

Namespace SaveToolbox.Runtime.Attributes

Classes

[FieldsSelectionAttribute](#)

An attribute used by the StbCustomComponent to show a dropdown of any custom fields that can be saved.

[ReadOnlyAttribute](#)

An attribute to make a field readonly.

[StbFormerlySerializedAs](#)

An attribute to mark any serialized data fields that the namespace has changed so that the field type can be easily found again.

[UniqueGuidIdAttribute](#)

An attribute to give a string field a unique Guid value.

Class FieldsSelectionAttribute

Namespace: [SaveToolbox.Runtime.Attributes](#)

Assembly: SaveToolbox.dll

An attribute used by the StbCustomComponent to show a dropdown of any custom fields that can be saved.

```
[AttributeUsage(AttributeTargets.Field)]
public class FieldsSelectionAttribute : PropertyAttribute
```

Inheritance

[object](#) ← [Attribute](#) ← [PropertyAttribute](#) ← [FieldsSelectionAttribute](#)

Inherited Members

[PropertyAttribute.order](#) , [Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) , [Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Module\)](#) ,
[Attribute.GetCustomAttributes\(Module, bool\)](#) , [Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

FieldsSelectionAttribute(string)

```
public FieldsSelectionAttribute(string componentIdentifier)
```

Parameters

componentIdentifier [string](#)

Properties

ComponentIdentifier

```
public string ComponentIdentifier { get; }
```

Property Value

[string](#)

Class ReadOnlyAttribute

Namespace: [SaveToolbox.Runtime.Attributes](#)

Assembly: SaveToolbox.dll

An attribute to make a field readonly.

```
[AttributeUsage(AttributeTargets.Field)]
public class ReadOnlyAttribute : PropertyAttribute
```

Inheritance

[object](#) ← [Attribute](#) ← [PropertyAttribute](#) ← [ReadOnlyAttribute](#)

Inherited Members

[PropertyAttribute.order](#) , [Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) , [Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Module\)](#) ,
[Attribute.GetCustomAttributes\(Module, bool\)](#) , [Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class StbFormerlySerializedAs

Namespace: [SaveToolbox.Runtime.Attributes](#)

Assembly: SaveToolbox.dll

An attribute to mark any serialized data fields that the namespace has changed so that the field type can be easily found again.

```
[AttributeUsage(AttributeTargets.Class | AttributeTargets.Struct, AllowMultiple = true)]
public class StbFormerlySerializedAs : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← StbFormerlySerializedAs

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) , [Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Module\)](#) ,
[Attribute.GetCustomAttributes\(Module, bool\)](#) , [Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

StbFormerlySerializedAs(string)

```
public StbFormerlySerializedAs(string value)
```

Parameters

value [string](#) ↗

Fields

formerNamespace

```
public readonly string formerNamespace
```

Field Value

[string](#) ↗

Class UniqueGuidAttribute

Namespace: [SaveToolbox.Runtime.Attributes](#)

Assembly: SaveToolbox.dll

An attribute to give a string field a unique Guid value.

```
[AttributeUsage(AttributeTargets.Property | AttributeTargets.Field)]
public class UniqueGuidAttribute : PropertyAttribute
```

Inheritance

[object](#) ← [Attribute](#) ← [PropertyAttribute](#) ← [UniqueGuidAttribute](#)

Inherited Members

[PropertyAttribute.order](#) , [Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) , [Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Module\)](#) ,
[Attribute.GetCustomAttributes\(Module, bool\)](#) , [Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Namespace SaveToolbox.Runtime.Basic SaveableMonoBehaviours

Classes

[CustomComponentHolder](#)

A class that holds all the components that will be referenced along with an identifier and the fields that should be saved.

[Stb AudioSource](#)

[Stb Camera](#)

[Stb Canvas Group](#)

Saves data about the canvas group that is referenced.

[Stb Custom Component](#)

An important component within the Save Toolbox library. It can hold reference to multiple different components through the use of a custom component inspector allows you to choose between a bunch of serializable fields on the target components on the data that is intended to be saved and loaded.

[Stb Dropdown](#)

Saves data about the UI dropdown that is referenced.

[Stb GameObject Active](#)

Saves whether or not the game object is set active.

[Stb Hierarchy](#)

Caches the hierarchy of the transform for the object this is attached to. Will only work if parent also have a stbHierarchy component attached.

[Stb Image](#)

[Stb Light](#)

Saves data about the light that is referenced.

[Stb Line Renderer](#)

[Stb Nav Mesh Agent](#)

Saves data about the nav mesh agent that is referenced.

[Stb Particle System](#)

[StbRigidBody](#)

Saves data about the RigidBody that is referenced. Saves all data such as velocities, constraints etc.

[StbRigidBody2D](#)

Saves data about the Rigidbody2D that is referenced. Saves all data such as velocities, constraints etc.

[StbSlider](#)

Saves data about the UI Slider that is referenced.

[StbSpriteRenderer](#)

[StbTextField](#)

Saves data about the Text component that is referenced. Saves data such as font size as well the text that is in the component.

[StbToggle](#)

Saves data about the UI Toggle that is referenced. Saves the current state of it.

[StbTrailRenderer](#)

[StbTransform](#)

Saves data about the transform of the GameObject this component is attached to. Can also choose which parts of the transform are saved.

Structs

[CameraSaveData](#)

[CanvasGroupSaveData](#)

[CustomSaveBehaviourData](#)

[ImageSaveData](#)

[LightSaveData](#)

[LineRendererSaveData](#)

[NavMeshAgentSaveData](#)

[ParticleSystemSaveData](#)

[Rigidbody2DSaveData](#)

[RigidbodySaveData](#)

[SpriteRendererSaveData](#)

[TextFieldSaveData](#)

[TrailRendererSaveData](#)

[TransformSaveData](#)

Struct AudioSourceSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct AudioSourceSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Struct CameraSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct CameraSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Struct CanvasGroupSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct CanvasGroupSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Constructors

CanvasGroupSaveData(float, bool, bool, bool)

```
public CanvasGroupSaveData(float alpha, bool ignoreParentGroups, bool interactable,
bool blocksRaycast)
```

Parameters

alpha [float](#)

ignoreParentGroups [bool](#)

interactable [bool](#)

blocksRaycast [bool](#)

CanvasGroupSaveData(CanvasGroup)

```
public CanvasGroupSaveData(CanvasGroup canvasGroup)
```

Parameters

canvasGroup CanvasGroup

Properties

Alpha

```
public float Alpha { get; }
```

Property Value

[float](#)

BlocksRaycast

```
public bool BlocksRaycast { get; }
```

Property Value

[bool](#)

IgnoreParentGroups

```
public bool IgnoreParentGroups { get; }
```

Property Value

[bool](#)

Interactable

```
public bool Interactable { get; }
```

Property Value

bool ↗

Class CustomComponentHolder

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

A class that holds all the components that will be referenced along with an identifier and the fields that should be saved.

```
[Serializable]  
public class CustomComponentHolder
```

Inheritance

[object](#) ← CustomComponentHolder

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

Component

```
public Component Component { get; }
```

Property Value

Component

FieldsToSave

```
public string[] FieldsToSave { get; }
```

Property Value

[string](#)[]

Identifier

`public string Identifier { get; }`

Property Value

[string](#)[]

Methods

GenerateNewIdentifier()

Creates a new identifier from the guid and then converts it to a string.

`public void GenerateNewIdentifier()`

ResetValues()

Resets the identifier and all the fields to save as well as resets the reference to the component back to null.

`public void ResetValues()`

Struct CustomSaveBehaviourData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct CustomSaveBehaviourData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Constructors

CustomSaveBehaviourData(string, string, object)

```
public CustomSaveBehaviourData(string identifier, string dataFieldName,
object dataFieldValue)
```

Parameters

identifier [string](#)

dataFieldName [string](#)

dataFieldValue [object](#)

Properties

DataFieldName

```
public string DataFieldName { get; }
```

Property Value

[string](#) ↗

DataFieldValue

```
public object DataFieldValue { get; }
```

Property Value

[object](#) ↗

Identifier

```
public string Identifier { get; }
```

Property Value

[string](#) ↗

Struct ImageSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct ImageSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Constructors

ImageSaveData(Image)

```
public ImageSaveData(Image image)
```

Parameters

image Image

Properties

MaterialId

```
public string MaterialId { get; }
```

Property Value

[string](#)

Struct LightSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct LightSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Constructors

LightSaveData(Light)

```
public LightSaveData(Light light)
```

Parameters

light Light

Properties

Color

```
public Color Color { get; }
```

Property Value

Color

CullingMask

```
public int CullingMask { get; }
```

Property Value

[int ↗](#)

Intensity

```
public float Intensity { get; }
```

Property Value

[float ↗](#)

Range

```
public float Range { get; }
```

Property Value

[float ↗](#)

RenderMode

```
public int RenderMode { get; }
```

Property Value

[int ↗](#)

ShadowType

```
public int ShadowType { get; }
```

Property Value

[int ↗](#)

SpotAngle

```
public float SpotAngle { get; }
```

Property Value

[float ↗](#)

Type

```
public int Type { get; }
```

Property Value

[int ↗](#)

Struct LineRendererSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct LineRendererSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Struct NavMeshAgentSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct NavMeshAgentSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

NavMeshAgentSaveData(float, Vector3, float, float, float, Vector3, float, int, bool, bool, int, float, bool, Vector3, float, bool, bool)

```
public NavMeshAgentSaveData(float acceleration, Vector3 destination, float height, float radius, float speed, Vector3 velocity, float angularSpeed, int areaMask, bool autoBraking, bool autoRepath, int avoidancePriority, float baseOffset, bool isStopped, Vector3 nextPosition, float stoppingDistance, bool updatePosition, bool updateRotation)
```

Parameters

acceleration [float](#)

destination Vector3

height [float](#)

radius [float](#)

speed [float](#)

velocity Vector3

angularSpeed [float](#)

areaMask [int](#)

autoBraking [bool](#)

autoRepath [bool](#)

avoidancePriority [int](#)

baseOffset [float](#)

isStopped [bool](#)

nextPosition Vector3

stoppingDistance [float](#)

updatePosition [bool](#)

updateRotation [bool](#)

NavMeshAgentSaveData(NavMeshAgent)

public [NavMeshAgentSaveData](#)(NavMeshAgent navMeshAgent)

Parameters

navMeshAgent NavMeshAgent

Properties

Acceleration

public float Acceleration { **get**; }

Property Value

[float](#)

AngularSpeed

```
public float AngularSpeed { get; }
```

Property Value

[float ↗](#)

AreaMask

```
public int AreaMask { get; }
```

Property Value

[int ↗](#)

AutoBraking

```
public bool AutoBraking { get; }
```

Property Value

[bool ↗](#)

AutoRepath

```
public bool AutoRepath { get; }
```

Property Value

[bool ↗](#)

AvoidancePriority

```
public int AvoidancePriority { get; }
```

Property Value

[int ↗](#)

BaseOffset

```
public float BaseOffset { get; }
```

Property Value

[float ↗](#)

Destination

```
public Vector3 Destination { get; }
```

Property Value

Vector3

Height

```
public float Height { get; }
```

Property Value

[float ↗](#)

IsStopped

```
public bool IsStopped { get; }
```

Property Value

[bool](#)

NextPosition

```
public Vector3 NextPosition { get; }
```

Property Value

Vector3

Radius

```
public float Radius { get; }
```

Property Value

[float](#)

Speed

```
public float Speed { get; }
```

Property Value

[float](#)

StoppingDistance

```
public float StoppingDistance { get; }
```

Property Value

[float](#)

UpdatePosition

```
public bool UpdatePosition { get; }
```

Property Value

[bool](#)

UpdateRotation

```
public bool UpdateRotation { get; }
```

Property Value

[bool](#)

Velocity

```
public Vector3 Velocity { get; }
```

Property Value

Vector3

Struct ParticleSystemSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct ParticleSystemSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Struct Rigidbody2DSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct Rigidbody2DSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

Rigidbody2DSaveData(int, bool, bool, float, float, float, float, bool, int, int, int, int, Vector2, float, Vector3, int)

```
public Rigidbody2DSaveData(int rigidBody2DBodyType, bool simulated, bool useAutoMass, float mass, float drag, float angularDrag, float gravityScale, bool isKinematic, int interpolation, int collisionDetection, int includeLayers, int excludeLayers, Vector2 velocity, float angularVelocity, Vector3 centreOfMass, int rigidBodyConstraints)
```

Parameters

rigidBody2DBodyType [int](#)

simulated [bool](#)

useAutoMass [bool](#)

mass [float](#)

drag [float](#)

angularDrag [float](#)

```
gravityScale float
isKinematic bool
interpolation int
collisionDetection int
includeLayers int
excludeLayers int
velocity Vector2
angularVelocity float
centreOfMass Vector3
rigidBodyConstraints int
```

Rigidbody2DSaveData(Rigidbody2D)

```
public Rigidbody2DSaveData(Rigidbody2D rigidbody)
```

Parameters

rigidbody Rigidbody2D

Properties

AngularDrag

```
public float AngularDrag { get; }
```

Property Value

float

AngularVelocity

```
public float AngularVelocity { get; }
```

Property Value

[float↗](#)

CentreOfMass

```
public Vector3 CentreOfMass { get; }
```

Property Value

Vector3

CollisionDetection

```
public int CollisionDetection { get; }
```

Property Value

[int↗](#)

Drag

```
public float Drag { get; }
```

Property Value

[float↗](#)

ExcludeLayers

```
public int ExcludeLayers { get; }
```

Property Value

[int ↗](#)

GravityScale

```
public float GravityScale { get; }
```

Property Value

[float ↗](#)

IncludeLayers

```
public int IncludeLayers { get; }
```

Property Value

[int ↗](#)

Interpolation

```
public int Interpolation { get; }
```

Property Value

[int ↗](#)

IsKinematic

```
public bool IsKinematic { get; }
```

Property Value

[bool](#)

Mass

```
public float Mass { get; }
```

Property Value

[float](#)

RigidBody2DBodyType

```
public int RigidBody2DBodyType { get; }
```

Property Value

[int](#)

RigidBodyConstraints

```
public int RigidbodyConstraints { get; }
```

Property Value

[int](#)

Simulated

```
public bool Simulated { get; }
```

Property Value

[bool](#) ↗

UseAutoMass

```
public bool UseAutoMass { get; }
```

Property Value

[bool](#) ↗

Velocity

```
public Vector2 Velocity { get; }
```

Property Value

Vector2

Struct RigidbodySaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct RigidbodySaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Constructors

RigidbodySaveData(float, float, float, bool, bool, bool, int, int, int, int, Vector3, Vector3, Vector3, int)

```
public RigidbodySaveData(float mass, float drag, float angularDrag, bool
automaticCenterOfMass, bool automaticTensor, bool useGravity, bool isKinematic, int
interpolation, int collisionDetection, int includeLayers, int excludeLayers, Vector3
velocity, Vector3 angularVelocity, Vector3 centreOfMass, int rigidBodyConstraints)
```

Parameters

mass [float](#)

drag [float](#)

angularDrag [float](#)

automaticCenterOfMass [bool](#)

automaticTensor [bool](#)

useGravity [bool](#)

```
isKinematic bool ↴  
interpolation int ↴  
collisionDetection int ↴  
includeLayers int ↴  
excludeLayers int ↴  
velocity Vector3  
angularVelocity Vector3  
centreOfMass Vector3  
rigidBodyConstraints int ↴
```

RigidbodySaveData(Rigidbody)

```
public RigidbodySaveData(Rigidbody rigidbody)
```

Parameters

rigidbody Rigidbody

Properties

AngularDrag

```
public float AngularDrag { get; }
```

Property Value

[float ↴](#)

AngularVelocity

```
public Vector3 AngularVelocity { get; }
```

Property Value

Vector3

AutomaticCenterOfMass

```
public bool AutomaticCenterOfMass { get; }
```

Property Value

[bool](#)

AutomaticTensor

```
public bool AutomaticTensor { get; }
```

Property Value

[bool](#)

CentreOfMass

```
public Vector3 CentreOfMass { get; }
```

Property Value

Vector3

CollisionDetection

```
public int CollisionDetection { get; }
```

Property Value

[int ↗](#)

Drag

```
public float Drag { get; }
```

Property Value

[float ↗](#)

ExcludeLayers

```
public int ExcludeLayers { get; }
```

Property Value

[int ↗](#)

IncludeLayers

```
public int IncludeLayers { get; }
```

Property Value

[int ↗](#)

Interpolation

```
public int Interpolation { get; }
```

Property Value

[int ↗](#)

IsKinematic

```
public bool IsKinematic { get; }
```

Property Value

[bool ↗](#)

Mass

```
public float Mass { get; }
```

Property Value

[float ↗](#)

RigidBodyConstraints

```
public int RigidBodyConstraints { get; }
```

Property Value

[int ↗](#)

UseGravity

```
public bool UseGravity { get; }
```

Property Value

[bool](#) ↗

Velocity

```
public Vector3 Velocity { get; }
```

Property Value

Vector3

Struct SpriteRendererSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct SpriteRendererSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Class Stb AudioSource

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
public class Stb AudioSource : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← Stb AudioSource

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),
[Component.GetComponentsInParent<T>\(bool\)](#),

[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbCamera

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
public class StbCamera : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbCamera

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),
[Component.GetComponentsInParent<T>\(bool\)](#),

[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbCanvasGroup

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the canvas group that is referenced.

