

kBinaryData API - Class Reference

Static Public Member Functions

static void **Save** (Texture2D picture, string filename)
static Texture2D **Loader** (string filename)
static string **CutFile** (string file)

Static Public Attributes

static string **fPath** = "/TextureBinary/"

Static Private Member Functions

static void **Serialize** (string filename, object objectToSerialize)
static T **Deserialize**< T > (string filename)

Member Function Documentation

static void **Save** (Texture2D picture, string filename)

Description : Save a Unity Texture2D to a given filename and path

Parameters : **picture** is Textur2D
 filename is String

See also: **Serialize**(filename, objectToSerialize)

static void **Serialize** (string filename, object objectToSerialize)

Description : Serialize a Unity Texture2D to a byte array and write it into a file.

Parameters : **filename** is String
 objectToSerialize is object