

JsonNetUtility

Released Packages » [Json.NET Converters](#)

Integrate custom `Newtonsoft.Json.JsonConverter` to use [Json.NET](#) in Unity. [More...](#)

Static Public Attributes

`static JsonSerializerSettings` **`defaultSettings`**

The default `Newtonsoft.Json.JsonSerializerSettings`. [More...](#)

Detailed Description

Integrate custom `Newtonsoft.Json.JsonConverter` to use [Json.NET](#) in Unity.

To use [Json.NET](#), please set Unity "PlayerSettings/Api Compatibility Level" to .NET 2.0. Then download from its website and import the .NET 2.0 dll. [Json.NET](#) doesn't support serializing some types originally, e.g., `UnityEngine.Vector3`. This has the `defaultSettings` includes necessary custom converters by default for Unity using it. And assign to `Newtonsoft.Json.JsonConvert.DefaultSettings` when initializing if the original `null`.

Now we can use [Json.NET](#) just like before:

```
Debug.Log(JsonConvert.SerializeObject(Vector3.up));  
var vec = JsonConvert.DeserializeObject("{\"x':1.0,'y':0.0}", typeof(Vector2));
```

User can directly modify `defaultSettings` for customization, and override it:

```
JsonConvert.DefaultSettings = () => new JsonSerializerSettings(){  
    Converters = JsonNetUtility.defaultSettings.Converters,  
    DefaultValueHandling = DefaultValueHandling.Populate  
};
```

Member Data Documentation

The default Newtonsoft.Json.JsonSerializerSettings.

All its properties stay default, but the Converters includes below:

1. All custom Newtonsoft.Json.JsonConverter with constructor needs no params.
2. All Newtonsoft.Json.JsonConverter from **WanzyeeStudio.Json**.
3. Newtonsoft.Json.Converters.StringEnumConverter.
4. Newtonsoft.Json.Converters.VersionConverter.

DictionaryConverter

Released Packages » [Json.NET Converters](#)

Custom Newtonsoft.Json.JsonConverter for System.Collections.Generic.Dictionary. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool	CanConvert (Type objectType) Determine if the type is System.Collections.Generic.Dictionary. More...
override object	ReadJson (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read as System.Collections.Generic.KeyValuePair array to rebuild a dictionary. More...
override void	WriteJson (JsonWriter writer, object value, JsonSerializer serializer) Write as System.Collections.Generic.KeyValuePair array. More...

Detailed Description

Custom Newtonsoft.Json.JsonConverter for System.Collections.Generic.Dictionary.

Member Function Documentation

override bool CanConvert (Type objectType)

Determine if the type is System.Collections.Generic.Dictionary.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```
override object ReadJson ( JsonReader    reader,
                          Type          objectType,
                          object        existingValue,
                          JsonSerializer serializer
                          )
```

Read as System.Collections.Generic.KeyValuePair array to rebuild a dictionary.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```
override void WriteJson ( JsonWriter    writer,
                          object        value,
                          JsonSerializer serializer
                          )
```

Write as System.Collections.Generic.KeyValuePair array.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

BoundsConverter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Bounds. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Bounds. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write x and y. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Bounds.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Bounds.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```
override object ReadJson ( JsonReader    reader,
                          Type          objectType,
                          object        existingValue,
                          JsonSerializer serializer
                          )
```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```
override void WriteJson ( JsonWriter    writer,
                          object        value,
                          JsonSerializer serializer
                          )
```

Write x and y.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```
override bool CanRead
```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

ColorConverter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Color. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Color. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write r, g, b and a. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Color.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Color.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```
override object ReadJson ( JsonReader    reader,
                           Type          objectType,
                           object        existingValue,
                           JsonSerializer serializer
                           )
```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```
override void WriteJson ( JsonWriter    writer,
                           object        value,
                           JsonSerializer serializer
                           )
```

Write r, g, b and a.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```
override bool CanRead
```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