```
public class StbCanvasGroup : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbCanvasGroup

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#) ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Transform\)](#) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
[Object.Instantiate<T>\(T\)](#) , [Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[ObjectFindObjectOfType<T>\(\)](#) , [Object.FindObjectType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbCustomComponent

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

An important component within the Save Toolbox library. It can hold reference to multiple different components through the use of a custom component inspector allows you to choose between a bunch of serializable fields on the target components on the data that is intended to be saved and loaded.

```
public class StbCustomComponent : SaveableMonoBehaviour, ISaveDataEntity,  
ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbCustomComponent

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Derived

[ExampleCustomComponentInheritance](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),

[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectsInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,

[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

GetCollectionType(Type)

Checks which type a collection is. Override this to handle and different types of collections that aren't arrays or lists.

```
protected virtual Type GetCollectionType(Type type)
```

Parameters

type [Type](#)

The type that is passed in. Will be checked if it is a collection and then of which type it is, if it is a collection.

Returns

Type ↴

The type that the collection is.

IsOfQualifyingType(Type)

Used to check if a type of field can be serialized. Inherit from this class and override this function if you wish to change which types are looked for in the serializer. This takes into account collections.

```
public virtual bool IsOfQualifyingType(Type type)
```

Parameters

type Type ↴

The type that is being checked whether or not it can be serialized in the component fields.

Returns

bool ↴

Whether or not a field of this type will be serialized by this component.

IsTypeAccepted(Type)

Used to check if a type of field can be serialized. Inherit from this class and override this function if you wish to change which types are looked for in the serializer. This takes into account collections.

```
protected virtual bool IsTypeAccepted(Type type)
```

Parameters

type Type ↴

The type that is being checked whether or not it can be serialized in the component fields.

Returns

bool ↴

Whether or not a field of this type will be serialized by this component.

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

TryGetComponentOfIdentifier(string, out Component)

Finds a component that is referenced by this component with an identifier.

```
public bool TryGetComponentOfIdentifier(string identifier, out Component component)
```

Parameters

identifier [string](#)

The identifier of the component that is referenced. The identifier is the identifier of the ISaveDataEntity.

component Component

The out component that will be returned if it successfully found the component.

Returns

[bool](#)

If it successfully found a component of the passed in identifier.

TryGetComponentOfIdentifier(string, out Component)

Finds a component that is referenced by this component with an identifier.

```
public bool TryGetComponentOfIdentifier(string identifier, out Component component)
```

Parameters

identifier [string](#)

The identifier of the component that is referenced. The identifier is the identifier of the ISaveDataEntity.

component Component

The out component that will be returned if it successfully found the component.

Returns

[bool](#)

If it successfully found a component of the passed in identifier.

ValidateComponentHolders()

Validates all referenced components. Checks all the identifiers and resets them if one of the same identifier already in the list.

```
public void ValidateComponentHolders()
```

Class StbDropdown

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the UI dropdown that is referenced.

```
[RequireComponent(typeof(Dropdown))]  
public class StbDropdown : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbDropdown

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine<T>\(Auto\(IEnumerator\)\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>()

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#) ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Transform\)](#) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
[Object.Instantiate<T>\(T\)](#) , [Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[ObjectFindObjectOfType<T>\(\)](#) , [Object.FindObjectType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbGameObjectActive

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves whether or not the game object is set active.

```
public class StbGameObjectActive : SaveableMonoBehaviour, ISaveDataEntity,  
ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbGameObjectActive

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.LoadableObject](#),
[SaveableMonoBehaviour.OnSaveCompleted\(\)](#), [SaveableMonoBehaviour.OnLoadingSpawned\(\)](#),
[SaveableMonoBehaviour.OnLoadCompleted\(\)](#), MonoBehaviour.IsInvoking(),
MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>()

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#) ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Transform\)](#) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
[Object.Instantiate<T>\(T\)](#) , [Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[ObjectFindObjectOfType<T>\(\)](#) , [Object.FindObjectType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

DeserializationPriority

A priority in which this ISaveDataEntity should be serialized again. The higher the int value the sooner it will serialize in comparison to other ISaveDataEntities. Order is ambiguous for ISaveDataEntities of the same priority.

```
public override int DeserializationPriority { get; set; }
```

Property Value

[int](#)

Methods

Deserialize(object)

A function to handle the data that was serialized for this object.

```
public override void Deserialize(object data)
```

Parameters

[data](#) [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

object↗

The serialize data object.

Class StbHierarchy

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Caches the hierarchy of the transform for the object this is attached to. Will only work if parent also have a stbHierarchy component attached.

```
public class StbHierarchy : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbHierarchy

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.LoadableObject](#),
[SaveableMonoBehaviour.OnSaveCompleted\(\)](#), [SaveableMonoBehaviour.OnLoadingSpawned\(\)](#),
[SaveableMonoBehaviour.OnLoadCompleted\(\)](#), MonoBehaviour.IsInvoking(),
MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

DeserializationPriority

A priority in which this ISaveDataEntity should be serialized again. The higher the int value the sooner it will serialize in comparison to other ISaveDataEntities. Order is ambiguous for ISaveDataEntities of the same priority.

```
public override int DeserializationPriority { get; set; }
```

Property Value

[int](#)

Methods

Deserialize(object)

A function to handle the data that was serialized for this object.

```
public override void Deserialize(object data)
```

Parameters

[data](#) [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

object[↗]

The serialize data object.

Class StbImage

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
public class StbImage : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[Object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbImage

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#) , [SaveableMonoBehaviour.DeserializationPriority](#) ,
[SaveableMonoBehaviour.LoadableObject](#) , [SaveableMonoBehaviour.OnSaveCompleted\(\)](#) ,
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#) , [SaveableMonoBehaviour.OnLoadCompleted\(\)](#) ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ↗ ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) ↗ , [MonoBehaviour.CancelInvoke\(string\)](#) ↗ ,
[MonoBehaviour.IsInvoking\(string\)](#) ↗ , [MonoBehaviour.StartCoroutine\(string\)](#) ↗ ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) ↗ , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ↗ ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) ↗ , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ↗ ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ↗ ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ↗ ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) ↗ , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) ↗ , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) ↗ , [Component.GetComponentInChildren\(Type, bool\)](#) ↗ ,
[Component.GetComponentInChildren\(Type\)](#) ↗ , [Component.GetComponentInChildren<T>\(bool\)](#) ↗ ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ↗ ,
[Component.GetComponentsInChildren\(Type\)](#) ↗ , [Component.GetComponentsInChildren<T>\(bool\)](#) ↗ ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ↗ ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ↗ ,
[Component.GetComponentInParent\(Type, bool\)](#) ↗ , [Component.GetComponentInParent\(Type\)](#) ↗ ,
[Component.GetComponentInParent<T>\(bool\)](#) ↗ , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) ↗ , [Component.GetComponentsInParent\(Type\)](#) ↗ ,
[Component.GetComponentsInParent<T>\(bool\)](#) ↗ ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ↗ , Component.GetComponentsInParent<T>()

[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbLight

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the light that is referenced.

```
public class StbLight : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbLight

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbLineRenderer

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
public class StbLineRenderer : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbLineRenderer

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),
[Component.GetComponentsInParent<T>\(bool\)](#),

[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbNavMeshAgent

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the nav mesh agent that is referenced.

```
public class StbNavMeshAgent : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbNavMeshAgent

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#) ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Transform\)](#) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
[Object.Instantiate<T>\(T\)](#) , [Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[ObjectFindObjectOfType<T>\(\)](#) , [Object.FindObjectType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbParticleSystem

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
public class StbParticleSystem : SaveableMonoBehaviour, ISaveDataEntity,  
ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbParticleSystem

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbRigidBody

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the RigidBody that is referenced. Saves all data such as velocities, constraints etc.

```
public class StbRigidBody : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbRigidBody

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#) ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Transform\)](#) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
[Object.Instantiate<T>\(T\)](#) , [Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[ObjectFindObjectOfType<T>\(\)](#) , [Object.FindObjectType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbRigidBody2D

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the RigidBody2D that is referenced. Saves all data such as velocities, constraints etc.

```
public class StbRigidBody2D : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbRigidBody2D

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#) ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Transform\)](#) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
[Object.Instantiate<T>\(T\)](#) , [Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[ObjectFindObjectOfType<T>\(\)](#) , [Object.FindObjectType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbSlider

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the UI Slider that is referenced.

```
[RequireComponent(typeof(Slider))]  
public class StbSlider : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbSlider

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbSpriteRenderer

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
public class StbSpriteRenderer : SaveableMonoBehaviour, ISaveDataEntity,  
ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbSpriteRenderer

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbTextField

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the Text component that is referenced. Saves data such as font size as well the text that is in the component.

```
public class StbTextField : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbTextField

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbToggle

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the UI Toggle that is referenced. Saves the current state of it.

```
public class StbToggle : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbToggle

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbTrailRenderer

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
public class StbTrailRenderer : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbTrailRenderer

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),
[Component.GetComponentsInParent<T>\(bool\)](#),

[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

data [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Class StbTransform

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

Saves data about the transform of the GameObject this component is attached to. Can also choose which parts of the transform are saved.

```
public class StbTransform : SaveableMonoBehaviour, ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← StbTransform

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Struct TextFieldSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct TextFieldSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

TextFieldSaveData(int, int, float, bool, int, bool, int, int, bool, Color, bool, Vector4, bool)

```
public TextFieldSaveData(int fontStyle, int fontSize, float lineSpacing, bool richText, int alignment, bool alignByGeometry, int horizontalOverflow, int verticalOverflow, bool bestFit, Color color, bool raycastTarget, Vector4 raycastPadding, bool maskable)
```

Parameters

fontStyle [int](#)

fontSize [int](#)

lineSpacing [float](#)

richText [bool](#)

alignment [int](#)

alignByGeometry [bool](#)

horizontalOverflow [int](#)

`verticalOverflow` [int ↗](#)

`bestFit` [bool ↗](#)

`color` Color

`raycastTarget` [bool ↗](#)

`raycastPadding` Vector4

`maskable` [bool ↗](#)

TextFieldSaveData(Text)

`public TextFieldSaveData(Text text)`

Parameters

`text` Text

Properties

AlignByGeometry

`public bool AlignByGeometry { get; }`

Property Value

[bool ↗](#)

Alignment

`public int Alignment { get; }`

Property Value

[int ↗](#)

BestFit

```
public bool BestFit { get; }
```

Property Value

[bool ↗](#)

Color

```
public Color Color { get; }
```

Property Value

Color

FontSize

```
public int FontSize { get; }
```

Property Value

[int ↗](#)

FontStyle

```
public int FontStyle { get; }
```

Property Value

[int ↗](#)

HorizontalOverflow

```
public int HorizontalOverflow { get; }
```

Property Value

[int ↗](#)

LineSpacing

```
public float LineSpacing { get; }
```

Property Value

[float ↗](#)

Maskable

```
public bool Maskable { get; }
```

Property Value

[bool ↗](#)

RaycastPadding

```
public Vector4 RaycastPadding { get; }
```

Property Value

Vector4

RaycastTarget

```
public bool RaycastTarget { get; }
```

Property Value

[bool](#) ↗

RichText

```
public bool RichText { get; }
```

Property Value

[bool](#) ↗

VerticalOverflow

```
public int VerticalOverflow { get; }
```

Property Value

[int](#) ↗

Struct TrailRendererSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct TrailRendererSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Struct TransformSaveData

Namespace: [SaveToolbox.Runtime.BasicSaveableMonoBehaviours](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public struct TransformSaveData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#).

Constructors

TransformSaveData(bool, Vector3, bool, Quaternion, bool, Vector3)

```
public TransformSaveData(bool savePosition, Vector3 position, bool saveRotation, Quaternion
rotation, bool saveScale, Vector3 scale)
```

Parameters

savePosition [bool](#)

position Vector3

saveRotation [bool](#)

rotation Quaternion

saveScale [bool](#)

scale Vector3

TransformSaveData(Vector3, Quaternion, Vector3)

```
public TransformSaveData(Vector3 position, Quaternion rotation, Vector3 scale)
```

Parameters

position Vector3

rotation Quaternion

scale Vector3

Properties

Position

```
public Vector3 Position { get; }
```

Property Value

Vector3

Rotation

```
public Quaternion Rotation { get; }
```

Property Value

Quaternion

SavePosition

```
public bool SavePosition { get; }
```

Property Value

[bool](#) ↗

SaveRotation

```
public bool SaveRotation { get; }
```

Property Value

[bool](#) ↗

SaveScale

```
public bool SaveScale { get; }
```

Property Value

[bool](#) ↗

Scale

```
public Vector3 Scale { get; }
```

Property Value

Vector3

Namespace SaveToolbox.Runtime.CallbackHandlers

Classes

[StbCallbackDistributor](#)

A class that distributes the callbacks for saving and loading.

Interfaces

[IStbLoadedCallbackHandler](#)

An interface that has a callback to notify when save game data has been loaded.

[IStbSavedCallbackHandler](#)

An interface that has a callback to notify when save game data has been saved.

Interface IStbLoadedCallbackHandler

Namespace: [SaveToolbox.Runtime.CallbackHandlers](#)

Assembly: SaveToolbox.dll

An interface that has a callback to notify when save game data has been loaded.

```
public interface IStbLoadedCallbackHandler
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

HandleDataLoaded(SlotSaveData)

A save game data loaded callback.

```
void HandleDataLoaded(SlotSaveData slotSaveData)
```

Parameters

slotSaveData [SlotSaveData](#)

The data object that was loaded.

Interface IStbSavedCallbackHandler

Namespace: [SaveToolbox.Runtime.CallbackHandlers](#)

Assembly: SaveToolbox.dll

An interface that has a callback to notify when save game data has been saved.

```
public interface IStbSavedCallbackHandler
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

HandleDataSaved(SlotSaveData)

The data saved callback.

```
void HandleDataSaved(SlotSaveData slotSaveData)
```

Parameters

slotSaveData [SlotSaveData](#)

The data object that was saved.

