

Save Instantiated Objects

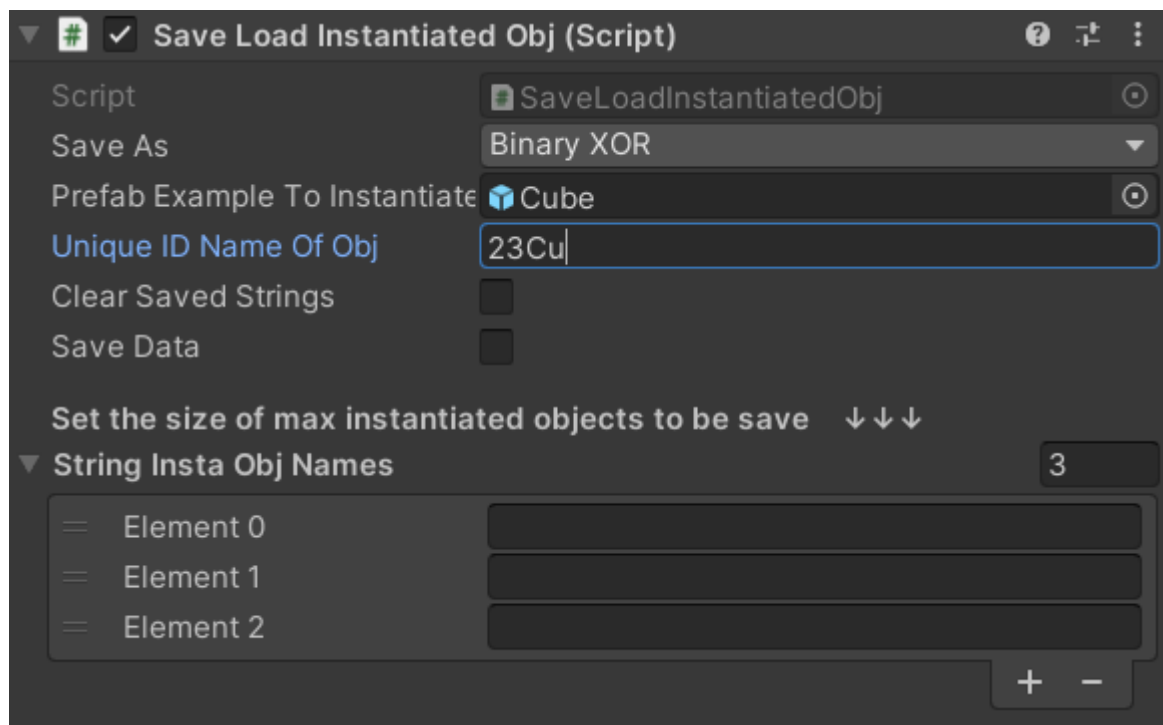
Create an *Empty GameObject* and Add the script `Save_Load_Instaniated_Obj`, this will act as a manager for collecting and saving the chosen prefabs that are instantiated.

Choose the saving mode `Playerprefs` (the fastest saving) or `Binary XOR` slow but more secure.

Drag the prefab that will be instantiated.

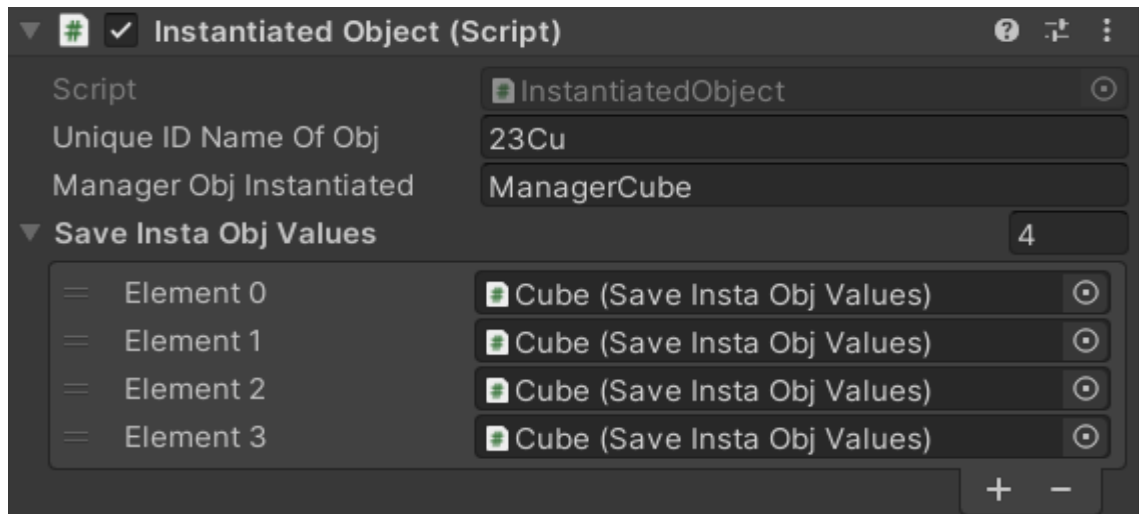
Set a unique name for this prefab on the field `Unique_ID_Name_Obj`. (this name will be the name of the file created to hold the encrypted data, choose a name as an example "23Cu")