Matrix4x4Converter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Matrix4x4. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Matrix4x4. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write the 16 components. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Matrix4x4.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Matrix4x4.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```
override object ReadJson ( JsonReader    reader,
                          Type          objectType,
                          object        existingValue,
                          JsonSerializer serializer
                          )
```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```
override void WriteJson ( JsonWriter    writer,
                          object        value,
                          JsonSerializer serializer
                          )
```

Write the 16 components.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```
override bool CanRead
```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

QuaternionConverter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Quaternion. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Quaternion. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write x, y, z and w. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Quaternion.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Quaternion.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```

override object ReadJson ( JsonReader    reader,
                           Type          objectType,
                           object         existingValue,
                           JsonSerializer serializer
                           )

```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```

override void WriteJson ( JsonWriter    writer,
                           object        value,
                           JsonSerializer serializer
                           )

```

Write x, y, z and w.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```

override bool CanRead

```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

RectConverter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Rect. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Rect. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write x, y, width and height. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Rect.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Rect.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```
override object ReadJson ( JsonReader    reader,
                           Type          objectType,
                           object         existingValue,
                           JsonSerializer serializer
                           )
```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```
override void WriteJson ( JsonWriter    writer,
                           object        value,
                           JsonSerializer serializer
                           )
```

Write x, y, width and height.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```
override bool CanRead
```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

RectOffsetConverter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.RectOffset. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.RectOffset. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write left, right, top and bottom. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.RectOffset.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.RectOffset.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```

override object ReadJson ( JsonReader    reader,
                           Type          objectType,
                           object        existingValue,
                           JsonSerializer serializer
                           )

```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```

override void WriteJson ( JsonWriter    writer,
                           object        value,
                           JsonSerializer serializer
                           )

```

Write left, right, top and bottom.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```

override bool CanRead

```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

Vector2Converter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Vector2. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Vector2. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write x and y. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Vector2.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Vector2.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```

override object ReadJson ( JsonReader    reader,
                           Type          objectType,
                           object        existingValue,
                           JsonSerializer serializer
                           )

```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```

override void WriteJson ( JsonWriter    writer,
                           object        value,
                           JsonSerializer serializer
                           )

```

Write x and y.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```

override bool CanRead

```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

Vector3Converter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Vector3. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Vector3. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write x, y and z. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Vector3.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Vector3.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```

override object ReadJson ( JsonReader    reader,
                           Type          objectType,
                           object         existingValue,
                           JsonSerializer serializer
                           )

```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```

override void WriteJson ( JsonWriter    writer,
                           object        value,
                           JsonSerializer serializer
                           )

```

Write x, y and z.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```

override bool CanRead

```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.

Vector4Converter

Released Packages » [Json.NET Converters](#)

Newtonsoft.Json.JsonConverter for UnityEngine.Vector4. [More...](#)

Inherits JsonConverter.

Public Member Functions

override bool **CanConvert** (Type objectType)
Determine if the type is UnityEngine.Vector4. [More...](#)

override object **ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
Not implemented, unnecessary because CanRead is false. [More...](#)

override void **WriteJson** (JsonWriter writer, object value, JsonSerializer serializer)
Write x, y, z and w. [More...](#)

Properties

override bool **CanRead** [get]
Return false, since default serializer does well. [More...](#)

Detailed Description

Newtonsoft.Json.JsonConverter for UnityEngine.Vector4.

Member Function Documentation

override bool **CanConvert** (Type objectType)

Determine if the type is UnityEngine.Vector4.

Parameters

objectType Type of the object.

Returns

true if this can convert the specified type; otherwise, false.

```
override object ReadJson ( JsonReader    reader,
                          Type          objectType,
                          object        existingValue,
                          JsonSerializer serializer
                          )
```

Not implemented, unnecessary because CanRead is false.

Returns

The object value.

Parameters

reader The Newtonsoft.Json.JsonReader to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```
override void WriteJson ( JsonWriter    writer,
                          object        value,
                          JsonSerializer serializer
                          )
```

Write x, y, z and w.

Parameters

writer The Newtonsoft.Json.JsonWriter to write to.

value The value.

serializer The calling serializer.

Property Documentation

```
override bool CanRead
```

get

Return false, since default serializer does well.

true if this instance can read; otherwise, false.