Class StbCallbackDistributor

Namespace: [SaveToolbox.Runtime.CallbackHandlers](#)

Assembly: SaveToolbox.dll

A class that distributes the callbacks for saving and loading.

```
public class StbCallbackDistributor
```

Inheritance

[object](#) ← StbCallbackDistributor

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

AddNonMonoBehaviourLoadCallbackHandler(IStbLoadedCallbackHandler)

A function to add Non-MonoBehaviour to the load callbacks list, so it will receive the load callbacks.

```
public void AddNonMonoBehaviourLoadCallbackHandler(IStbLoadedCallbackHandler  
loadedCallbackHandler)
```

Parameters

loadedCallbackHandler [IStbLoadedCallbackHandler](#)

AddNonMonoBehaviourSaveCallbackHandler(IStbSavedCallbackHandler)

A function to add Non-MonoBehaviour to the save callbacks list, so it will receive the save callbacks.

```
public void AddNonMonoBehaviourSaveCallbackHandler(IStbSavedCallbackHandler savedCallbackHandler)
```

Parameters

`savedCallbackHandler` [IStbSavedCallbackHandler](#)

The interface instance of the callback handler.

HandleLoaded(SlotSaveData, bool)

When a game save data is loaded this should be called so it can distribute the callback.

```
public void HandleLoaded(SlotSaveData slotSaveData, bool allowInactiveMonoBehaviours = true)
```

Parameters

`slotSaveData` [SlotSaveData](#)

The game save data that was loaded.

`allowInactiveMonoBehaviours` [bool](#)

Should this distribute callbacks to inactive objects?

HandleSaved(SlotSaveData, bool)

When a game data is saved this should be called so it can distribute the callback.

```
public void HandleSaved(SlotSaveData slotSaveData, bool allowInactiveMonoBehaviours = true)
```

Parameters

`slotSaveData` [SlotSaveData](#)

The game save data that was saved.

`allowInactiveMonoBehaviours` [bool](#)

Should this distribute callbacks to inactive objects?

RemoveNonMonoBehaviourLoadCallbackHandler(IStbLoadedCallbackHandler)

A function to remove Non-MonoBehaviour to the load callbacks list, so it will no longer receive the load callbacks.

```
public void RemoveNonMonoBehaviourLoadCallbackHandler(IStbLoadedCallbackHandler  
loadedCallbackHandler)
```

Parameters

`loadedCallbackHandler` [IStbLoadedCallbackHandler](#)

RemoveNonMonoBehaviourSaveCallbackHandler(IStbSavedCallbackHandler)

A function to remove Non-MonoBehaviour to the save callbacks list, so it will no longer receive the save callbacks.

```
public void RemoveNonMonoBehaviourSaveCallbackHandler(IStbSavedCallbackHandler  
savedCallbackHandler)
```

Parameters

`savedCallbackHandler` [IStbSavedCallbackHandler](#)

The interface instance of the callback handler.

Namespace SaveToolbox.Runtime.Core

Classes

[AbstractSaveMigrator](#)

An abstract save migrator. This should be inherited from and have the abstract function to overriden to provide migration functionality.

[EncryptionSettings](#)

[LoadableObject](#)

A MonoBehaviour component to allow for spawning in a scene from an ID that is saved on this object. The ID is dictated by the database.

[LoadableObjectDatabase](#)

a singleton scriptable object that holds reference to all loadable objects in the project. When a loadable object is added to the database, it will have it's loadable object prefab id set to it's index in the list. This database is used to provide prefabs that should be loaded when a game save is loaded.

[LoadableObjectEntitySaveData](#)

[LoadableObjectSaveData](#)

[LoadingState](#)

Caches the current loadstate of the game save load process. Also caches the progression as a normalized value between 0 - 1.

[SaveData](#)

The actual game save data, that holds all scene objects ISaveDataEntities, LoadableObjects and saveable Non-MonoBehaviour class instances.

[SaveDataArgs](#)

The save data arguments for saving something to memory. By default this is created by the SaveSettings for game save data. For any custom data you will need to pass in an instance of this class.

[SaveMetaData](#)

The meta data of the save. By default holds the slot index, version and an object to store any additional meta data.

[SaveSettings](#)

A singleton scriptable object that stores all the settings that define how game data should be saved.

[SaveSystem](#)

[SaveSystemAutoSaver](#)

A MonoBehaviour class to automatically save the game state on MonoBehaviour lifecycle events such as Awake, Start and OnDestroy etc.

[SaveSystemController](#)

A class to save/load the game state on the button press of a custom button in the inspector. It can also be called from an external script as the API is public.

[SaveableMonoBehaviour](#)

An abstract class that can be inherited from to allow for easy saving of MonoBehaviours. It has basic implementations of ISaveDataEntity.

[SavingState](#)

Caches the current save state of the game save process. Also caches the progression as a normalized value between 0 - 1.

[ScriptLibraryInitializer](#)

A script to ensure the scriptable object singletons for the package are created in a resource folder. Checks if they exist and if not creates them.

[SlotSaveData](#)

The data structure in which game save data is stored.

Enums

[LoadState](#)

A load state.

[SaveState](#)

A save state.

[SceneSavingType](#)

[StbCompressionType](#)

[StbEncryptionType](#)

[StbSaveAssetType](#)

Class AbstractSaveMigrator

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

An abstract save migrator. This should be inherited from and have the abstract function to overiden to provide migration functionality.

```
public abstract class AbstractSaveMigrator
```

Inheritance

[object](#) ← AbstractSaveMigrator

Derived

[ExampleSaveMigrator](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Migrate(SlotSaveData)

Used to migrate old data to newer data system. It can use meta data for the game save data to determine if it should be migrated. Along with any structural difference in the data. Migration implementation is up to the user and can be defined in any inheriting classes.

```
public abstract SlotSaveData Migrate(SlotSaveData slotSaveData)
```

Parameters

slotSaveData [SlotSaveData](#)

The data that may need to be migrated.

Returns

[SlotSaveData](#)

The migrated data.

Class EncryptionSettings

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public class EncryptionSettings
```

Inheritance

[object](#) ← EncryptionSettings

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

EncryptionInitializationVector

```
public string EncryptionInitializationVector { get; set; }
```

Property Value

[string](#)

EncryptionKeyword

```
public string EncryptionKeyword { get; set; }
```

Property Value

[string](#)

EncryptionType

```
public StbEncryptionType EncryptionType { get; set; }
```

Property Value

[StbEncryptionType](#)

Enum LoadState

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

A load state.

```
public enum LoadState
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

ApplyingData = 2

LoadingObjects = 1

None = 0

Class LoadableObject

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

A MonoBehaviour component to allow for spawning in a scene from an ID that is saved on this object. The ID is dictated by the database.

```
[ExecuteAlways]
[DisallowMultipleComponent]
public class LoadableObject : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LoadableObject

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,

[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

saveDataEntityBehaviours

```
[SerializeField]
[NonReorderable]
public List<MonoBehaviour> saveDataEntityBehaviours
```

Field Value

[List](#) <MonoBehaviour>

Properties

Identifier

```
public string Identifier { get; }
```

Property Value

[string](#)

IsInitialized

```
public bool IsInitialized { get; }
```

Property Value

[bool](#)

LoadableObjectId

```
public int LoadableObjectId { get; set; }
```

Property Value

[int](#) ↗

ShouldSpawnWhenLoaded

```
public bool ShouldSpawnWhenLoaded { get; set; }
```

Property Value

[bool](#) ↗

WasInstantiatedAtRuntime

```
public bool WasInstantiatedAtRuntime { get; }
```

Property Value

[bool](#) ↗

Methods

ContainsBehaviour(string)

A function to determine whether or not the LoadableObject references a behaviour of ISaveEntity with a specific identifier.

```
public bool ContainsBehaviour(string identifier)
```

Parameters

identifier [string](#) ↗

The ISaveDataEntity identifier of the object you are checking for.

Returns

[bool](#)

If it contains a behaviour with this identifier.

Deserialize(LoadableObjectSaveData)

Deserialize the loadable object save data and applies it to the loadable object.

```
public void Deserialize(LoadableObjectSaveData loadableObjectSaveData)
```

Parameters

`loadableObjectSaveData` [LoadableObjectSaveData](#)

The loadable object save data.

RegenerateIdentifiers()

Regenerates the identifiers of self and also any referenced ISaveDataEntity's in the SaveDataEntityBehaviours List.

```
[ContextMenu("Regenerate All Behaviour Identifiers")]
public void RegenerateIdentifiers()
```

RegenerateOwnIdentifier()

Regenerates the identifier of this LoadableObject.

```
[ContextMenu("Regenerate Own Identifier")]
public void RegenerateOwnIdentifier()
```

Serialize()

Serialize the loadable object into a LoadableObjectSaveData. This is a serializable class and can be saved using the save systems.

```
public LoadableObjectSaveData Serialize()
```

Returns

[LoadableObjectSaveData](#)

UpdateReferencedBehaviours()

Updates which Behaviours are referenced by this LoadableObject. Clears all current references and assigns all new ones to the stored list.

```
[ContextMenu("Update Referenced Behaviours")]
public void UpdateReferencedBehaviours()
```

Class LoadableObjectDatabase

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

a singleton scriptable object that holds reference to all loadable objects in the project. When a loadable object is added to the database, it will have its loadable object prefab id set to its index in the list. This database is used to provide prefabs that should be loaded when a game save is loaded.

```
[CreateAssetMenu(fileName = "LoadableObjectDatabase", menuName =
"SaveToolbox/LoadableObjectDatabase", order = 1)]
public class LoadableObjectDatabase : StbSingletonScriptableObject<LoadableObjectDatabase>,
IAssetPathProvider
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [StbSingletonScriptableObject<LoadableObjectDatabase>](#) ← LoadableObjectDatabase

Implements

[IAssetPathProvider](#)

Inherited Members

[StbSingletonScriptableObject<LoadableObjectDatabase>.Instance](#) , ScriptableObject.SetDirty() ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
ScriptableObject.CreateInstance<T>() , Object.GetInstanceId() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,

Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

loadableObjects

```
[SerializeField]
[NonReorderable]
public List<LoadableObject> loadableObjects
```

Field Value

[List](#) <[LoadableObject](#)>

Properties

AssetPath

```
public override string AssetPath { get; }
```

Property Value

[string](#)

Methods

GetLoadableObjectById(int)

Get a loadable object by the id, which is it's index in the list.

```
public LoadableObject GetLoadableObjectById(int id)
```

Parameters

id [int](#)

The id of the loadable object, it's index in the list.

Returns

[LoadableObject](#)

The loadable object of that id.

TryGetLoadableObjectById(int, out LoadableObject)

Try get a loadable object by the id, which is it's index in the list.

```
public bool TryGetLoadableObjectById(int id, out LoadableObject loadableObject)
```

Parameters

id [int](#)

The id of the loadable object, it's index in the list.

loadableObject [LoadableObject](#)

The loadable object of that id.

Returns

[bool](#)

Whether or not it found the loadable object.

Class LoadableObjectEntitySaveData

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public class LoadableObjectEntitySaveData
```

Inheritance

[object](#) ← LoadableObjectEntitySaveData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

LoadableObjectEntitySaveData()

```
public LoadableObjectEntitySaveData()
```

LoadableObjectEntitySaveData(string, string, int)

```
public LoadableObjectEntitySaveData(string identifier, string typeAssemblyName,
int loadableObjectEntityIndex)
```

Parameters

identifier [string](#)

typeAssemblyName [string](#)

loadableObjectEntityIndex [int](#)

Properties

Identifier

```
public string Identifier { get; }
```

Property Value

[string ↗](#)

LoadableObjectEntityIndex

```
public int LoadableObjectEntityIndex { get; }
```

Property Value

[int ↗](#)

TypeAssemblyName

```
public string TypeAssemblyName { get; }
```

Property Value

[string ↗](#)

Class LoadableObjectSaveData

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public class LoadableObjectSaveData
```

Inheritance

[object](#) ← LoadableObjectSaveData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

LoadableObjectSaveData()

```
public LoadableObjectSaveData()
```

LoadableObjectSaveData(string, int, string, List<LoadableObjectEntitySaveData>, string)

```
public LoadableObjectSaveData(string gameObjectName, int loadableObjectID, string  
identifier, List<LoadableObjectEntitySaveData> saveDataObjects, string scenePath = "")
```

Parameters

gameObjectName [string](#)

loadableObjectID [int](#)

identifier [string](#)

saveDataObjects [List](#) <[LoadableObjectEntitySaveData](#)>

scenePath [string](#)

Properties

GameObjectName

`public string GameObjectName { get; }`

Property Value

[string](#)

Identifier

`public string Identifier { get; }`

Property Value

[string](#)

LoadableObjectId

`public int LoadableObjectId { get; }`

Property Value

[int](#)

SaveDataObjects

```
public List<LoadableObjectEntitySaveData> SaveDataObjects { get; }
```

Property Value

[List](#) <[LoadableObjectEntitySaveData](#)>

ScenePath

```
public string ScenePath { get; }
```

Property Value

[string](#)

Class LoadingState

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

Caches the current loadstate of the game save load process. Also caches the progression as a normalized value between 0 - 1.

```
public class LoadingState
```

Inheritance

[object](#) ← LoadingState

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

CurrentStateProgression

```
public float CurrentStateProgression { get; set; }
```

Property Value

[float](#)

LoadState

```
public LoadState LoadState { get; set; }
```

Property Value

Methods

GetOverallProgression()

```
public float GetOverallProgression()
```

Returns

[float](#)

Class SaveData

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

The actual game save data, that holds all scene objects ISaveDataEntities, LoadableObjects and saveable Non-MonoBehaviour class instances.

```
[Serializable]  
public class SaveData
```

Inheritance

[object](#) ← SaveData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

SaveData()

```
public SaveData()
```

SaveData(List<SaveEntityObjectData>, List<LoadableObjectSaveData>, string)

```
public SaveData(List<SaveEntityObjectData> saveDataEntityObjects,  
List<LoadableObjectSaveData> loadableObjectSaveEntityDatas, string scenePath = "")
```

Parameters

saveDataEntityObjects [List](#)<[SaveEntityObjectData](#)>

`loadableObjectSaveEntityDatas` [List](#)<[LoadableObjectSaveData](#)>

`scenePath` [string](#)

Fields

loadableObjectSaveEntityDatas

All LoadableObjects entities data.

```
[SerializeField]  
public List<LoadableObjectSaveData> loadableObjectSaveEntityDatas
```

Field Value

[List](#)<[LoadableObjectSaveData](#)>

saveDataEntityObjects

All save entity object data for the current state of the game.

```
[SerializeField]  
public List<SaveEntityObjectData> saveDataEntityObjects
```

Field Value

[List](#)<[SaveEntityObjectData](#)>

Properties

ActiveScenePath

```
public string ActiveScenePath { get; }
```

Property Value

[string](#)

Methods

TryGetLoadableObjectData(string, out object)

Try find LoadableObject data of a specific ISaveDataEntity identifier.

```
public bool TryGetLoadableObjectData(string identifier, out object data)
```

Parameters

identifier [string](#)

The ISaveDataEntity identifier.

data [object](#)

The returned data.

Returns

[bool](#)

If it was successful.

TryGetSaveDataEntityObject(string, out object)

Try get a save entity object of a ISaveDataEntity identifier.

```
public bool TryGetSaveDataEntityObject(string identifier, out object data)
```

Parameters

identifier [string](#)

The ISaveDataEntity identifier.

data [object](#)

The returned data.

Returns

[bool](#) ↗

If it was successful.

