

SaveManager

SaveData Save serializable object to a local file. Default directory file is saved in is the `Application.persistentDataPath`.

```
var listOfNumbers = new List<int>{ 1, 2, 3, 4, 5 };
```

```
SaveManager.SaveData(listOfNumbers, "List.dat");
```

To change the directory, call `SaveData` with an additional parameter.

```
var listOfNumbers = new List<int>{ 1, 2, 3, 4, 5 };
```

```
var directory = Path.Combine(Environment.GetFolderPath(Environment.SpecialFolder.Personal), "Documents/");
```

```
SaveManager.SaveData(listOfNumbers, "List.dat", directory);
```

LoadData Load serializable object from a local file. Default directory file is loaded from is the `Application.persistentDataPath`.

```
var listOfNumbers = SaveManager.LoadData<List<int>>("List.dat");
```

To change the directory, call `LoadData` with an additional parameter.

```
var directory = Path.Combine(Environment.GetFolderPath(Environment.SpecialFolder.Personal), "Documents/");
```

```
var listOfNumbers = SaveManager.LoadData<List<int>>("List.dat", directory);
```

DeleteData Delete a local file. Default directory file is deleted from is the `Application.persistentDataPath`.

```
SaveManager.DeleteData("List.dat");
```

To change the directory, call `DeleteData` with an additional parameter.

```
var directory = Path.Combine(Environment.GetFolderPath(Environment.SpecialFolder.Personal), "Documents/");
```

```
SaveManager.DeleteData("List.dat", directory);
```