

Thank you for purchasing Save Data in ThirtySec.

Common usage

Basic game data

Save score, gold, diamond...

Declare your data class and inherit `ThirtySec.Serializable<YourDataClassName>`

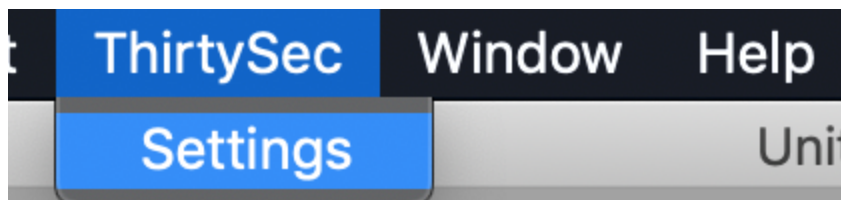
```
public class BasicGameData : ThirtySec.Serializable<BasicGameData>
{
    public int gold;
    public string name;
    public float progress;
}
```

Access your data

```
int myGold = BasicGameData.instance.gold; //get your gold
string myName = BasicGameData.instance.name; //get your name
float myProgress = BasicGameData.instance.progress; //get your progress
```

Save your data

Autosave: data will automatic save, you can change it by click `ThirtySec/Settings`



Manual save

```
BasicGameData.instance.Save<BasicGameData>();
```

Advance usage

ThirtySec serialable anything like array, list, enum, struct, class for widely usage purposes.

EXAMPLE USING THIRTY SEC FOR SAVE BOOKS TO THE LIBRARY

Create book data

```
[System.Serializable]
public struct MyBook
{
    public string author;
    public string releaseDate;
    public string content;
    public MyBook(string author, string content, string releaseDate)
    {
        this.author = author;
        this.content = content;
        this.releaseDate = releaseDate;
    }
}
```

Create library class to store books data

```
public class Library : ThirtySec.Serializable<Library>
{
    public List<MyBook> myBooks = new List<MyBook>();
}
```

Access and modify library

Get books

```
//get books
List<MyBook> myBooks = Library.instance.myBooks;
```

Add a new book

```
//add book to the library
Library.instance.myBooks.Add(new MyBook("ThirtySec", "Lorem ipsum dolor sit amet", "05/16/2020"));
```

Remove a book

```
//remove book
Library.instance.myBooks.RemoveAt(0);
```

PLAYER PREFS

Get data

```
//get data  
int myInt = ThirtySec.PlayerPrefs.GetInt("myKey");
```

Set data

```
ThirtySec.PlayerPrefs.SetInt("myKey", this.myInt);
```

There are some common ways to use ThirtySec, you can view more example scenes in the package.

If you have any questions, please contact me at tmtudev@gmail.com, thanks.