Class SaveDataArgs

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

The save data arguments for saving something to memory. By default this is created by the SaveSettings for game save data. For any custom data you will need to pass in an instance of this class.

```
public class SaveDataArgs
```

Inheritance

[object](#) ← SaveDataArgs

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

SaveDataArgs(SaveSettings, int, string)

```
public SaveDataArgs(SaveSettings saveSettings, int slotIndex = -1, string customSavePath  
= null)
```

Parameters

saveSettings [SaveSettings](#)

slotIndex [int](#)

customSavePath [string](#)

SaveDataArgs(string, string, int, StbSaveAssetType, Encryption Settings, StbCompressionType, StbJsonSerializer, StbBinary)

Serializer)

```
public SaveDataArgs(string saveDataName = null, string customSavePath = null, int slotIndex  
= -1, StbSaveAssetType assetType = StbSaveAssetType.Json, EncryptionSettings  
encryptionSettings = null, StbCompressionType compressionType = StbCompressionType.None,  
StbJsonSerializer customJsonSerializer = null, StbBinarySerializer customBinarySerializer  
= null)
```

Parameters

saveDataName [string](#)

customSavePath [string](#)

slotIndex [int](#)

assetType [StbSaveAssetType](#)

encryptionSettings [EncryptionSettings](#)

compressionType [StbCompressionType](#)

customJsonSerializer [StbJsonSerializer](#)

customBinarySerializer [StbBinarySerializer](#)

Properties

AssetType

What type of file should be created, JSON or Binary?

```
public StbSaveAssetType AssetType { get; set; }
```

Property Value

[StbSaveAssetType](#)

CompressionType

What type of compression should be used, if any?

```
public StbCompressionType CompressionType { get; set; }
```

Property Value

[StbCompressionType](#)

CustomBinarySerializer

A custom binary serializer if necessary.

```
public StbBinarySerializer CustomBinarySerializer { get; set; }
```

Property Value

[StbBinarySerializer](#)

CustomJsonSerializer

A custom json serializer if necessary.

```
public StbJsonSerializer CustomJsonSerializer { get; set; }
```

Property Value

[StbJsonSerializer](#)

CustomSavePath

A custom save path for the file if it should have one. Relative to the persistant data path.

```
public string CustomSavePath { get; set; }
```

Property Value

[string](#)

EncryptionSettings

What type of encryption should be used, if any?

```
public EncryptionSettings EncryptionSettings { get; set; }
```

Property Value

[EncryptionSettings](#)

SaveDataName

The name of the file.

```
public string SaveDataName { get; set; }
```

Property Value

[string](#)

SlotIndex

The slot the data should be saved in, defaults to -1 which is no slot.

```
public int SlotIndex { get; set; }
```

Property Value

[int](#)

Class SaveMetaData

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

The meta data of the save. By default holds the slot index, version and an object to store any additional meta data.

```
[Serializable]
public class SaveMetaData
```

Inheritance

[object](#) ← SaveMetaData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

SaveMetaData()

```
public SaveMetaData()
```

SaveMetaData(int, object)

```
public SaveMetaData(int slotIndex, object metaData = null)
```

Parameters

slotIndex [int](#)

metaData [object](#)

Properties

MetaData

```
public object MetaData { get; }
```

Property Value

[object](#) ↗

SaveVersion

```
public double SaveVersion { get; }
```

Property Value

[double](#) ↗

SlotIndex

```
public int SlotIndex { get; }
```

Property Value

[int](#) ↗

Class SaveSettings

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

A singleton scriptable object that stores all the settings that define how game data should be saved.

```
[CreateAssetMenu(fileName = "SaveSettings", menuName = "SaveToolbox/SaveSettings", order = 1)]
public class SaveSettings : StbSingletonScriptableObject<SaveSettings>, IAssetPathProvider
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [StbSingletonScriptableObject<SaveSettings>](#) ← SaveSettings

Implements

[IAssetPathProvider](#)

Inherited Members

[StbSingletonScriptableObject<SaveSettings>.Instance](#) , ScriptableObject.SetDirty() ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
ScriptableObject.CreateInstance<T>() , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,

[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

SaveSettings()

```
public SaveSettings()
```

Properties

AssetPath

The path at which the object should be saved by default.

```
public override string AssetPath { get; }
```

Property Value

[string](#)

Exceptions

[Exception](#)

If it cannot find an asset path.

AssetType

The asset type that the game save data will be saved as, either JSON or Binary.

```
public StbSaveAssetType AssetType { get; set; }
```

Property Value

[StbSaveAssetType](#)

AsynchronousSaving

```
public bool AsynchronousSaving { get; set; }
```

Property Value

[bool](#)

CompressionType

The compression settings of the game save data.

```
public StbCompressionType CompressionType { get; set; }
```

Property Value

[StbCompressionType](#)

EncryptionSettings

The encryption settings of the game save data.

```
public EncryptionSettings EncryptionSettings { get; set; }
```

Property Value

[EncryptionSettings](#)

FolderPath

The folder path of where the game save data should be saved.

```
public stringFolderPath { get; set; }
```

Property Value

[string](#)

JsonPrettyPrint

If saving as JSON should it use pretty print? With tabs and newline characters. Recommended for ease of reading.

```
public boolJsonPrettyPrint { get; set; }
```

Property Value

[bool](#)

LoggingEnabled

When processes are completed or failed through the save system their are logs, would you like these to be enabled?

```
public boolLoggingEnabled { get; set; }
```

Property Value

[bool](#)

LowestAcceptableLoadingFrameRate

If the data is saved asynchronously, what is the lowest acceptable frame rate.

```
public int LowestAcceptableLoadingFrameRate { get; set; }
```

Property Value

[int](#)

SaveDataName

The name the game save data should be saved with.

```
public string SaveDataName { get; set; }
```

Property Value

[string](#)

SaveScene

Should the scenes that are open be saved as well? This will cause them to loaded when a game save data is loaded.

```
public bool SaveScene { get; set; }
```

Property Value

[bool](#)

SceneSavingType

If we are saving scenes, how should we save their reference? By build index or path?

```
public SceneSavingType SceneSavingType { get; set; }
```

Property Value

Methods

RegenerateInitializationVector()

Regenerates the initialization vector for the Aes encryption.

```
public void RegenerateInitializationVector()
```

Enum SaveState

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

A save state.

```
public enum SaveState
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

None = 0

SavingLoadables = 1

SavingNonLoadables = 2

SavingNonMonoBehaviours = 3

Class SaveSystem

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public class SaveSystem
```

Inheritance

[object](#) ← SaveSystem

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

binarySerializer

```
public static StbBinarySerializer binarySerializer
```

Field Value

[StbBinarySerializer](#)

jsonSerializer

```
public static StbJsonSerializer jsonSerializer
```

Field Value

[StbJsonSerializer](#)

saveMigrator

```
public static AbstractSaveMigrator saveMigrator
```

Field Value

[AbstractSaveMigrator](#)

Properties

CurrentSlotSaveData

```
public SlotSaveData CurrentSlotSaveData { get; }
```

Property Value

[SlotSaveData](#)

Instance

```
public static SaveSystem Instance { get; }
```

Property Value

[SaveSystem](#)

LoadingState

```
public LoadingState LoadingState { get; }
```

Property Value

[LoadingState](#)

SavingState

```
public SavingState SavingState { get; }
```

Property Value

[SavingState](#)

StbCallbackDistributor

```
public StbCallbackDistributor StbCallbackDistributor { get; }
```

Property Value

[StbCallbackDistributor](#)

Methods

AddSaveGameDataEntities(ISaveDataEntity[])

Add array of entities to the objects that will be saved list. This is for ISaveDataEntities that do not inherit from MonoBehaviours as they cannot be found by the FindObjectsOfType.

```
public static void AddSaveGameDataEntities(ISaveDataEntity[] saveDataEntities)
```

Parameters

`saveDataEntities` [ISaveDataEntity\[\]](#)

The entities that will be added to the list to be saved.

AddSaveGameDataEntity(ISaveDataEntity)

Add an entity to the objects that will be saved list. This is for ISaveDataEntities that do not inherit from MonoBehaviours as they cannot be found by the FindObjectsOfType.

```
public static void AddSaveGameDataEntity(ISaveDataEntity saveDataEntity)
```

Parameters

`saveDataEntity` [ISaveDataEntity](#)

The entity that will be added to the list to be saved.

~SaveSystem()

```
protected ~SaveSystem()
```

GetSaveDefaultFileDialog(SaveDataArgs)

```
public string GetSaveDefaultFileDialog(SaveDataArgs saveDataArgs)
```

Parameters

`saveDataArgs` [SaveDataArgs](#)

Returns

[string](#)

GetSaveMetaDataInSlot(int)

Returns the meta data for a save in a slot index.

```
public SaveMetaData GetSaveMetaDataInSlot(int slotIndex)
```

Parameters

`slotIndex` [int](#)

The slot index to get the meta data from.

Returns

[SaveMetaData](#)

The save meta data in the slot index.

Exceptions

[ArgumentOutOfRangeException](#)

GetSlotSaveDefaultFilePath(SaveDataArgs)

Returns the save file path for a specific slot.

```
public string GetSlotSaveDefaultFilePath(SaveDataArgs saveDataArgs)
```

Parameters

[saveDataArgs](#) [SaveDataArgs](#)

Save data arguments.

Returns

[string](#)

The save file path for the index.

LoadAllSaveGameMetaDatas(SaveDataArgs)

Load all meta datas from all save slots. Save slots are directories.

```
public SaveMetaData[] LoadAllSaveGameMetaDatas(SaveDataArgs saveDataArgs = null)
```

Parameters

[saveDataArgs](#) [SaveDataArgs](#)

Returns

[SaveMetaData\[\]](#)

An array of Meta Datas for all save slot datas. This can be used when showing simple data for loading slot datas.

Exceptions

[ArgumentOutOfRangeException](#)

LoadOrCreateNewSaveGame(int, SaveMetaData)

Tries to load a save and if fails it will create a new save data. This will load the main STBSaveFile NOT any custom forms of save files that have been saved into a slot.

```
public void LoadOrCreateNewSaveGame(int slotIndex, SaveMetaData saveMetaData = null)
```

Parameters

[slotIndex int](#)

Slot index to try load from.

[saveMetaData SaveMetaData](#)

Meta data to create the new save from.

LoadSaveData<T>(SaveDataArgs)

Load the data in the slot index into the current slot save data. Also applies the loaded data to all MonoBehaviour ISaveDataEntities.

```
public T LoadSaveData<T>(SaveDataArgs saveDataArgs)
```

Parameters

[saveDataArgs SaveDataArgs](#)

Save data arguments.

Returns

T

Type Parameters

T

Exceptions

[ArgumentOutOfRangeException](#)

Unknown file type.

RemoveSaveGameDataEntities(IEnumerable<ISaveDataEntity>)

Remove a collection of ISaveDataEntities from the list of objects that will be saved. This is for ISaveDataEntities that do not inherit from MonoBehaviours as they cannot be found by the FindObjectsOfType.

```
public static void RemoveSaveGameDataEntities(IEnumerable<ISaveDataEntity> saveDataEntities)
```

Parameters

saveDataEntities [IEnumerable](#)<ISaveDataEntity>

The ISaveDataEntity collection that will be removed from the object to save list.

RemoveSaveGameDataEntity(ISaveDataEntity)

Remove a ISaveDataEntity from the list of objects that will be saved. This is for ISaveDataEntities that do not inherit from MonoBehaviours as they cannot be found by the FindObjectsOfType.

```
public static void RemoveSaveGameDataEntity(ISaveDataEntity saveDataEntity)
```

Parameters

saveDataEntity [ISaveDataEntity](#)

The ISaveDataEntity that will be removed from the object to save list.

TryCreateSaveData(object, SaveDataArgs)

Creates serialized save data. Also applies any encryption and compression.

```
public bool TryCreateSaveData(object saveObject, SaveDataArgs saveDataArgs)
```

Parameters

`saveObject` [object](#)

The object which you would like to save.

`saveDataArgs` [SaveDataArgs](#)

Defines the settings in which the save data will be created with.

Returns

[bool](#)

Whether or not it successfully created the save data.

TryCreateSaveDataAsync(object, SaveDataArgs)

```
public Task<bool> TryCreateSaveDataAsync(object saveObject, SaveDataArgs saveDataArgs)
```

Parameters

`saveObject` [object](#)

`saveDataArgs` [SaveDataArgs](#)

Returns

[Task](#)<[bool](#)>

TryDeleteSaveInSlot(int, SaveDataArgs)

Try to delete the data in a save slot.

```
public bool TryDeleteSaveInSlot(int slotIndex = 1, SaveDataArgs saveDataArgs = null)
```

Parameters

slotIndex [int](#)

The index of the slot you want to try delete data from.

saveDataArgs [SaveDataArgs](#)

The args to define which save slot should be deleted.

Returns

[bool](#)

Whether or not it was successful in deleting data from the slot index.

TryLoadGame(int)

Try to load the data in the slot.

```
public bool TryLoadGame(int slotIndex = 0)
```

Parameters

slotIndex [int](#)

The index of the slot. Defaults to 0.

Returns

[bool](#)

Whether or not the data in slot index was able to be loaded correctly.

TryLoadGameAsync(int)

```
public Task<bool> TryLoadGameAsync(int slotIndex = 0)
```

Parameters

slotIndex [int](#)

Returns

[Task](#)<[bool](#)>

TrySaveGame(int)

Tries to save all ISaveDataEntities. This includes any added to the save data objects list as well as any ISaveDataEntities that inherit from MonoBehaviours including Loadable Objects.

```
public bool TrySaveGame(int saveSlotIndex = 0)
```

Parameters

saveSlotIndex [int](#)

Save slot index.

Returns

[bool](#)

Whether it could successfully save.

TrySaveGameAsync(int)

```
public Task<bool> TrySaveGameAsync(int saveSlotIndex = 0)
```

Parameters

`saveSlotIndex` [int](#)

Returns

[Task](#) <[bool](#)>

Events

OnLoadingStateChanged

`public event Action<LoadingState> OnLoadingStateChanged`

Event Type

[Action](#) <[LoadingState](#)>

OnSavingStateChanged

`public event Action<SavingState> OnSavingStateChanged`

Event Type

[Action](#) <[SavingState](#)>

Class SaveSystemAutoSaver

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

A MonoBehaviour class to automatically save the game state on MonoBehaviour lifecycle events such as Awake, Start and OnDestroy etc.

```
public class SaveSystemAutoSaver : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SaveSystemAutoSaver

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancelledToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class SaveSystemController

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

A class to save/load the game state on the button press of a custom button in the inspector. It can also be called from an external script as the API is public.

```
public class SaveSystemController : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SaveSystemController

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Load(int)

Loads the current game state at slot.

```
[ContextMenu("Try Load")]
public void Load(int saveSlotIndex = -1)
```

Parameters

saveSlotIndex [int](#)

The slot index of the game save data. defaults to -1, which is equivalent to no slot.

LoadAllMetaDatas()

Loads all the game meta datas at the persistent data path.

```
[ContextMenu("Load all meta datas")]
public void LoadAllMetaDatas()
```

SaveGame(int)

Saves the current game state.

```
[ContextMenu("Try Save")]
public void SaveGame(int saveSlotIndex = -1)
```

Parameters

saveSlotIndex [int](#)

The slot index of the game save data. defaults to -1, which is equivalent to no slot.

TryDelete(int)

Deletes the game save at slot.

```
[ContextMenu("Try Delete")]
public void TryDelete(int saveSlotIndex = -1)
```

Parameters

saveSlotIndex [int](#)

The slot index of the game save data. defaults to -1, which is equivalent to no slot.

Class SaveableMonoBehaviour

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

An abstract class that can be inherited from to allow for easy saving of MonoBehaviours. It has basic implementations of ISaveDataEntity.

