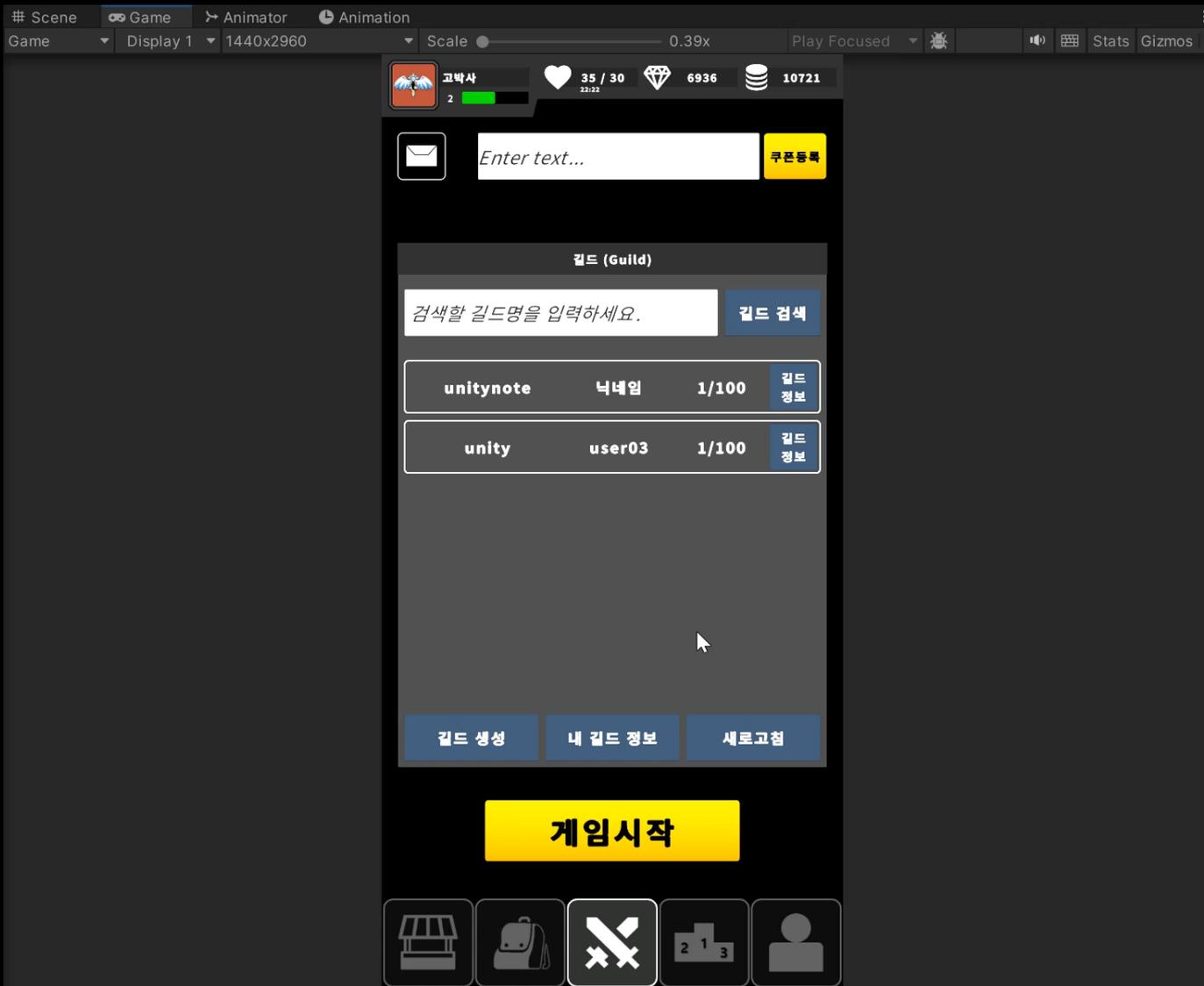
- Runtime Only: GuildMemberEdit.OnClickNomina
- PopupMer

코드에서 onClick 이벤트를 Add,
Remove 하기 때문에 삭제



길드 운영진 위임/해제

■ 결과 화면





길드 운영진 위임/해제

■ 길드 마스터 위임

- 길드 마스터를 위임하는 NominateMaster() 메소드 정의
 - BackendGuildSystem Script 수정

```
456 public void ReleaseViceMaster(string gamerInDate) ...
472
473 public void NominateMaster(string gamerInDate)
474 {
475     Backend.Guild.NominateMasterV3(gamerInDate, callback =>
476     {
477         if ( !callback.IsSuccess() )
478         {
479             ErrorLog(callback.GetMessage(), "Guild_Failed_Log", "NominateMaster");
480
481             return;
482         }
483
484         Debug.Log($"길드 마스터 위임에 성공했습니다. : {callback}");
485
486         guildMemberEdit.SuccessMemberEdit();
487     });
488 }
489
```



