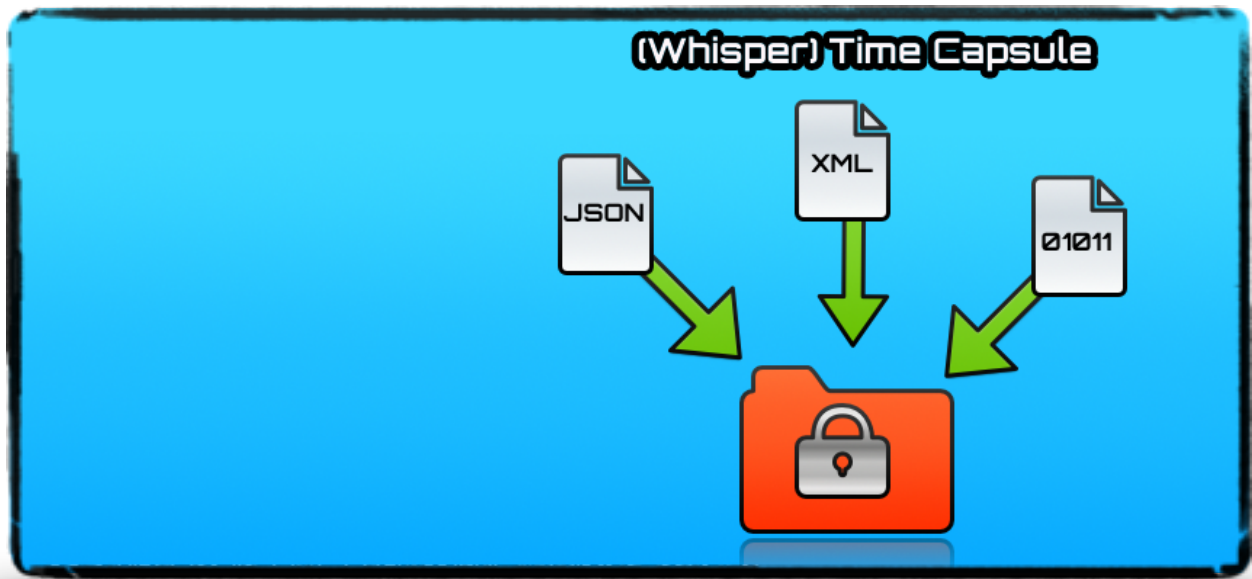# (Whisper) Time Capsule

Singularity Productions

Introductions

Hello, and thank you for downloading the (**Whisper**) **Time Capsule** from the Unity Asset Store. We here at Singularity Productions are working hard to make tools to make your development life easier and more enjoyable. We thank you for using our assets, and we wish you well on all of your game-making endeavors!

- Colin Cammarano

Getting Started

The (**Whisper**) **Time Capsule** was designed to integrate as easily and as painlessly possible into your projects. Follow the steps below to get started with both the free and full versions of the system.

1. Open (or create) a scene in Unity.

2. On the menu bar, navigate to GameObject -> Create Time Capsule.

3. The editor will place a (**Whisper**) **Time Capsule** object into the current scene. Check the console if the object does not appear—this means it has been moved from its place in the "Resources" folder.

4. If the manager does not appear, navigate to the "TimeCapsule/Resources/Whisper/" or "TimeCapsuleLite/Resources/Whisper/" and drag the prefab into your scene.

5. Drag and drop your prefabs into the fields in the (**Whisper**) **Time Capsule's** inspector.

6. To save game data, simply call "TimeCapsuleManager.Instance.Save(object data, string filename, string directory, string save)" and pass the class or primitive, filename, save name, and directory to the method.

7. To load game data, simply call "TimeCapsuleManager.Instance.Load<T>(string filename, string directory, string save)" and pass the filename, save name, and directory to the method. The generic T is the type of the data to load.

8. That's it! The (**Whisper**) **Time Capsule** takes care of everything else!

Full Version Features

Documented below are features included in the full version of the (**Whisper**) **Time Capsule:**

1. Checking "Use Compression" in the (**Whisper**) **Time Capsule's** inspector will cause the system to save data inside of a zip file.

2. There is a drop down menu that allows users to choose between a variety of formats, including binary, XML, and JSON.

3. Checking "Use Encryption" in the (**Whisper**) **Time Capsule's** inspector will cause the system to encrypt zip files.

4. There is a text area in the (**Whisper**) **Time Capsule's** inspector which allows users to define an encryption key.

5. Due to how Unity handles the serialization of its default types, common types, such as Vector3 values, cannot be serialized. The full version comes with a variety of helper classes that can be used to mimic these non-serializable types.

6. To be compliant with the Unity Web Player's Mono standards, the (**Whisper**) **Time Capsule** includes a mode to serialize any data to Player Prefs. There is an update in the works to support serialization to JSON and XML.