

Advanced PlayerPrefs PRO

Introduction:

The Advanced PlayerPrefs Unity asset is a powerful tool that allows developers to securely store and manage player preferences within their Unity game. It features advanced encryption techniques to protect player data and a user-friendly editor tool for managing preferences directly from the Unity editor. The asset supports a wide range of data types, including strings, integers, booleans, doubles, longs, vectors, colors, date times, and collections such as arrays and lists. Additionally, it provides an option to use "Device Key" mode, which generates a new encryption key for each device, adding an extra layer of security to the player data.

Features:

- Advanced encryption techniques to secure player data
- Wide range of data types supported, including strings, integers, booleans, doubles, longs, vectors, colors, date times, and collections such as arrays and lists
- Easy to use API for retrieving and saving player preferences
- Decryption of saved data
- User-friendly editor tool for managing player preferences, including:
 - Viewing existing player preferences
 - Adding new player preferences
 - Modifying existing player preferences
 - Deleting player preferences
 - Exporting player preferences to a file
 - Importing player preferences from a file
- "Device Key" mode option for added security
- Customizable encryption settings
- Support for multiple encryption algorithms
- Support for custom encryption keys
- Export and import options for custom encryption keys

Getting Started:

Import the Unity asset package into your Unity project.

Use the provided API to set and get player preferences.

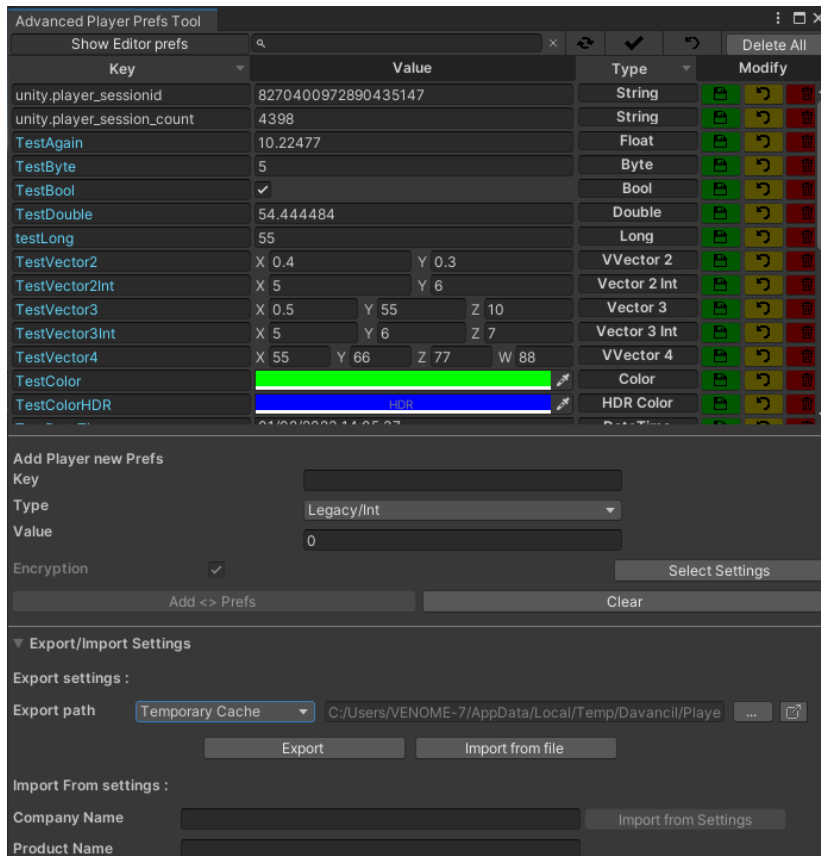
Examples :

```
AdvancedPlayerPrefs.SetString("PlayerName", "Walter White");  
string playerName = AdvancedPlayerPrefs.GetString("PlayerName");  
AdvancedPlayerPrefs.SetBool("FirstLogin", true);  
bool firstLogin = AdvancedPlayerPrefs.GetBool("FirstLogin");
```

When using collections like arrays and lists, you need to use the provided API to handle them correctly.

