

Runtime Serialization

1.0

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Contents

1	Namespace Index	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	5
3.1	Class List	5
4	Namespace Documentation	7
4.1	Package UnityEngine	7
4.2	Package VoxelBusters	7
4.3	Package VoxelBusters.RuntimeSerialization	7
4.3.1	Detailed Description	8
4.3.2	Enumeration Type Documentation	8
4.3.2.1	eSaveTarget	8
4.4	Package VoxelBusters.RuntimeSerialization.Benchmark	8
5	Class Documentation	9
5.1	IRuntimeSerializable	9
5.1.1	Detailed Description	9
5.1.2	Member Function Documentation	9
5.1.2.1	WriteSerializationData	9
5.1.2.2	ReadSerializationData	9
5.2	IRuntimeSerializationCallback	10
5.2.1	Detailed Description	10
5.2.2	Member Function Documentation	10
5.2.2.1	OnAfterRuntimeSerialize	10
5.2.2.2	OnAfterRuntimeDeserialize	10
5.3	IRuntimeSerializationEventListener	10
5.3.1	Detailed Description	10
5.3.2	Member Function Documentation	11
5.3.2.1	OnAfterRuntimeSerialize	11
5.3.2.2	OnAfterRuntimeDeserialize	11

5.4	IRuntimeSerializationExtension	11
5.4.1	Detailed Description	11
5.4.2	Member Function Documentation	11
5.4.2.1	WriteSerializationData	11
5.4.2.2	ReadSerializationData	12
5.5	RSManager	12
5.5.1	Detailed Description	13
5.5.2	Member Function Documentation	13
5.5.2.1	Serialize< T >	13
5.5.2.2	Serialize< T >	13
5.5.2.3	DeserializeData< T >	13
5.5.2.4	Deserialize< T >	14
5.5.2.5	GetSerializationData	14
5.5.2.6	RestoreSerializationData	14
5.5.2.7	RegisterEventListener	14
5.5.2.8	UnRegisterEventListener	15
5.5.2.9	Remove	16
5.5.2.10	RemoveAll	16
5.5.2.11	Save	16
5.5.2.12	Purge	16
5.6	RuntimeSerializableAttribute	16
5.6.1	Detailed Description	16
5.6.2	Constructor & Destructor Documentation	16
5.6.2.1	RuntimeSerializableAttribute	16
5.6.2.2	RuntimeSerializableAttribute	17
5.6.2.3	RuntimeSerializableAttribute	18
5.7	RuntimeSerializationInfo	18
5.7.1	Detailed Description	18
5.7.2	Member Function Documentation	18
5.7.2.1	AddValue< T >	18
5.7.2.2	AddValue	19
5.7.2.3	GetValue< T >	19
5.7.2.4	GetValue	19
5.8	RuntimeSerializeFieldAttribute	19
5.8.1	Detailed Description	19
	Index	21

Chapter 1

Namespace Index

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

IRuntimeSerializable	9
IRuntimeSerializationCallback	10
IRuntimeSerializationEventListener	10
IRuntimeSerializationExtension	11
RManager	12
RuntimeSerializableAttribute	16
RuntimeSerializationInfo	18
RuntimeSerializeFieldAttribute	19

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

IRuntimeSerializable	Implement this interface to control serialization and deserialization of VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object.	9
IRuntimeSerializationCallback	Implement this interface to receive implicit callbacks on VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object.	10
IRuntimeSerializationEventListener	Implement this interface to observe serialization process of VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object.	10
IRuntimeSerializationExtension	Implement this interface to support runtime serialization for classes which belong to external assembly.	11
RSManger	RSManger class is responsible for serializing and deserializing objects at runtime.	12
RuntimeSerializableAttribute	Indicates that a class can be serialized at runtime.	16
RuntimeSerializationInfo	Stores all the data required to serialize or deserialize an object.	18
RuntimeSerializeFieldAttribute	Indicates that a field of a VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute class should be serialized at runtime.	19

Chapter 4

Namespace Documentation

4.1 Package UnityEngine

4.2 Package VoxelBusters

Namespaces

- package [RuntimeSerialization](#)

The [VoxelBusters.RuntimeSerialization](#) namespace contains classes that can be used for serializing and deserializing objects at runtime. Serialization is a process of converting an object into binary stream of data and storing it on disk. Deserialization is a process of reading stored data and recreating objects from it.