길드 운영진 위임/해제

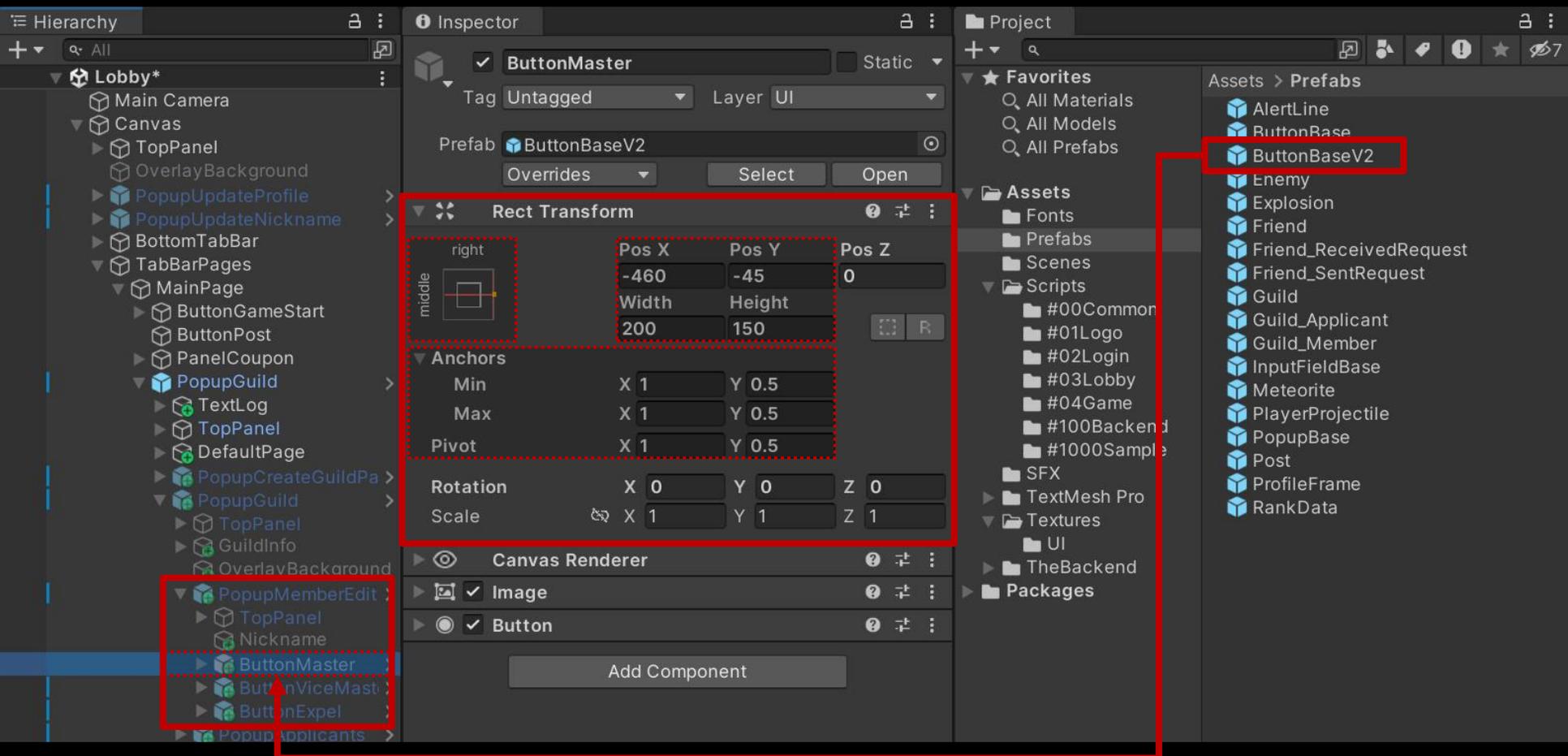
- “길드장 위임” 버튼을 눌렀을 때 호출하는 `OnClickNominateMaster()` 정의
 - `GuildMemberEdit` Script 수정

```
1  using ...
4
5  public class GuildMemberEdit : MonoBehaviour
6  {
7      [SerializeField]
8      private BackendGuildSystem backendGuildSystem;
9      [SerializeField]
10     private GameObject overlayBackground;
11     [SerializeField]
12     private TextMeshProUGUI textNickname;
13     [SerializeField]
14     private Button buttonViceMaster;
15     [SerializeField]
16     private TextMeshProUGUI textViceMaster;
17
18     private GuildMemberData guildMemberData;
19
20     public void Setup(GuildMemberData memberData) ...
38
39     public void OnClickExpelMember() ...
43
44     public void OnClickNominateViceMaster() ...
48
49     public void OnClickReleaseViceMaster() ...
53
54     public void OnClickNominateMaster()
55     {
56         backendGuildSystem.NominateMaster(guildMemberData.inDate);
57     }
58
59     public void SuccessMemberEdit() ...
66 }
```



길드 운영진 위임/해제

- “길드장 위임” Button UI 생성 및 설정
 - ButtonBaseV2 프리팹을 Hierarchy View로 Drag & Drop





길드 운영진 위임/해제

- “길드장 위임” Button UI 생성 및 설정 (계속)

The screenshot displays the Unity development environment. On the left, the Hierarchy panel shows a tree structure under 'Lobby*'. The 'MainPage' folder is expanded, showing 'ButtonMaster' selected. On the right, the Inspector panel shows the 'TextMeshPro - Text (UI)' component settings. The text content is '길드장 위임', and the font size is set to 40. The 'Font Asset' is 'NotoSansKR-Bold SDF (TMP_Fc)'. The 'Font Style' is set to 'Normal'. The 'Text Input' field is visible at the top of the Inspector panel.



길드 운영진 위임/해제

- ButtonMaster 오브젝트의 "Button" 컴포넌트 onClick() 이벤트 등록

The image shows the Unity development environment. On the left is the Hierarchy panel, and on the right is the Inspector panel.

Hierarchy Panel: Shows a tree view of the scene. The 'Lobby*' folder is expanded, showing various UI elements. The 'ButtonMaster' component is highlighted under the 'PopupMemberEdit' object.

Inspector Panel: Shows the properties of the selected 'Button' component. The 'Interactable' checkbox is checked. The 'Transition' is set to 'Color Tint'. The 'Target Graphic' is set to 'ButtonMaster (Image)'. The 'On Click ()' section shows a list of event listeners. The first listener is 'Runtime Only' with the event name 'GuildMemberEdit.OnClickNomin...' and the target 'PopupMer'.



길드 운영진 위임/해제

■ 결과 화면

