BinaryFormatter

BinaryFormatter is an Fast, Lightweight Binary serialization/deserialization library for Unity projects.

## Features

* Serializing Collections: Lists, Dictionaries, IEnumerable
* Serializing KeyValuePair
* Serializing ISerializable
* Serializing Multi-Dimensional Arrays
* Surrogate Serialization
* Serializing Almost anything (Automatically serializes public fields and properties)
* Deserializing IDeserializationCallback
* Fast and Helpful Customer Support
* Free & Open Source
* Easy to Use
* Cross Platform (Let us know if you have any problem with any platform)

## Getting Started

Just add

using BayatGames.Serialization.Formatters.Binary;

then you are ready to go.

JsonFormatter provides some static methods for fast serialization of objects to json string:

using BayatGames.Serialization.Formatters.Binary;

...

Byte[] buffer = BinaryFormatter.SerializeObject ("Hello World");

## Resources

* [Bayat Games at GitHub](https://github.com/BayatGames)
* [Bayat Games at Unity Asset Store](https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:26641)
* [Support](https://github.com/BayatGames/Support)

## Thanks

Thanks for your choice and awesomeness, show your support by rating our products and reviewing them.

Hope you enjoy it.

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