On the array `String Insta Obj Names` set the amount of instantiated objects that when they get instantiated they will be save. When the `Save Data` bool is called the array list will be filed.



On the Instantiated Prefab.

The instantiated objects are prefabs, add on the prefab the script Instantiated_Object.

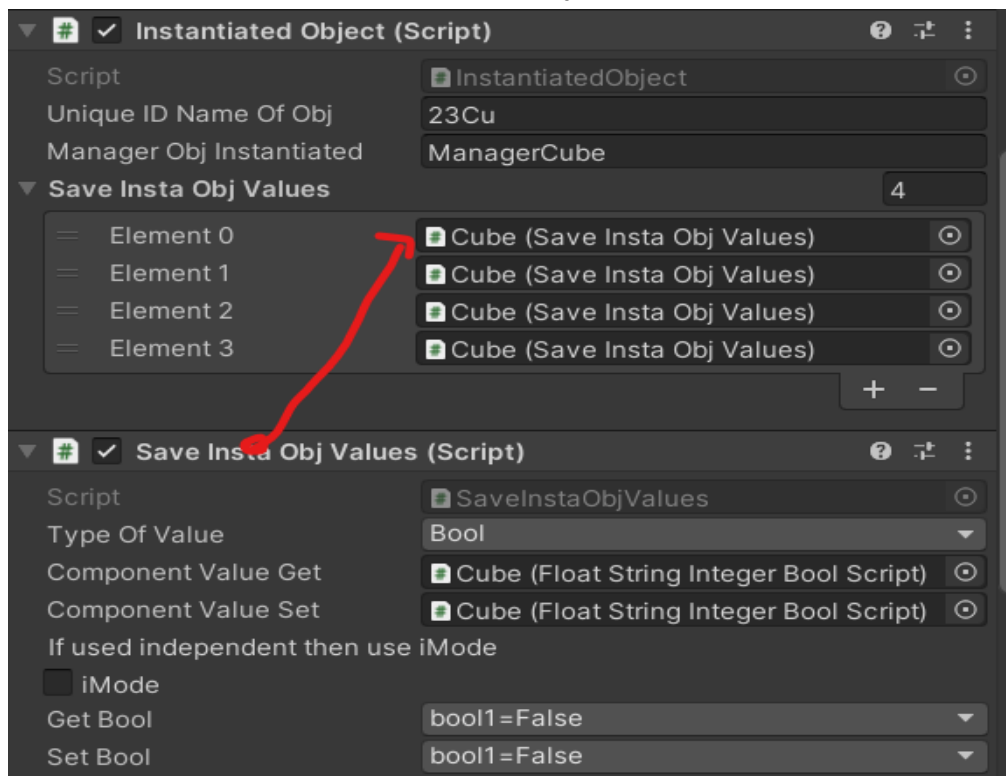


On the field, Unique_ID_Name_Of_Obj write the name that has been chosen on the Save_Load_Instatiated_Obj script.

On Manager_Obj_Instatiated write the name of the *Empty GameObject* that holds the script Save_Load_Instatiated_Obj script.