```
[ExecuteAlways]
public abstract class SaveableMonoBehaviour : MonoBehaviour,
ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SaveableMonoBehaviour

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Derived

[Stb AudioSource](#), [Stb Camera](#), [Stb Canvas Group](#), [Stb Custom Component](#), [Stb Dropdown](#),
[Stb GameObject Active](#), [Stb Hierarchy](#), [Stb Image](#), [Stb Light](#), [Stb Line Renderer](#), [Stb Nav Mesh Agent](#),
[Stb Particle System](#), [Stb Rigid Body](#), [Stb Rigid Body 2D](#), [Stb Slider](#), [Stb Sprite Renderer](#), [Stb Text Field](#), [Stb Toggle](#),
[Stb Trail Renderer](#), [Stb Transform](#), [Previously Serialized As Example](#)

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),

[Component.GetComponentInChildren<T>\(bool, List<T>\)](#) ,
[Component.GetComponentInChildren<T>\(\)](#) , [Component.GetComponentInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentInParent<T>\(\)](#) ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#) ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , [Component.transform](#) ,
[Component.gameObject](#) , [Component.tag](#) , [Object.GetInstanceID\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Transform\)](#) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
[Object.Instantiate<T>\(T\)](#) , [Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,
[ObjectFindObjectOfType<T>\(\)](#) , [Object.FindObjectType<T>\(bool\)](#) ,
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [ObjectFindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

DeserializationPriority

A priority in which this ISaveDataEntity should be serialized again. The higher the int value the sooner it will serialize in comparison to other ISaveDataEntities. Order is ambiguous for ISaveDataEntities of the same priority.

```
public virtual int DeserializationPriority { get; set; }
```

Property Value

[int](#)

Identifier

A string to identify the ISaveDataEntity when it comes to deserializing again.

```
public string Identifier { get; set; }
```

Property Value

[string](#)

LoadableObjectId

The loadable object Id. Used to determine which LoadableObject this ISaveDataEntity belongs to so that when serialized it can be handled by the LoadableObject itself. If there is not LoadableObject this

value should be set to -1.

```
public string LoadableObjectId { get; set; }
```

Property Value

[string ↗](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public abstract void Deserialize(object data)
```

Parameters

[data object ↗](#)

OnLoadCompleted()

Called when the loading of a game save is completed.

```
public virtual void OnLoadCompleted()
```

OnLoadingSpawned()

Called when a loadable objects has been instantiated.

```
public virtual void OnLoadingSpawned()
```

OnSaveCompleted()

Called when the saving of a game save is completed.

```
public virtual void OnSaveCompleted()
```

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public abstract object Serialize()
```

Returns

[object](#)

The serialize data object.

Class SavingState

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

Caches the current save state of the game save process. Also caches the progression as a normalized value between 0 - 1.

```
public class SavingState
```

Inheritance

[object](#) ← SavingState

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

CurrentStateProgression

```
public float CurrentStateProgression { get; set; }
```

Property Value

[float](#)

SaveState

```
public SaveState SaveState { get; set; }
```

Property Value

Methods

GetOverallProgression()

```
public float GetOverallProgression()
```

Returns

[float](#)

Enum SceneSavingType

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
public enum SceneSavingType
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

BuildIndex = 1

Path = 0

Class ScriptLibraryInitializer

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

A script to ensure the scriptable object singletons for the package are created in a resource folder. Checks if they exist and if not creates them.

```
[InitializeOnLoad]  
public class ScriptLibraryInitializer
```

Inheritance

[object](#) ← ScriptLibraryInitializer

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class SlotSaveData

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

The data structure in which game save data is stored.

```
[Serializable]
public class SlotSaveData
```

Inheritance

[object](#) ← SlotSaveData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

SlotSaveData()

```
public SlotSaveData()
```

SlotSaveData(SaveMetaData, SaveData)

```
public SlotSaveData(SaveMetaData saveMetaData, SaveData saveData)
```

Parameters

saveMetaData [SaveMetaData](#)

saveData [SaveData](#)

Properties

SaveData

```
public SaveData SaveData { get; }
```

Property Value

[SaveData](#)

SaveMetaData

```
public SaveMetaData SaveMetaData { get; }
```

Property Value

[SaveMetaData](#)

Enum StbCompressionType

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
public enum StbCompressionType
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

Gzip = 1

None = 0

Enum StbEncryptionType

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
public enum StbEncryptionType
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

Aes = 2

None = 0

Xor = 1

Enum StbSaveAssetType

Namespace: [SaveToolbox.Runtime.Core](#)

Assembly: SaveToolbox.dll

```
public enum StbSaveAssetType
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

Binary = 1

Json = 0

Namespace SaveToolbox.Runtime.Example

Classes

[CustomComponentTestBehaviour](#)

A MonoBehaviour class to show how field selection works and that it works with collection like lists and arrays for the StbCustomComponent.

[CustomSaveData](#)

[CustomSaveFileExample](#)

A MonoBehaviour that is used to show the ability to save custom data objects, by custom data objects it is meant the data object that isn't a ISaveDataEntity and uses the SaveSystem. You can just pass the object to the SaveSystem and save it. Useful for situations where you may want to save data in a different file format.

[ExampleCustomComponentInheritance](#)

An example of a class derived from the StbCustomComponent and overriding the IsTypeAccepted to change which fields that looked for in the field selector dropdown.

[ExampleJsonSerializerChild](#)

An example of a custom JsonSerializer. Implements a way to serialize a spriterenderer. Serializes the sprite name only to find the relevant sprite renderer. Not very practical but a good example for what is possible.

[ExampleLoadingBar](#)

An example loading bar, to show how loading screens can work. Shows current progress and state.

[ExampleLoadingScreen](#)

An example implementation of a loading screen.

[ExampleNonMonoBehaviourOptionsData](#)

An example of how a Non-MonoBehaviour instance can be saved as data through the game save system. A custom example of what the game settings may look like. Adds itself to the static ISaveDataEntity list in the SaveSystem on construction.

[ExampleSaveMigrationMonoBehaviour](#)

An example of how a custom migrator can be implemented into the SaveSystem.

[ExampleSaveMigrator](#)

An example of a save migrator. This example shows a way to pick up on a save data of a different version using the meta data. Once it has been identified the slot data objects can then be adjusted.

[ExampleSaveUI](#)

An example of save ui that holds reference to 2 unity UI buttons. One for saving and one for loading.

[MonoBehaviourCallbackExample](#)

An example of how the IStbSavedCallbackHandler and IStbLoadedCallbackHandler callbacks work for MonoBehaviours. It will provide a unity debug.log (as long as logging is enabled) to show it working. Also has context menu options to add a Non_MonoBehaviour callback instance.

[NonMonoBehaviourCallbackExample](#)

[PreviouslySerializedAsExample](#)

Shows an example of how the StbFormerlySerializedAs attribute works, uses the PreviouslySerializedAsExampleData struct.

[TestData](#)

An example of Non-MonoBehaviour data saving.

Structs

[PreviouslySerializedAsExampleData](#)

Shows an example of how the StbFormerlySerializedAs attribute works. Has the old assembly namespace as a parameter on the attribute.

Class CustomComponentTestBehaviour

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

A MonoBehaviour class to show how field selection works and that it works with collection like lists and arrays for the StbCustomComponent.

```
public class CustomComponentTestBehaviour : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CustomComponentTestBehaviour

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancelledToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class CustomSaveData

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public class CustomSaveData
```

Inheritance

[object](#) ← CustomSaveData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

exampleInt

```
public int exampleInt
```

Field Value

[int](#)

exampleString

```
public string exampleString
```

Field Value

[string](#)

exampleVector

```
public Vector3 exampleVector
```

Field Value

Vector3

Class CustomSaveFileExample

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

A MonoBehaviour that is used to show the ability to save custom data objects, by custom data objects it is meant the data object that isn't a ISaveDataEntity and uses the SaveSystem. You can just pass the object to the SaveSystem and save it. Useful for situations where you may want to save data in a different file format.

```
public class CustomSaveFileExample : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CustomSaveFileExample

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,

[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class ExampleCustomComponentInheritance

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of a class derived from the StbCustomComponent and overriding the IsTypeAccepted to change which fields that looked for in the field selector dropdown.

```
public class ExampleCustomComponentInheritance : StbCustomComponent,  
ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ←
[StbCustomComponent](#) ← ExampleCustomComponentInheritance

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[StbCustomComponent.Serialize\(\)](#), [StbCustomComponent.Deserialize\(object\)](#),
[StbCustomComponent.TryGetComponentOfIdentifier\(string, out Component\)](#),
[StbCustomComponent.ValidateComponentHolders\(\)](#), [StbCustomComponent.IsOfQualifyingType\(Type\)](#),
[StbCustomComponent.GetCollectionType\(Type\)](#), [SaveableMonoBehaviour.Identifier](#),
[SaveableMonoBehaviour.DeserializationPriority](#), [SaveableMonoBehaviour.LoadableObject](#),
[SaveableMonoBehaviour.OnSaveCompleted\(\)](#), [SaveableMonoBehaviour.OnLoadingSpawned\(\)](#),
[SaveableMonoBehaviour.OnLoadCompleted\(\)](#), [MonoBehaviour.IsInvoking\(\)](#),
[MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#),
[MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#),
[MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#),
[MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#),
[Component.GetComponent\(Type\)](#), [Component.GetComponent<T>\(\)](#),
[Component.TryGetComponent\(Type, out Component\)](#), [Component.TryGetComponent<T>\(out T\)](#),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
[Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),

[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectsInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,

[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

IsTypeAccepted(Type)

Used to check if a type of field can be serialized. Inherit from this class and override this function if you wish to change which types are looked for in the serializer. This takes into account collections.

```
protected override bool IsTypeAccepted(Type type)
```

Parameters

type [Type](#)

The type that is being checked whether or not it can be serialized in the component fields.

Returns

[bool](#)

Whether or not a field of this type will be serialized by this component.

Class ExampleJsonSerializerChild

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of a custom JsonSerializer. Implements a way to serialize a spriterenderer. Serializes the sprite name only to find the relevant sprite renderer. Not very practical but a good example for what is possible.

```
public class ExampleJsonSerializerChild : StbJsonSerializer
```

Inheritance

[object](#) ↗ ← [StbJsonSerializer](#) ← ExampleJsonSerializerChild

Inherited Members

[StbJsonSerializer.usesPrettyPrint](#) , [StbJsonSerializer.usesTypeSerialization](#) ,
[StbJsonSerializer.ToJson\(object\)](#) , [StbJsonSerializer.FromJson<T>\(string\)](#) ,
[StbJsonSerializer.ToJsonAsync\(object\)](#) , [StbJsonSerializer.FromJsonAsync<T>\(string\)](#) ,
[StbJsonSerializer.FromJson<T>\(byte\[\]\)](#) , [StbJsonSerializer.CanSerialize\(object\)](#) ,
[StbJsonSerializer.GetFieldsAndProperties\(Type\)](#) , [StbJsonSerializer.Deserialize<T>\(CompoundNode\)](#) ,
[StbJsonSerializer.CheckFrameTime\(\)](#) , [object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ ,
[object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ ,
[object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

CanSerialize(Type)

Determines if a type can be serialized by this serializer. Can be extended.

```
public override bool CanSerialize(Type type)
```

Parameters

type [Type](#) ↗

The type to be checked if it can be serialized.

Returns

[bool](#)

If it can be serialized.

Deserialize(Type, CompoundNode)

The deserialize function used to define how objects instances of certain types should be deserialized.
Can be overridden for custom functionality and for extension to allow more custom deserialization.

```
public override object Deserialize(Type type, CompoundNode compoundNode)
```

Parameters

[type](#) [Type](#)

The type to be serialized.

[compoundNode](#) [CompoundNode](#)

The Compound node that contains the data of what should be serialized.

Returns

[object](#)

The deserialized object instance.

Exceptions

[Exception](#)

Could not deserialize exception.

Serialize(object)

The serialization function for object instances. By default handles common unity objects like Vector3s and Quaternions. Can be extended for more functionality.

```
public override JsonBaseNode Serialize(object objectValue)
```

Parameters

[objectValue](#) [object](#)

The object to be serialized.

Returns

[JsonBaseNode](#)

A JsonBaseNode which stores the serialized data.

Exceptions

[Exception](#)

Could not serialize exception.

Class ExampleLoadingBar

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example loading bar, to show how loading screens can work. Shows current progress and state.

```
public class ExampleLoadingBar : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← ExampleLoadingBar

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,

[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

UpdateValue(float)

```
public void UpdateValue(float normalizedValue)
```

Parameters

normalizedValue [float](#)

Class ExampleLoadingScreen

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example implementation of a loading screen.

```
public class ExampleLoadingScreen : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← ExampleLoadingScreen

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,

[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class ExampleNonMonoBehaviourOptionsData

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of how a Non-MonoBehaviour instance can be saved as data through the game save system. A custom example of what the game settings may look like. Adds itself to the static ISaveDataEntity list in the SaveSystem on construction.

```
[Serializable]
public class ExampleNonMonoBehaviourOptionsData : ISaveDataEntity
```

Inheritance

[object](#) ← ExampleNonMonoBehaviourOptionsData

Implements

[ISaveDataEntity](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

ExampleNonMonoBehaviourOptionsData()

```
public ExampleNonMonoBehaviourOptionsData()
```

Properties

DeserializationPriority

A priority in which this ISaveDataEntity should be deserialized again. The higher the int value the sooner it will serialize in comparison to other ISaveDataEntities. Order is ambiguous for ISaveDataEntities of the

same priority.

```
public int DeserializationPriority { get; set; }
```

Property Value

[int](#)

EffectsVolume

```
public float EffectsVolume { get; }
```

Property Value

[float](#)

FullScreenMode

```
public int FullScreenMode { get; }
```

Property Value

[int](#)

Identifier

A string to identify the ISaveDataEntity when it comes to deserializing again.

```
public string Identifier { get; set; }
```

Property Value

[string](#)

LoadableObjectId

The loadable object Id. Used to determine which LoadableObject this ISaveDataEntity belongs to so that when deserialized it can be handled by the LoadableObject itself. If there is not LoadableObject this value should be set to -1.

```
public string LoadableObjectId { get; set; }
```

Property Value

[string](#)

MasterVolume

```
public float MasterVolume { get; }
```

Property Value

[float](#)

MusicVolume

```
public float MusicVolume { get; }
```

Property Value

[float](#)

ResolutionIndex

```
public int ResolutionIndex { get; }
```

Property Value

[int](#)

Methods

~ExampleNonMonoBehaviourOptionsData()

```
protected ~ExampleNonMonoBehaviourOptionsData()
```

SetEffectsVolume(float)

```
public void SetEffectsVolume(float effectsVolume)
```

Parameters

effectsVolume [float](#)

SetFullscreenMode(int)

```
public void SetFullscreenMode(int fullScreenMode)
```

Parameters

fullScreenMode [int](#)

SetMasterVolume(float)

```
public void SetMasterVolume(float masterVolume)
```

Parameters

masterVolume [float](#)

SetMusicVolume(float)

```
public void SetMusicVolume(float musicVolume)
```

Parameters

musicVolume [float](#)

SetResolutionIndex(int)

```
public void SetResolutionIndex(int resolutionIndex)
```

Parameters

resolutionIndex [int](#)

Class ExampleSaveMigrationMonoBehaviour

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of how a custom migrator can be implemented into the SaveSystem.

```
public class ExampleSaveMigrationMonoBehaviour : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← ExampleSaveMigrationMonoBehaviour

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) , MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) , MonoBehaviour.destroyCancelledToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , [Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() , [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) , [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() , [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class ExampleSaveMigrator

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of a save migrator. This example shows a way to pick up on a save data of a different version using the meta data. Once it has been identified the slot data objects can then be adjusted.

```
public class ExampleSaveMigrator : AbstractSaveMigrator
```

Inheritance

[object](#) ← [AbstractSaveMigrator](#) ← ExampleSaveMigrator

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Migrate(SlotSaveData)

Used to migrate old data to newer data system. It can use meta data for the game save data to determine if it should be migrated. Along with any structural difference in the data. Migration implementation is up to the user and can be defined in any inheriting classes.

```
public override SlotSaveData Migrate(SlotSaveData slotSaveData)
```

Parameters

slotSaveData [SlotSaveData](#)

The data that may need to be migrated.

Returns

[SlotSaveData](#)

The migrated data.

Class ExampleSaveUI

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of save ui that holds reference to 2 unity UI buttons. One for saving and one for loading.

```
public class ExampleSaveUI : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← ExampleSaveUI

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,

[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class MonoBehaviourCallbackExample

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of how the IStbSavedCallbackHandler and IStbLoadedCallbackHandler callbacks work for MonoBehaviours. It will provide a unity debug.log (as long as logging is enabled) to show it working. Also has context menu options to add a Non_MonoBehaviour callback instance.

