

BinaryFormatter

BinaryFormatter is an Fast, Lightweight Binary serialization/deserialization library for Unity projects.

Features

- Serializing Collections: Lists, Dictionaries, IEnumurable
- Serializing KeyValuePair
- Serializing ISerializable
- Serializing Multi-Dimensional Arrays
- Surrogate Serialization
- Serializing Almost anything (Automatically serializes public fields and properties)
- Deserializing IDeserializationCallback
- Fast and Helpful Customer Support
- Free & Open Source
- Easy to Use
- Cross Platform (Let us know if you have any problem with any platform)

Getting Started

Just add

```
using BayatGames.Serialization.Formatters.Binary;
```

then you are ready to go.

JsonFormatter provides some static methods for fast serialization of objects to json string:

```
using BayatGames.Serialization.Formatters.Binary;

...
Byte[] buffer = BinaryFormatter.SerializeObject ("Hello World");
```

Resources

- [Bayat Games at GitHub](#)
- [Bayat Games at Unity Asset Store](#)
- [Support](#)

Thanks

Thanks for your choice and awesomeness, show your support by rating our products and reviewing them.

Hope you enjoy it.

Made with  by Bayat Games