

Quantum Tek

Simple Menu

This documentation is not complete. The full version is available online at <https://quantumtekhub.com/unity/encryptedsave/>. This documentation shows how to start using the asset. Support for this asset can be found on Github at <https://github.com/QuantumTekSupport/EncryptedSave/issues>.

Email Support:

- support@quantumtekhub.com for help with using the asset or the website
- unity@quantumtekhub.com for questions about the asset or feature requests

Getting Started

- First thing that needs to be done is adding the ES_Get Encryption Key prefab to a scene and click play. This will print a key to use at the top of the ES_Encryption script (the string field called keyString). Now remove the prefab from the scene, as it's no longer needed
- Next is to add an ES_Save prefab to each scene you want to use saving and loading. This is necessary in order for Transform and RectTransforming loading data to work
- ES_Save is the only script you need to use, with the ES_Save.Exists, ExistsWeb, DeleteData, DeleteDataWeb, Save, SaveWeb, Load, LoadWeb, SaveTransform, SaveTransformWeb, SaveRectTransform, SaveRectTransformWeb, LoadTransform, LoadTransformWeb, LoadRectTransform, LoadRectTransformWeb methods for saving
- Generally you will use the Save/Load/SaveWeb/LoadWeb functions for saving and loading data