

THANKS FOR USING MY PACKAGE.

github.com/rodeencs

Basic things to do

Just adding the Firebase Database SDK is sufficient!

Technically what you should do

Don't forget to call the `AdvancedFirebaseManager.Initialize();` function before starting the game, this function loads the settings from the `Assets/Advanced Firebase/ScriptableObjects/AES.asset`

Write data

Secure data saving, you can only do this for normal data, you cannot do encryption for json format. Firstly, use the `AdvancedFirebase.Database.Write` namespace in your code and call the `DataWriter` class, you can do the write operation with the `WriteData();` function, be careful to encrypt data that is not json!

Read data

Secure data reading, you can only do this for normal data, decrypt operation is not performed for json format. Firstly, use the `AdvancedFirebase.Database.Read` namespace in your code and call the `DataReader` class, you can do the reading operation with `Read();` for reading json data you can use `ReadJson();`

Encrypt data

Securely encrypt data, for this call the `AdvancedFirebase.Encryption` namespace and derive the `AESCrypt` class, then do the encryption operation with `Encrypt(value);` and handle the decrypt operation with `Decrypt(encryptedValue);`

Thank you for your interest in my work, my work is not funded or supported by any organization and continues with your donations.

buymeacoffee.com/rodeen