```
public class MonoBehaviourCallbackExample : MonoBehaviour, IStbLoadedCallbackHandler,  
IStbSavedCallbackHandler
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← MonoBehaviourCallbackExample

Implements

[IStbLoadedCallbackHandler](#), [IStbSavedCallbackHandler](#)

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,

[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class NonMonoBehaviourCallbackExample

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

```
public class NonMonoBehaviourCallbackExample : IStbSavedCallbackHandler,  
IStbLoadedCallbackHandler
```

Inheritance

[object](#) ← NonMonoBehaviourCallbackExample

Implements

[IStbSavedCallbackHandler](#), [IStbLoadedCallbackHandler](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

HandleAdded()

```
public void HandleAdded()
```

HandleRemoved()

```
public void HandleRemoved()
```

Class PreviouslySerializedAsExample

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

Shows an example of how the StbFormerlySerializedAs attribute works, uses the PreviouslySerializedAsExampleData struct.

```
public class PreviouslySerializedAsExample : SaveableMonoBehaviour,  
ISaveDataEntity, ISaveEntityLifecycle
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [SaveableMonoBehaviour](#) ← PreviouslySerializedAsExample

Implements

[ISaveDataEntity](#), [ISaveEntityLifecycle](#)

Inherited Members

[SaveableMonoBehaviour.Identifier](#), [SaveableMonoBehaviour.DeserializationPriority](#),
[SaveableMonoBehaviour.LoadableObject](#), [SaveableMonoBehaviour.OnSaveCompleted\(\)](#),
[SaveableMonoBehaviour.OnLoadingSpawned\(\)](#), [SaveableMonoBehaviour.OnLoadCompleted\(\)](#),
MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),

[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectInactive) ,
Object.FindAnyObjectByType<T>(FindObjectInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
public override void Deserialize(object data)
```

Parameters

`data` [object](#)

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
public override object Serialize()
```

Returns

[object](#)

The serialize data object.

Struct PreviouslySerializedAsExampleData

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

Shows an example of how the StbFormerlySerializedAs attribute works. Has the old assembly namespace as a parameter on the attribute.

```
[Serializable]
[StbFormerlySerializedAs("SaveToolbox.Runtime.Example.PreviousDataExample, SaveToolbox,
Version=0.0.0.0, Culture=neutral, PublicKeyToken=null")]
public struct PreviouslySerializedAsExampleData
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

PreviouslySerializedAsExampleData(float, float)

```
public PreviouslySerializedAsExampleData(float health, float damage)
```

Parameters

health [float](#)

damage [float](#)

Fields

damage

```
public float damage
```

Field Value

[float](#)

health

```
public float health
```

Field Value

[float](#)

Class TestData

Namespace: [SaveToolbox.Runtime.Example](#)

Assembly: SaveToolbox.dll

An example of Non-MonoBehaviour data saving.

```
[Serializable]  
public class TestData : ISaveDataEntity
```

Inheritance

[object](#) ← TestData

Implements

[ISaveDataEntity](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

TestData()

```
public TestData()
```

Properties

DeserializationPriority

A priority in which this ISaveDataEntity should be deserialized again. The higher the int value the sooner it will serialize in comparison to other ISaveDataEntities. Order is ambiguous for ISaveDataEntities of the same priority.

```
public int DeserializationPriority { get; set; }
```

Property Value

[int ↗](#)

Identifier

A string to identify the ISaveDataEntity when it comes to deserializing again.

```
public string Identifier { get; set; }
```

Property Value

[string ↗](#)

LoadableObject

The loadable object Id. Used to determine which LoadableObject this ISaveDataEntity belongs to so that when serialized it can be handled by the LoadableObject itself. If there is not LoadableObject this value should be set to -1.

```
public string LoadableObject { get; set; }
```

Property Value

[string ↗](#)

Namespace SaveToolbox.Runtime.Example. SpaceShooterExample

Classes

[EventSystemSelector](#)

This is an event system selector. Dependant if the unity project has the new input system will determine which event system the scene will use.

[GameController](#)

[InGameUI](#)

[SpaceRock](#)

[SpaceShooterPlayerCollision](#)

[SpaceShooterPlayerController](#)

[SpaceShooterProjectile](#)

Class EventSystemSelector

Namespace: [SaveToolbox.Runtime.Example.SpaceShooterExample](#)

Assembly: SaveToolbox.dll

This is an event system selector. Dependant if the unity project has the new input system will determine which event system the scene will use.

```
public class EventSystemSelector : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← EventSystemSelector

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class GameController

Namespace: [SaveToolbox.Runtime.Example.SpaceShooterExample](#)

Assembly: SaveToolbox.dll

```
public class GameController : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← GameController

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

PlayerScore

```
public int PlayerScore { get; }
```

Property Value

[int](#)

Events

OnPlayerScoreUpdated

```
public event Action<int> OnPlayerScoreUpdated
```

Event Type

[Action](#) <[int](#)>

Class InGameUI

Namespace: [SaveToolbox.Runtime.Example.SpaceShooterExample](#)

Assembly: SaveToolbox.dll

```
public class InGameUI : MonoBehaviour, IStbSavedCallbackHandler, IStbLoadedCallbackHandler
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← InGameUI

Implements

[IStbSavedCallbackHandler](#), [IStbLoadedCallbackHandler](#)

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancelledToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Class SpaceRock

Namespace: [SaveToolbox.Runtime.Example.SpaceShooterExample](#)

Assembly: SaveToolbox.dll

```
public class SpaceRock : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SpaceRock

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

Explode()

```
public void Explode()
```

ResetState()

```
public void ResetState()
```

Events

OnExploded

```
public event Action OnExploded
```

Event Type

[Action](#) ↗

Class SpaceShooterPlayerCollision

Namespace: [SaveToolbox.Runtime.Example.SpaceShooterExample](#)

Assembly: SaveToolbox.dll

```
public class SpaceShooterPlayerCollision : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SpaceShooterPlayerCollision

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
Component.GetComponentInParent<T>(bool) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
Component.SendMessageUpwards(string, SendMessageOptions) ,

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Events

OnCollision

```
public event Action OnCollision
```

Event Type

Action

Class SpaceShooterPlayerController

Namespace: [SaveToolbox.Runtime.Example.SpaceShooterExample](#)

Assembly: SaveToolbox.dll

```
public class SpaceShooterPlayerController : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SpaceShooterPlayerController

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

ResetState()

```
public void ResetState()
```

Events

OnDeath

```
public event Action OnDeath
```

Event Type

[Action](#) ↗

Class SpaceShooterProjectile

Namespace: [SaveToolbox.Runtime.Example.SpaceShooterExample](#)

Assembly: SaveToolbox.dll

```
public class SpaceShooterProjectile : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SpaceShooterProjectile

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
[Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

allCurrentProjectiles

```
public static List<SpaceShooterProjectile> allCurrentProjectiles
```

Field Value

[List](#) <[SpaceShooterProjectile](#)>

Methods

Fire()

```
public void Fire()
```

Namespace SaveToolbox.Runtime.Interfaces

Classes

[SaveEntityObjectData](#)

Interfaces

[ISaveDataEntity](#)

The main interface that the majority of Save Toolbox is built around. It provides an API for getting serialized data off of object instances.

[ISaveEntityLifecycle](#)

An interface that can be implemented that holds basic lifecycle events of an ISaveDataEntity.

Interface ISaveDataEntity

Namespace: [SaveToolbox.Runtime.Interfaces](#)

Assembly: SaveToolbox.dll

The main interface that the majority of Save Toolbox is built around. It provides an API for getting serialized data off of object instances.

```
[ExecuteAlways]  
public interface ISaveDataEntity
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

DeserializationPriority

A priority in which this ISaveDataEntity should be deserialized again. The higher the int value the sooner it will serialize in comparison to other ISaveDataEntities. Order is ambiguous for ISaveDataEntities of the same priority.

```
int DeserializationPriority { get; set; }
```

Property Value

[int](#)

Identifier

A string to identify the ISaveDataEntity when it comes to deserializing again.

```
string Identifier { get; set; }
```

Property Value

[string](#)

IsPartOfLoadableObject

returns whether or not this object is part of a LoadableObject.

```
bool IsPartOfLoadableObject { get; }
```

Property Value

[bool](#)

LoadableObjectId

The loadable object Id. Used to determine which LoadableObject this ISaveDataEntity belongs to so that when deserialized it can be handled by the LoadableObject itself. If there is not LoadableObject this value should be set to -1.

```
string LoadableObjectId { get; set; }
```

Property Value

[string](#)

Methods

AddEntityToSaveData()

Add the ISaveDataEntity to the save systems static list of ISaveDataEntities to save. This is useful for instances that are not MonoBehaviours.

```
void AddEntityToSaveData()
```

Deserialize(object)

A function to handle the data that was deserialized for this object.

```
void Deserialize(object data)
```

Parameters

data [object](#)

GenerateNewIdentifier()

Create a new randomly generated identifier for the ISaveDataEntity. Uses a string representation of a Guid.

```
void GenerateNewIdentifier()
```

RemoveEntityFromSaveData()

Removes the ISaveDataEntity from the save systems static list of ISaveDataEntities to save. This is useful for instances that are not MonoBehaviours.

```
void RemoveEntityFromSaveData()
```

Serialize()

This function is used to return a serializable data object to be written to a file. The object can be of any btype however if it is not serializable it can cause breaks inside of the save pipeline.

```
object Serialize()
```

Returns

[object](#)

The serialize data object.

Interface ISaveEntityLifecycle

Namespace: [SaveToolbox.Runtime.Interfaces](#)

Assembly: SaveToolbox.dll

An interface that can be implemented that holds basic lifecycle events of an ISaveDataEntity.

```
public interface ISaveEntityLifecycle
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

OnLoadCompleted()

Called when the loading of a game save is completed.

```
void OnLoadCompleted()
```

OnLoadingSpawned()

Called when a loadable objects has been instantiated.

```
void OnLoadingSpawned()
```

OnSaveCompleted()

Called when the saving of a game save is completed.

```
void OnSaveCompleted()
```

Class SaveEntityObjectData

Namespace: [SaveToolbox.Runtime.Interfaces](#)

Assembly: SaveToolbox.dll

```
[Serializable]
public class SaveEntityObjectData
```

Inheritance

[object](#) ← SaveEntityObjectData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

SaveEntityObjectData()

```
public SaveEntityObjectData()
```

SaveEntityObjectData(string, object)

```
public SaveEntityObjectData(string identifier, object objectValue)
```

Parameters

identifier [string](#)

objectValue [object](#)

Properties

Identifier

```
public string Identifier { get; }
```

Property Value

[string](#)

ObjectValue

```
public object ObjectValue { get; set; }
```

Property Value

[object](#)

Namespace SaveToolbox.Runtime.Serialization

Classes

[CompoundNode](#)

[JsonArrayNode](#)

[JsonBaseNode](#)

[JsonObjectNode](#)

[JsonSimpleNode](#)

[StbBinarySerializer](#)

A custom layer for Save Toolbox binary serialization. Allows you to dictate custom functionality.

[StbJsonSerializer](#)

A custom json serializer built specifically for Save Toolbox however it can be used outside of Save Toolbox.

[StbJsonSerializerUtils](#)

A static utils class in Save Toolbox that provides various helpful functions.

[StbSaveCompression](#)

The Save Toolbox compression static class. Allows for the compression and decompression of byte[] data.

[StbSaveEncryption](#)

The Save Toolbox encryption static class. Allows for the encryption and decompression of byte[] data.

Structs

[StbJsonSerializerUtils.FormerlySerializedAsDataContainer](#)

Class CompoundNode

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

```
public abstract class CompoundNode : JsonBaseNode
```

Inheritance

[object](#) ← [JsonBaseNode](#) ← CompoundNode

Derived

[JsonArrayNode](#), [JsonObjectNode](#)

Inherited Members

[JsonBaseNode.STB_ASSEMBLY_TYPE](#), [JsonBaseNode.Name](#), [JsonBaseNode.TryGetType\(out Type\)](#),
[JsonBaseNode.ValueToNodeAsync\(object\)](#), [JsonBaseNode.ValueToNode\(object\)](#),
[JsonBaseNode.NodeToValueAsync<T>\(JsonBaseNode\)](#),
[JsonBaseNode.NodeToValueAsync\(Type, JsonBaseNode\)](#),
[JsonBaseNode.NodeToValue<T>\(JsonBaseNode\)](#), [JsonBaseNode.NodeToValue\(Type, JsonBaseNode\)](#),
[JsonBaseNode.Render\(StringBuilder, bool, int, bool\)](#),
[JsonBaseNode.RenderAsync\(StringBuilder, bool, int, bool\)](#), [object.Equals\(object\)](#) ↗,
[object.Equals\(object, object\)](#) ↗, [object.GetHashCode\(\)](#) ↗, [object.GetType\(\)](#) ↗,
[object.MemberwiseClone\(\)](#) ↗, [object.ReferenceEquals\(object, object\)](#) ↗, [object.ToString\(\)](#) ↗

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#), [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

type

```
protected Type type
```

Field Value

[Type](#) ↗

Properties

Children

```
public List<JsonBaseNode> Children { get; set; }
```

Property Value

[List](#) <[JsonBaseNode](#)>

Methods

AddChild(JsonBaseNode)

```
public JsonBaseNode AddChild(JsonBaseNode node)
```

Parameters

node [JsonBaseNode](#)

Returns

[JsonBaseNode](#)

GetChild(string)

```
public JsonBaseNode GetChild(string childLabel)
```

Parameters

childLabel [string](#)

Returns

[JsonBaseNode](#)

GetUnderlyingNodeCount()

```
public override int GetUnderlyingNodeCount()
```

Returns

[int](#)

TryGetChild(string, out JsonBaseNode)

```
public bool TryGetChild(string childLabel, out JsonBaseNode childNode)
```

Parameters

childLabel [string](#)

childNode [JsonBaseNode](#)

Returns

[bool](#)

Class JsonArrayNode

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

```
public class JsonArrayNode : CompoundNode
```

Inheritance

[object](#) ← [JsonBaseNode](#) ← [CompoundNode](#) ← [JsonArrayNode](#)

Inherited Members

[CompoundNode.type](#) , [CompoundNode.Children](#) , [CompoundNode.AddChild\(JsonBaseNode\)](#) ,
[CompoundNode.TryGetChild\(string, out JsonBaseNode\)](#) , [CompoundNode.GetChild\(string\)](#) ,
[CompoundNode.GetUnderlyingNodeCount\(\)](#) , [JsonBaseNode.STB ASSEMBLY TYPE](#) ,
[JsonBaseNode.Name](#) , [JsonBaseNode.ValueToNodeAsync\(object\)](#) , [JsonBaseNode.ValueToNode\(object\)](#) ,
[JsonBaseNode.NodeToValueAsync<T>\(JsonBaseNode\)](#) ,
[JsonBaseNode.NodeToValueAsync\(Type, JsonBaseNode\)](#) ,
[JsonBaseNode.NodeToValue<T>\(JsonBaseNode\)](#) , [JsonBaseNode.NodeToValue\(Type, JsonBaseNode\)](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

JsonArrayNode(Type)

```
public JsonArrayNode(Type type)
```

Parameters

type [Type](#)

Methods

AddChild(object)

```
public JsonBaseNode AddChild(object value)
```

Parameters

value [object](#)

Returns

[JsonBaseNode](#)

AddChildAsync(object)

```
public Task<JsonBaseNode> AddChildAsync(object value)
```

Parameters

value [object](#)

Returns

[Task](#) <[JsonBaseNode](#)>

NonTypeChildren()

```
public List<JsonBaseNode> NonTypeChildren()
```

Returns

[List](#) <[JsonBaseNode](#)>

Render(StringBuilder, bool, int, bool)

```
public override string Render(StringBuilder stringBuilder, bool prettyPrint = true, int depth = 0, bool typeSerialization = true)
```

Parameters

stringBuilder [StringBuilder](#)

prettyPrint [bool](#)

depth [int](#)

typeSerialization [bool](#)

Returns

[string](#)

RenderAsync(StringBuilder, bool, int, bool)

```
public override Task<string> RenderAsync(StringBuilder stringBuilder, bool prettyPrint = true, int depth = 0, bool typeSerialization = true)
```

Parameters

stringBuilder [StringBuilder](#)

prettyPrint [bool](#)

depth [int](#)

typeSerialization [bool](#)

Returns

[Task](#)<[string](#)>

TryGetType(out Type)

```
public override bool TryGetType(out Type type)
```

Parameters

type [Type](#)

Returns

[bool](#)

Class JsonBaseNode

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

```
public abstract class JsonBaseNode
```

Inheritance

[object](#) ← JsonBaseNode

Derived

[CompoundNode](#), [JsonSimpleNode](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Fields

STB_ASSEMBLY_TYPE

```
protected const string STB_ASSEMBLY_TYPE = "StbTypeAssembly"
```

Field Value

[string](#)

Properties

Name

```
public string Name { get; set; }
```

Property Value

[string ↗](#)

Methods

GetUnderlyingNodeCount()

```
public abstract int GetUnderlyingNodeCount()
```

Returns

[int ↗](#)

NodeToValue(Type, JsonBaseNode)

Converts a node and it's enclosed data into the type that is passed in.