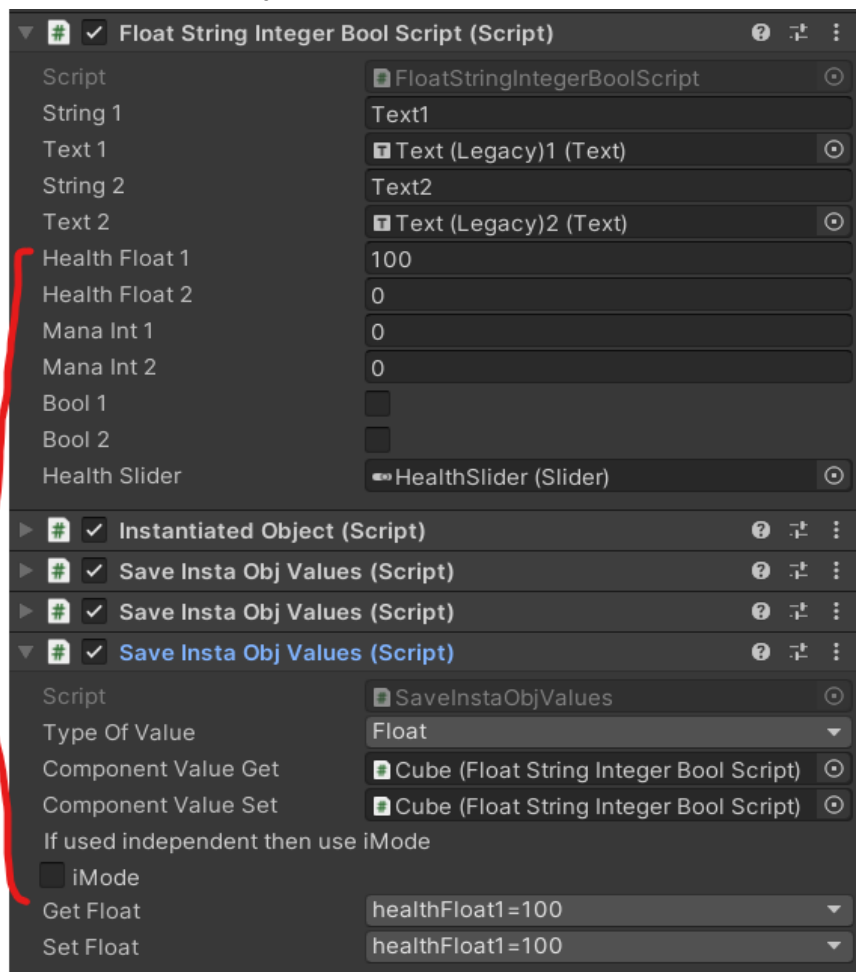
Up here test to see if the instantiated Object chosen is saved and reloaded on Start. To clear the saved gameObject use the bool Clear_Saved_Strings this bool will be on and auto-off in less than 1 sec.

On the same Instantiated prefab if we have scripts that hold Floats, Integer, Strings or Bools that change during gameplay like Health, Damage, Names etc and need to be saved we can save these values by adding script Save_Insta_Obj_Values. Then drag the script from the Prefab in the List Save_Insta_Obj_Values:



For each value it need to be save increase the list Save_insta_Obj_Values and add below a script Save_Insta_Obj_Values script.

How the Save Insta Obj Values script works?



Choose the type of value that need to be saved from Type_Of_Value between Float, Integer, String or Bool.

Then Drag the script that holds the values in the example case is a normal script but can be any script with values that are even Protected .

Get value is the field that will show all fields of the chosen type value that are on the target script and that value will get saved when the Save will be called.

Set value is the field that will by set with the saved value.

In the example above have been used the same Script but the get and set values can be from different scripts same as values on the same script.

Imode

<input checked="" type="checkbox"/> iMode	
Save the Value	<input type="checkbox"/>
Load the Value	<input type="checkbox"/>
Unique ID	<input type="text" value="edcba"/>

In case values need to be saved without the use of Instantiated Object mode and are Static Objects can be used iMode . The values will be saved in Playerprefs mode and the Unique ID is the field that will identify the save and load value. Write a Unique ID name for each value if the script will be used independently and not with Instantiated mode
Save_Load_Instatiated_Obj.

For more information and help don't hesitate to contact me on

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Or on my website: <http://fokozuynen.website2.me/>