



Save Data Security

This package is designed for managing data storage and retrieval in Unity. It contains static methods that provide functionality for saving, loading, deleting, and editing data using various encryption techniques.

Static Methods:

1. `Exists(string key)`

- Checks if data with a specific key exists.

```
if(SD.Exists("myKey"))  
{  
    Debug.Log("Data exists!");  
}
```

2. `Delete(string key)`

- Deletes data using the specified key.

```
SD.Delete("myKey");
```

3. `EditKey(string CurrentKey, string NewKey)`

- Edits the key of a data entry with a new key.

```
SD.EditKey("oldKey", "newKey");
```

4. `Load<T>(string key)`

- Retrieves data using the key and decrypts it.

```
MyObjectType loadedData = SD.Load<MyObjectType>("myKey");
```

5. `Save<T>(string key, T obj)`

- Saves data using the key and encrypts it.

```
MyObjectType myObject = new MyObjectType();  
SD.Save("myKey", myObject);
```