BLAZESAVE 1.01

Vancete.NET

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INTRODUCTION

Import the package to your project and use the below available methods.

Check the demo scene for a real implementation.

METHODS

SaveData<T>(string dataName, T objectToWrite, string dataPath = null, string cryptoKey = null, bool obfName = false)

Saves data (objectToWrite) of any type into a file (dataName).

You can specify (optional):

dataPath: the folder where the saves will be store (Application.DataPath / Savegame by default)

cryptoKey = a key to encrypt the data file, if null, the file won't be encrypted (at least 8 characters)

obfName = if true, the filename will be replaced by md5(dataName)

Examples

BlazeSave.SaveData ("demo.bin", "MyString");

BlazeSave.SaveData ("demo2.bin", transform.position);

T LoadData<T>(string dataName, string dataPath = null, string cryptoKey = null, bool obfName = false)

Returns data of type T from the given args.

Examples

string data = BlazeSave.LoadData<string>("demo.bin");

Vector3 data2 = BlazeSave.LoadData<Vector3>("demo2.bin");

```
bool Exists(string dataName, string dataPath = null,  bool obfName = false)
```

SECURITY

Using a cryptoKey and obfuscating the filename will be enough safe, but if you want to avoid copying data between computers, you can use **SystemInfo.deviceUniqueIdentifier** as cryptoKey.