```
public static object NodeToValue(Type type, JsonBaseNode baseNode)
```

Parameters

type [Type ↗](#)

The requested type.

baseNode [JsonBaseNode](#)

The node which contains the data to build the type.

Returns

[object ↗](#)

An object of the specified type.

Exceptions

[Exception ↗](#)

NodeToValueAsync(Type, JsonBaseNode)

```
public static Task<object> NodeToValueAsync(Type type, JsonBaseNode baseNode)
```

Parameters

type [Type](#)

baseNode [JsonBaseNode](#)

Returns

[Task](#)<[object](#)>

NodeToValueAsync<T>(JsonBaseNode)

```
public static Task<T> NodeToValueAsync<T>(JsonBaseNode node)
```

Parameters

node [JsonBaseNode](#)

Returns

[Task](#)<T>

Type Parameters

T

NodeToValue<T>(JsonBaseNode)

```
public static T NodeToValue<T>(JsonBaseNode node)
```

Parameters

node [JsonBaseNode](#)

Returns

T

Type Parameters

T

Render(StringBuilder, bool, int, bool)

```
public abstract string Render(StringBuilder stringBuilder, bool prettyPrint = true, int  
depth = 0, bool typeSerialization = true)
```

Parameters

stringBuilder [StringBuilder](#)

prettyPrint [bool](#)

depth [int](#)

typeSerialization [bool](#)

Returns

[string](#)

RenderAsync(StringBuilder, bool, int, bool)

```
public abstract Task<string> RenderAsync(StringBuilder stringBuilder, bool prettyPrint =  
true, int depth = 0, bool typeSerialization = true)
```

Parameters

`stringBuilder` [StringBuilder](#)

`prettyPrint` [bool](#)

`depth` [int](#)

`typeSerialization` [bool](#)

Returns

[Task](#) <[string](#)>

TryGetType(out Type)

`public abstract bool TryGetType(out Type type)`

Parameters

`type` [Type](#)

Returns

[bool](#)

ValueToNode(object)

`public static JsonBaseNode ValueToNode(object objectValue)`

Parameters

`objectValue` [object](#)

Returns

[JsonBaseNode](#)

ValueToNodeAsync(object)

```
public static Task<JsonBaseNode> ValueToNodeAsync(object objectValue)
```

Parameters

objectValue [object](#)

Returns

[Task](#) <JsonBaseNode>

Class JsonObjectNode

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

```
public class JsonObjectNode : CompoundNode
```

Inheritance

[object](#) ← [JsonBaseNode](#) ← [CompoundNode](#) ← JsonObjectNode

Inherited Members

[CompoundNode.type](#) , [CompoundNode.Children](#) , [CompoundNode.AddChild\(JsonBaseNode\)](#) ,
[CompoundNode.TryGetChild\(string, out JsonBaseNode\)](#) , [CompoundNode.GetChild\(string\)](#) ,
[CompoundNode.GetUnderlyingNodeCount\(\)](#) , [JsonBaseNode.STB ASSEMBLY TYPE](#) ,
[JsonBaseNode.Name](#) , [JsonBaseNode.ValueToNodeAsync\(object\)](#) , [JsonBaseNode.ValueToNode\(object\)](#) ,
[JsonBaseNode.NodeToValueAsync<T>\(JsonBaseNode\)](#) ,
[JsonBaseNode.NodeToValueAsync\(Type, JsonBaseNode\)](#) ,
[JsonBaseNode.NodeToValue<T>\(JsonBaseNode\)](#) , [JsonBaseNode.NodeToValue\(Type, JsonBaseNode\)](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

JsonObjectNode(Type)

```
public JsonObjectNode(Type type)
```

Parameters

type [Type](#)

Methods

AddChild(string, object)

```
public JsonBaseNode AddChild(string name, object value)
```

Parameters

name [string](#)

value [object](#)

Returns

[JsonBaseNode](#)

AddChildArray(string, Type)

```
public JsonArrayNode AddChildArray(string name, Type arrayType)
```

Parameters

name [string](#)

arrayType [Type](#)

Returns

[JsonArrayNode](#)

AddChildAsync(string, object)

```
public Task<JsonBaseNode> AddChildAsync(string name, object value)
```

Parameters

name [string](#)

value [object](#)

Returns

[Task](#) <[JsonBaseNode](#)>

Render(StringBuilder, bool, int, bool)

```
public override string Render(StringBuilder stringBuilder, bool prettyPrint = true, int  
depth = 0, bool typeSerialization = true)
```

Parameters

stringBuilder [StringBuilder](#)

prettyPrint [bool](#)

depth [int](#)

typeSerialization [bool](#)

Returns

[string](#)

RenderAsync(StringBuilder, bool, int, bool)

```
public override Task<string> RenderAsync(StringBuilder stringBuilder, bool prettyPrint =  
true, int depth = 0, bool typeSerialization = true)
```

Parameters

stringBuilder [StringBuilder](#)

prettyPrint [bool](#)

depth [int](#)

typeSerialization [bool](#)

Returns

[Task](#) <[string](#)>

TryGetType(out Type)

```
public override bool TryGetType(out Type type)
```

Parameters

type [Type](#)

Returns

[bool](#)

Class JsonSimpleNode

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

```
public class JsonSimpleNode : JsonBaseNode
```

Inheritance

[object](#) ← [JsonBaseNode](#) ← JsonSimpleNode

Inherited Members

[JsonBaseNode.STB_ASSEMBLY_TYPE](#), [JsonBaseNode.Name](#), [JsonBaseNode.ValueToNodeAsync\(object\)](#),
[JsonBaseNode.ValueToNode\(object\)](#), [JsonBaseNode.NodeToValueAsync<T>\(JsonBaseNode\)](#),
[JsonBaseNode.NodeToValueAsync\(Type, JsonBaseNode\)](#),
[JsonBaseNode.NodeToValue<T>\(JsonBaseNode\)](#), [JsonBaseNode.NodeToValue\(Type, JsonBaseNode\)](#),
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.AsBool\(JsonSimpleNode\)](#), [StbJsonSerializerUtils.AsByte\(JsonSimpleNode\)](#),
[StbJsonSerializerUtils.AsChar\(JsonSimpleNode\)](#), [StbJsonSerializerUtils.AsDecimal\(JsonSimpleNode\)](#),
[StbJsonSerializerUtils.AsDouble\(JsonSimpleNode\)](#), [StbJsonSerializerUtils.AsFloat\(JsonSimpleNode\)](#),
[StbJsonSerializerUtils.AsInt\(JsonSimpleNode\)](#), [StbJsonSerializerUtils.AsLong\(JsonSimpleNode\)](#),
[StbJsonSerializerUtils.AsSbyte\(JsonSimpleNode\)](#), [StbJsonSerializerUtils.AsShort\(JsonSimpleNode\)](#),
[StbJsonSerializerUtils.AsString\(JsonSimpleNode\)](#), [StbJsonSerializerUtils.AsUint\(JsonSimpleNode\)](#),
[StbJsonSerializerUtils.AsUlong\(JsonSimpleNode\)](#), [StbJsonSerializerUtils.AsUshort\(JsonSimpleNode\)](#),
[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#), [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

JsonSimpleNode(object)

```
public JsonSimpleNode(object value)
```

Parameters

value [object](#)

JsonSimpleNode(string, object)

```
public JsonSimpleNode(string name, object value)
```

Parameters

name [string](#)

value [object](#)

Properties

Type

```
public Type Type { get; set; }
```

Property Value

[Type](#)

Value

```
public object Value { get; set; }
```

Property Value

[object](#)

Methods

GetUnderlyingNodeCount()

```
public override int GetUnderlyingNodeCount()
```

Returns

[int](#)

Render(StringBuilder, bool, int, bool)

```
public override string Render(StringBuilder stringBuilder, bool prettyPrint = true, int  
depth = 0, bool typeSerialization = true)
```

Parameters

stringBuilder [StringBuilder](#)

prettyPrint [bool](#)

depth [int](#)

typeSerialization [bool](#)

Returns

[string](#)

RenderAsync(StringBuilder, bool, int, bool)

```
public override Task<string> RenderAsync(StringBuilder stringBuilder, bool prettyPrint =  
true, int depth = 0, bool typeSerialization = true)
```

Parameters

stringBuilder [StringBuilder](#)

prettyPrint [bool](#)

depth [int](#)

typeSerialization [bool](#)

Returns

[Task](#) <[string](#)>

TryGetType(out Type)

```
public override bool TryGetType(out Type type)
```

Parameters

type [Type](#)

Returns

[bool](#)

Class StbBinarySerializer

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

A custom layer for Save Toolbox binary serialization. Allows you to dictate custom functionality.

```
public class StbBinarySerializer
```

Inheritance

[object](#) ← StbBinarySerializer

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

StbBinarySerializer(BinaryFormatter)

```
public StbBinarySerializer(BinaryFormatter binaryFormatter = null)
```

Parameters

binaryFormatter [BinaryFormatter](#)

Methods

DeserializeAsync<T>(byte[])

Deserializes byte data to an object instance asynchronously.

```
public Task<T> DeserializeAsync<T>(byte[] data)
```

Parameters

`data byte[]`

The byte data that is wanted to be deserialized into a object instance.

Returns

`Task<T>`

A task containing the type param object instance.

Type Parameters

`T`

The type of the object instance that the byte data should be serialized into.

Deserialize<T>(byte[])

Deserializes byte data to an object instance.

```
public T Deserialize<T>(byte[] data)
```

Parameters

`data byte[]`

The byte data that is wanted to be deserialized into a object instance.

Returns

`T`

A task containing the type param object instance.

Type Parameters

`T`

The type of the object instance that the byte data should be serialized into.

~StbBinarySerializer()

`protected ~StbBinarySerializer()`

Serialize(IEnumerable<object>)

Serialize objects into bytes in the binary format.

`public byte[] Serialize(IEnumerable<object> objectDatas)`

Parameters

`objectDatas IEnumerable<object>`

The object data to be serialized.

Returns

`byte[]`

The serialized byte data.

SerializeAsync(IEnumerable<object>)

Serialize objects into bytes in the binary format asynchronously.

`public Task<byte[]> SerializeAsync(IEnumerable<object> objectDatas)`

Parameters

`objectDatas IEnumerable<object>`

The object data to be serialized.

Returns

`Task<byte[]>`

A task that contains the byte data.

Class StbJsonSerializer

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

A custom json serializer built specifically for Save Toolbox however it can be used outside of Save Toolbox.

```
public class StbJsonSerializer
```

Inheritance

[object](#) ← StbJsonSerializer

Derived

[ExampleJsonSerializerChild](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

StbJsonSerializer(bool)

```
public StbJsonSerializer(bool usesPrettyPrint = true)
```

Parameters

usesPrettyPrint [bool](#)

Fields

usesPrettyPrint

Will this serializer use serialize data using "pretty print" meaning it will style it with tabs and new line characters. Helps with readability.

```
public bool usesPrettyPrint
```

Field Value

[bool](#)

usesTypeSerialization

Will the serializer also serialize the type of the object that is being serialized. Save Toolbox requires this to load save data so leave it at it's default true value for most circumstances.

```
public bool usesTypeSerialization
```

Field Value

[bool](#)

Methods

CanSerialize(object)

Determines if a type can be serialized by this serializer.

```
public bool CanSerialize(object o)
```

Parameters

o [object](#)

The object which should have it's type check for possible serialization.

Returns

[bool](#)

If it can be serialized.

CanSerialize(Type)

Determines if a type can be serialized by this serializer. Can be extended.

```
public virtual bool CanSerialize(Type type)
```

Parameters

type [Type](#)

The type to be checked if it can be serialized.

Returns

[bool](#)

If it can be serialized.

CheckFrameTime()

```
public Task CheckFrameTime()
```

Returns

[Task](#)

Deserialize(Type, CompoundNode)

The deserialize function used to define how objects instances of certain types should be deserialized.
Can be overridden for custom functionality and for extension to allow more custom deserialization.

```
public virtual object Deserialize(Type type, CompoundNode compoundNode)
```

Parameters

type [Type](#)

The type to be deserialized.

compoundNode [CompoundNode](#)

The Compound node that contains the data of what should be deserialized.

Returns

[object](#)

The deserialzied object instance.

Exceptions

[Exception](#)

Could not deserialize exception.

Deserialize<T>(CompoundNode)

```
public object Deserialize<T>(CompoundNode compoundNode)
```

Parameters

compoundNode [CompoundNode](#)

Returns

[object](#)

Type Parameters

T

FromJsonAsync<T>(string)

Converts a json string into an instance of the type in the type params asynchronously.

```
public Task<T> FromJsonAsync<T>(string jsonText)
```

Parameters

jsonText [string](#)

The string of json text.

Returns

[Task](#)<T>

An instance of an object of the type of the type param. Inside of a task type.

Type Parameters

T

The type of the object that is expected to be returned.

FromJson<T>(byte[])

Converts a json string into an instance of the type in the type params.

```
public T FromJson<T>(byte[] jsonStringInBytes)
```

Parameters

jsonStringInBytes [byte](#)[]

Returns

T

An instance of an object of the type of the type param.

Type Parameters

T

The type of the object that is expected to be returned.

FromJson<T>(string)

Converts a json string into an instance of the type in the type params.

```
public T FromJson<T>(string jsonText)
```

Parameters

`jsonText` [string](#)

The string of json text.

Returns

T

An instance of an object of the type of the type param.

Type Parameters

T

The type of the object that is expected to be returned.

GetFieldsAndProperties(Type)

Gets all the MemberInfos off of fields and properties of a specific type. Can be overridden to allow for different functionality.

```
public virtual List<MemberInfo> GetFieldsAndProperties(Type objectType)
```

Parameters

`objectType` [Type](#)

The type to get the MemberInfos off of.

Returns

[List](#) < [MemberInfo](#) >

The list of MemberInfos.

Serialize(object)

The serialization function for object instances. By default handles common unity objects like Vector3s and Quaternions. Can be extended for more functionality.

```
public virtual JsonBaseNode Serialize(object objectValue)
```

Parameters

[objectValue](#) [object](#)

The object to be serialized.

Returns

[JsonBaseNode](#)

A JsonBaseNode which stores the serialized data.

Exceptions

[Exception](#)

Could not serialize exception.

ToJson(object)

Convert the object to json data.

