How to use guide:

string path = ".../save2.esf";

// create file or load it

EsfFile file = new EsfFile(path);

// get an array from file

**char**[] chars = file.GetArray<char>("currency");

// get a text from file

string text = file.GetValue<string>("text");

// set or add value (key, value)

file.SetValue("health", 75);

file.SetValue("time", 15.57f);

// remove value (key)

file.RemoveValue("money");

//save changes to file

file.Write(path);

// delete save file

file.Delete(path);

// to save original file structure (comments, spaces and so on) or not

// if false - it's faster