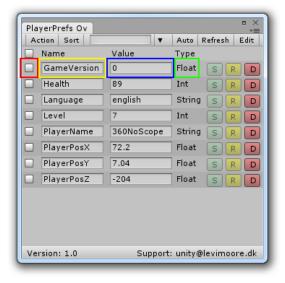
# PlayerPrefs overview:



**Red box**: Toggle selected state. **Yellow box**: PlayerPrefs name. **Blue box**: PlayerPrefs value.

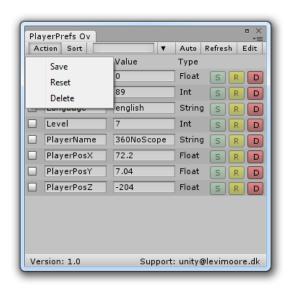
**Green box**: PlayerPrefs value type.

**Green button**: Save PlayerPrefs.

Yellow button: Reset PlayerPrefs to the default name and value.

**Red button**: Delete PlayerPrefs (can't be undone)

#### Action:



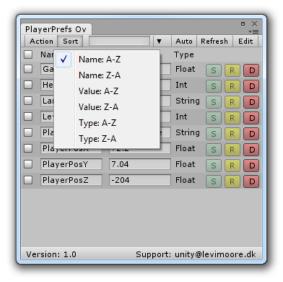
Action is applied to all the selected PlayerPrefs.

Save: Save PlayerPrefs.

**Reset**: Reset PlayerPrefs to the default name and value.

Delete: Delete PlayerPrefs (can't be undone)

#### Sort:



#### Sorts the list of PlayerPrefs

Name A-Z: Sort PlayerPrefs in alphabetical order by name.

Name Z-A: Sort PlayerPrefs in reverse alphabetical order by name.

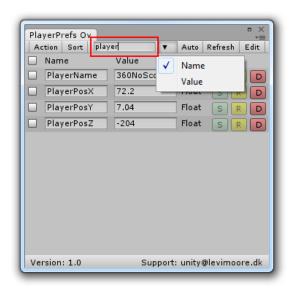
Value A-Z: Sort PlayerPrefs in alphabetical order by value.

Value Z-A: Sort PlayerPrefs in reverse alphabetical order by value.

**Type: A-Z**: Sort PlayerPrefs in alphabetical order by value type.

Type Z-A: Sort PlayerPrefs in reverse alphabetical order by value type

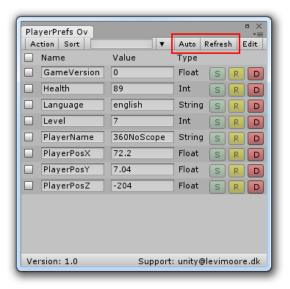
#### Search:



Filter the PlayerPrefs list to only show PlayerPrefs with matching name or value.

Name: Filter by name. Value: Filter by value.

### Refresh:

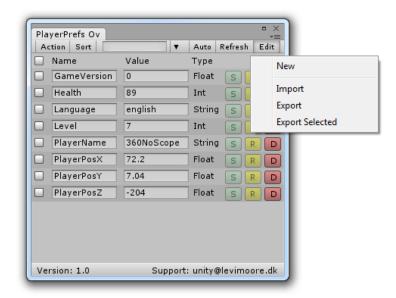


Refreshing updates the list of PlayerPrefs (you will lose any unsaved PlayerPrefs)

Refresh: Manually force a refresh.

**Auto**: Automatically refresh every 1.5 seconds (it is not recommend trying to edit the PlayerPrefs with auto on, because they will reset every 1.5 seconds.)

## Edit:



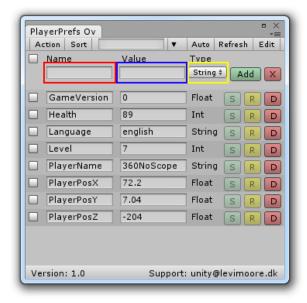
New: Show the new PlayerPrefs area.

Import: Import PlayerPrefs from .ppo-file.

Export: Export PlayerPrefs to .ppo-file used for importing later (if using search filter only exports the visible PlayerPrefs)

**Export Selected**: Export selected PlayerPrefs to .ppo-file used for importing later.

#### New:



**Red box**: PlayerPrefs name. **Blue box**: PlayerPrefs value.

Yellow box: PlayerPrefs value type.

**Green button**: Add the new PlayerPrefs. **Red button**: Close new PlayerPrefs area.