```
public string ToJson(object objectValue)
```

Parameters

objectValue [object](#)

The object instance you want to be converted to json data string.

Returns

[string](#)

The json data in the form of a string.

ToJsonAsync(object)

Convert the object to json data asynchronously.

```
public Task<string> ToJsonAsync(object objectValue)
```

Parameters

objectValue [object](#)

The object instance you want to be converted to json data string.

Returns

[Task](#) <[string](#)>

The json data in a task in the form of a string.

Class StbJsonSerializerUtils

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

A static utils class in Save Toolbox that provides various helpful functions.

```
public static class StbJsonSerializerUtils
```

Inheritance

[object](#) ← StbJsonSerializerUtils

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

ApplyDepth(StringBuilder, int)

Applies depth for the JSON serializer.

```
public static void ApplyDepth(StringBuilder stringBuilder, int depth)
```

Parameters

stringBuilder [StringBuilder](#)

The json serializer string builder.

depth [int](#)

The current depth.

AsBool(JsonSimpleNode)

```
public static bool AsBool(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[bool](#)

AsByte(JsonSimpleNode)

```
public static byte AsByte(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[byte](#)

AsChar(JsonSimpleNode)

```
public static char AsChar(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[char](#)

AsDecimal(JsonSimpleNode)

```
public static decimal AsDecimal(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[decimal](#)

AsDouble(JsonSimpleNode)

```
public static double AsDouble(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[double](#)

AsFloat(JsonSimpleNode)

```
public static float AsFloat(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[float](#)

AsInt(JsonSimpleNode)

```
public static int AsInt(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[int](#)

AsLong(JsonSimpleNode)

```
public static long AsLong(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[long](#)

AsSbyte(JsonSimpleNode)

```
public static sbyte AsSbyte(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[sbyte](#)

AsShort(JsonSimpleNode)

```
public static short AsShort(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[short](#)

AsString(JsonSimpleNode)

```
public static string AsString(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[string](#)

AsUint(JsonSimpleNode)

```
public static uint AsUint(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[uint](#)

AsUlong(JsonSimpleNode)

```
public static ulong AsUlong(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[ulong](#)

AsUshort(JsonSimpleNode)

```
public static ushort AsUshort(this JsonSimpleNode node)
```

Parameters

node [JsonSimpleNode](#)

Returns

[ushort](#)

ConvertPrimitive(object, Type)

Converts an object to the correct primitive if possible.

```
public static object ConvertPrimitive(this object valueToConvert, Type type)
```

Parameters

valueToConvert [object](#)

The object to try convert to a primitive.

type [Type](#)

The type of the object.

Returns

[object](#)

The converted object, if it was successful.

DeserializePrimitiveType(string)

```
public static object DeserializePrimitiveType(string value)
```

Parameters

value [string](#)

Returns

[object](#)

GetPrimitiveType(string)

Converts a string value to a primitive if possible.

```
public static Type GetPrimitiveType(string value)
```

Parameters

value [string](#)

The string value.

Returns

[Type](#)

The primitive value of the string.

IsPrimitiveType(object)

Is the type of the object a primitive such as a bool or an int etc.

```
public static bool IsPrimitiveType(object o)
```

Parameters

- o [object](#)

The object whose type should be checked.

Returns

[bool](#)

If the passed in object is a primitive.

IsPrimitiveType(Type)

Checks if a type is a primitive.

```
public static bool IsPrimitiveType(Type type)
```

Parameters

[type](#) [Type](#)

The type to be checked if it is primitive.

Returns

[bool](#)

If it is primitive.

IsTypeSerializableList(Type)

Is the type a serializable list?

```
public static bool IsTypeSerializableList(this Type type)
```

Parameters

[type](#) [Type](#)

The type that is to be checked if it serializable list.

Returns

[bool](#)

If it is a serializable list.

TryGetFormerType(string, out Type)

Attempts to get the former type of a StbFormerlySerializedAs class/struct.

```
public static bool TryGetFormerType(string typeString, out Type type)
```

Parameters

[typeString](#) [string](#)

Current type.

[type](#) [Type](#)

Former type.

Returns

[bool](#)

if it was successful

TryGetFormerTypeString(Type, out string)

Attempts to get the former type of a StbFormerlySerializedAs class/struct in the form of a string.

```
public static bool TryGetFormerTypeString(Type type, out string typeString)
```

Parameters

[type](#) [Type](#)

Current type.

typeString [string](#)

Former type as a string.

Returns

[bool](#)

If it was successful

Struct StbJsonSerializerUtils.FormerlySerializedAsDataContainer

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

```
public struct StbJsonSerializerUtils.FormerlySerializedAsDataContainer
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Constructors

FormerlySerializedAsDataContainer(Type, string)

```
public FormerlySerializedAsDataContainer(Type targetType, string formerlySerializedAsType)
```

Parameters

targetType [Type](#)

formerlySerializedAsType [string](#)

Fields

formerlySerializedAsType

```
public string formerlySerializedAsType
```

Field Value

[string](#) ↴

targetType

public Type targetType

Field Value

[Type](#) ↴

Class StbSaveCompression

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

The Save Toolbox compression static class. Allows for the compression and decompression of byte[] data.

```
public static class StbSaveCompression
```

Inheritance

[object](#) ← StbSaveCompression

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

Compress(byte[], StbCompressionType)

Compresses a byte array if the compression is enabled.

```
public static byte[] Compress(byte[] serializedData, StbCompressionType compressionType)
```

Parameters

`serializedData` [byte](#)[]

The byte array data.

`compressionType` [StbCompressionType](#)

The compression type that would like to be applied can be set to none for no compression.

Returns

[byte](#)[]

The compressed byte array.

Decompress(byte[], StbCompressionType)

Decompresses a byte array to it's original byte array format.

```
public static byte[] Decompress(byte[] serializedData, StbCompressionType compressionType)
```

Parameters

serializedData [byte\[\]](#)

The compressed data.

compressionType [StbCompressionType](#)

The type of compression that was originally applied so it can be handled accordingly.

Returns

[byte\[\]](#)

The decompressed byte array.

Exceptions

[ArgumentOutOfRangeException](#)

Class StbSaveEncryption

Namespace: [SaveToolbox.Runtime.Serialization](#)

Assembly: SaveToolbox.dll

The Save Toolbox encryption static class. Allows for the encryption and decompression of byte[] data.

```
public static class StbSaveEncryption
```

Inheritance

[object](#) ← StbSaveEncryption

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

ConvertBytesToString(byte[])

```
public static string ConvertBytesToString(byte[] byteArray)
```

Parameters

byteArray [byte](#)[]

Returns

[string](#)

ConvertStringToBytes(string)

```
public static byte[] ConvertStringToBytes(string stringValue)
```

Parameters

stringValue [string](#)

Returns

[byte](#)[]

Decrypt(byte[], StbEncryptionType, string, string)

Decrypts byte array data.

```
public static byte[] Decrypt(byte[] data, StbEncryptionType encryptionType, string key,  
    string iv = "")
```

Parameters

data [byte](#)[]

The byte array data to be decrypted.

encryptionType [StbEncryptionType](#)

The type of encryption originally used so it can be handled accordingly.

key [string](#)

The key used for encryption.

iv [string](#)

The iv used for encryption if the encryption type was Aes.

Returns

[byte](#)[]

The decrypted data.

Exceptions

[ArgumentOutOfRangeException](#)

Argument of range exception if there is an undefined encryption type.

Encrypt(byte[], StbEncryptionType, string, string)

Encrypts a byte array of data.

```
public static byte[] Encrypt(byte[] data, StbEncryptionType encryptionType, string key,  
string iv = "")
```

Parameters

data [byte](#)[]

The byte array of data to be encrypted.

encryptionType [StbEncryptionType](#)

The type of encryption to be applied.

key [string](#)

The key to be used if it is required.

iv [string](#)

The iv to be used if it is Aes encryption.

Returns

[byte](#)[]

The encrypted data.

Exceptions

[ArgumentOutOfRangeException](#)

Argument of range exception if there is an undefined encryption type.

Namespace SaveToolbox.Runtime.Utils

Classes

[SaveToolboxSurrogateSelector](#)

[SerializableDictionary<TKey, TValue>](#)

A basic serializable dictionary.

[StbSingletonScriptableObject<T>](#)

A scriptable object that is also a singleton. Should only ever be 1 in a project. Will auto create itself on get of an instance. Uses resources folder to function.

[StbUtilities](#)

[Vector2SerializationSurrogate](#)

[Vector3SerializationSurrogate](#)

[Vector4SerializationSurrogate](#)

Interfaces

[IAssetPathProvider](#)

Interface IAssetPathProvider

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

```
public interface IAssetPathProvider
```

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

AssetPath

```
string AssetPath { get; }
```

Property Value

[string](#)

Class SaveToolboxSurrogateSelector

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

```
public sealed class SaveToolboxSurrogateSelector : SurrogateSelector, ISurrogateSelector
```

Inheritance

[object](#) ← [SurrogateSelector](#) ← SaveToolboxSurrogateSelector

Implements

[ISurrogateSelector](#)

Inherited Members

[SurrogateSelector.AddSurrogate\(Type, StreamingContext, ISerializationSurrogate\)](#) ,
[SurrogateSelector.ChainSelector\(ISurrogateSelector\)](#) , [SurrogateSelector.GetNextSelector\(\)](#) ,
[SurrogateSelector.RemoveSurrogate\(Type, StreamingContext\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

GetSurrogate(Type, StreamingContext, out ISurrogateSelector)

```
public override ISerializationSurrogate GetSurrogate(Type type, StreamingContext context,  
out ISurrogateSelector selector)
```

Parameters

type [Type](#)

context [StreamingContext](#)

selector [ISurrogateSelector](#)

Returns

[ISerializationSurrogate](#)

HandleCustomSurrogate(Type, StreamingContext, out ISurrogateSelector, out ISerializationSurrogate)

```
public bool HandleCustomSurrogate(Type type, StreamingContext context, out  
ISurrogateSelector selector, out ISerializationSurrogate surrogate)
```

Parameters

type [Type](#)

context [StreamingContext](#)

selector [ISurrogateSelector](#)

surrogate [ISerializationSurrogate](#)

Returns

[bool](#)

Class SerializableDictionary<TKey, TValue>

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

A basic serializable dictionary.

```
[Serializable]
public class SerializableDictionary<TKey, TValue>
```

Type Parameters

TKey

The type of the key.

TValue

The type of the value.

Inheritance

[object](#) ← SerializableDictionary<TKey, TValue>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

Count

```
public int Count { get; }
```

Property Value

[int](#)

Keys

```
public List<TKey> Keys { get; }
```

Property Value

[List](#)<TKey>

Values

```
public List<TValue> Values { get; }
```

Property Value

[List](#)<TValue>

Methods

Add(TKey, TValue)

```
public void Add(TKey key, TValue value)
```

Parameters

key TKey

value TValue

Clear()

```
public void Clear()
```

ContainsKey(TKey)

```
public bool ContainsKey(TKey key)
```

Parameters

key TKey

Returns

bool↗

TryRemove(TKey)

```
public bool TryRemove(TKey key)
```

Parameters

key TKey

Returns

bool↗

Class StbSingletonScriptableObject<T>

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

A scriptable object that is also a singleton. Should only ever be 1 in a project. Will auto create itself on get of an instance. Uses resources folder to function.

```
public abstract class StbSingletonScriptableObject<T> : ScriptableObject, IAssetPathProvider
where T : ScriptableObject
```

Type Parameters

T

Inheritance

[object](#) ← Object ← ScriptableObject ← StbSingletonScriptableObject<T>

Implements

[IAssetPathProvider](#)

Derived

[LoadableObjectDatabase](#), [SaveSettings](#)

Inherited Members

ScriptableObject.SetDirty(), [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>(), Object.GetInstanceId() ,
Object.GetHashCode(), [Object.Equals\(object\)](#) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()

Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Properties

AssetPath

```
public abstract string AssetPath { get; }
```

Property Value

[string](#)

Instance

```
public static T Instance { get; }
```

Property Value

T

Class StbUtilities

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

```
public static class StbUtilities
```

Inheritance

[object](#) ← StbUtilities

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetAllObjectsInAllScenes<T>()

Returns all objects of a specific type in all currently loaded scenes.

```
public static List<T> GetAllObjectsInAllScenes<T>()
```

Returns

[List](#) <T>

All object instance of type type params.

Type Parameters

T

The type of objects to return.

GetFieldsAndProperties(Type)

Gets all the MemberInfos of serializable fields and properties on a type.

```
public static List<MemberInfo> GetFieldsAndProperties(Type objectType)
```

Parameters

objectType [Type](#)

The type the member infos should be found.

Returns

[List](#) <[MemberInfo](#)>

All found MemberInfos of serializable properties and fields.

GetSaveableMonoBehaviour(string, out SaveableMonoBehaviour)

Finds a SaveableMonoBehaviour using it's id.

```
public static bool GetSaveableMonoBehaviour(string id, out SaveableMonoBehaviour saveableMonoBehaviour)
```

Parameters

id [string](#)

The id of the SaveableMonoBehaviour to be found.

saveableMonoBehaviour [SaveableMonoBehaviour](#)

The out SaveableMonoBehaviour.

Returns

[bool](#)

If it was successful.

Class Vector2SerializationSurrogate

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

```
public sealed class Vector2SerializationSurrogate : ISerializationSurrogate
```

Inheritance

[object](#) ← Vector2SerializationSurrogate

Implements

[ISerializationSurrogate](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

GetObjectData(object, SerializationInfo, StreamingContext)

```
public void GetObjectData(object obj, SerializationInfo info, StreamingContext context)
```

Parameters

obj [object](#)

info [SerializationInfo](#)

context [StreamingContext](#)

SetObjectData(object, SerializationInfo, StreamingContext, ISurrogateSelector)

```
public object SetObjectData(object obj, SerializationInfo info, StreamingContext context,  
ISurrogateSelector selector)
```

Parameters

obj [object](#)

info [SerializationInfo](#)

context [StreamingContext](#)

selector [ISurrogateSelector](#)

Returns

[object](#)

Class Vector3SerializationSurrogate

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

```
public sealed class Vector3SerializationSurrogate : ISerializationSurrogate
```

Inheritance

[object](#) ← Vector3SerializationSurrogate

Implements

[ISerializationSurrogate](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

GetObjectData(object, SerializationInfo, StreamingContext)

```
public void GetObjectData(object obj, SerializationInfo info, StreamingContext context)
```

Parameters

obj [object](#)

info [SerializationInfo](#)

context [StreamingContext](#)

SetObjectData(object, SerializationInfo, StreamingContext, ISurrogateSelector)

```
public object SetObjectData(object obj, SerializationInfo info, StreamingContext context,  
ISurrogateSelector selector)
```

Parameters

obj [object](#)

info [SerializationInfo](#)

context [StreamingContext](#)

selector [ISurrogateSelector](#)

Returns

[object](#)

Class Vector4SerializationSurrogate

Namespace: [SaveToolbox.Runtime.Utils](#)

Assembly: SaveToolbox.dll

```
public sealed class Vector4SerializationSurrogate : ISerializationSurrogate
```

Inheritance

[object](#) ← Vector4SerializationSurrogate

Implements

[ISerializationSurrogate](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Extension Methods

[StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#) , [StbJsonSerializerUtils.ConvertPrimitive\(object, Type\)](#)

Methods

GetObjectData(object, SerializationInfo, StreamingContext)

```
public void GetObjectData(object obj, SerializationInfo info, StreamingContext context)
```

Parameters

obj [object](#)

info [SerializationInfo](#)

context [StreamingContext](#)

SetObjectData(object, SerializationInfo, StreamingContext, ISurrogateSelector)

```
public object SetObjectData(object obj, SerializationInfo info, StreamingContext context,  
ISurrogateSelector selector)
```

Parameters

obj [object](#)

info [SerializationInfo](#)

context [StreamingContext](#)

selector [ISurrogateSelector](#)

Returns

[object](#)