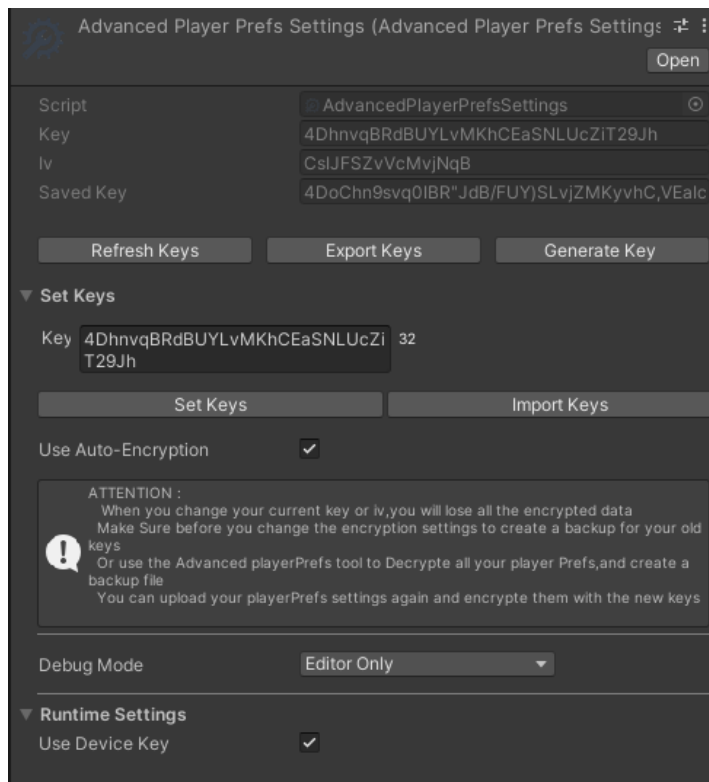
```
AdvancedPlayerPrefs.SetList("playerScores", new List<int> { 10, 20, 30 });  
List<int> playerScores = AdvancedPlayerPrefs.GetList<int>("playerScores");
```

- To use the editor tool, navigate to "Window > AdvancedPlayerPrefs/Editor Tool" in the Unity editor menu Or with Shortcut (CTRL+E) or on Mac (CMD+E)



- To Open setup Panel, navigate to "Window > AdvancedPlayerPrefs/Setup" in the Unity editor menu.





- To enable the "Device Key" mode, check the "Use Device Key" option in the Settings.
- To enable the "Auto Encryption" mode, check the "Auto Encryption" option in the Settings.
- To customize encryption settings, use the "Encryption Settings" tab in the Settings. Here set a custom encryption key, export and import custom encryption keys and refresh key.

Note: You should always use the provided API when working with Advanced PlayerPrefs to ensure that the data is being stored and retrieved correctly.

Advanced usage:

You can use the editor tool to create a backup of your player preferences and import it later, this can be useful if you have a lot of player prefs and you want to keep a backup for it.

Additionally, you can use the encryption key to decrypt the data on different platforms or devices.

You can also use the option "Device Key" mode to generate a new encryption key for each device, this will make it harder for hackers to access the data.

Finally, the provided API also allows you to delete all the player prefs at once, you can use this feature if you want to reset the game to its original state.

encryption and security :

In addition to being able to set custom encryption keys, the Advanced PlayerPrefs Unity asset also allows you to export and import these custom keys. This feature can be useful for a number of reasons, such as: Backing up your encryption keys in case they are lost or forgotten Easily transferring encryption keys between different projects or team members Providing a way to use the same encryption keys across different builds or platforms The export and import options for custom encryption keys can be found in the settings file or in the "Encryption Settings" tab in the editor tool, and the exported keys are saved as a file in the format of your choice, like JSON or XML. Please ensure that you keep the exported encryption keys file in a safe place and protect it with a password or other security measures, and make sure that you don't share it with anyone unauthorized.

Support:

Please contact contact@davanciink.com if you have any issues or questions regarding this asset.

Thank you for choosing Advanced PlayerPrefs PRO asset .