4.3 Package VoxelBusters.RuntimeSerialization

The [VoxelBusters.RuntimeSerialization](#) namespace contains classes that can be used for serializing and deserializing objects at runtime. Serialization is a process of converting an object into binary stream of data and storing it on disk. Deserialization is a process of reading stored data and recreating objects from it.

Namespaces

- package [Benchmark](#)

Classes

- interface [IRuntimeSerializable](#)

Implement this interface to control serialization and deserialization of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

- interface [IRuntimeSerializationCallback](#)

Implement this interface to receive implicit callbacks on [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

- interface [IRuntimeSerializationEventListener](#)

Implement this interface to observe serialization process of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

- interface [IRuntimeSerializationExtension](#)

Implement this interface to support runtime serialization for classes which belong to external assembly.

- class [RSManager](#)

[RSManager](#) class is responsible for serializing and deserializing objects at runtime.

- class [RuntimeSerializableAttribute](#)
Indicates that a class can be serialized at runtime.
- class [RuntimeSerializationInfo](#)
Stores all the data required to serialize or deserialize an object.
- class [RuntimeSerializeFieldAttribute](#)
Indicates that a field of a [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class should be serialized at runtime.

Enumerations

- enum [eSaveTarget](#) : byte {
 [PLAYER_PREFS](#),
 [FILE_SYSTEM](#) }
Saves serialization data to specified save target.

4.3.1 Detailed Description

The [VoxelBusters.RuntimeSerialization](#) namespace contains classes that can be used for serializing and deserializing objects at runtime. Serialization is a process of converting an object into binary stream of data and storing it on disk. Deserialization is a process of reading stored data and recreating objects from it.

The [VoxelBusters.RuntimeSerialization.IRuntimeSerializable](#) interface provides a way to control their own serialization behaviour. The [VoxelBusters.RuntimeSerialization.IRuntimeSerializationExtension](#) interface provides a way to support runtime serialization for classes which belong to external assembly.

4.3.2 Enumeration Type Documentation

4.3.2.1 enum eSaveTarget : byte

Saves serialization data to specified save target.

Enumerator

[PLAYER_PREFS](#) Saves serialization data to PlayerPrefs.

[FILE_SYSTEM](#) Saves serialization data to files. This option is not available for Unity WebPlayer.

4.4 Package VoxelBusters.RuntimeSerialization.Benchmark

Chapter 5

Class Documentation

5.1 IRuntimeSerializable

Implement this interface to control serialization and deserialization of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

Public Member Functions

- void [WriteSerializationData](#) ([RuntimeSerializationInfo](#) _info)
Populate [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) with the properties required to serialize [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.
- void [ReadSerializationData](#) ([RuntimeSerializationInfo](#) _info)
Retrieve properties of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).

5.1.1 Detailed Description

Implement this interface to control serialization and deserialization of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

5.1.2 Member Function Documentation

5.1.2.1 void WriteSerializationData (RuntimeSerializationInfo _info)

Populate [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) with the properties required to serialize [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

Parameters

_info	The VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo provides interface to store properties of VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object to be serialized.
-----------------------	--

5.1.2.2 void ReadSerializationData (RuntimeSerializationInfo _info)

Retrieve properties of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).

Parameters

<code>_info</code>	The VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo provides interface to retrieve VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object property values.
--------------------	--

5.2 IRuntimeSerializationCallback

Implement this interface to receive implicit callbacks on [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

Public Member Functions

- void [OnAfterRuntimeSerialize](#) ()
Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is serialized.
- void [OnAfterRuntimeDeserialize](#) ()
Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is deserialized.

5.2.1 Detailed Description

Implement this interface to receive implicit callbacks on [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

5.2.2 Member Function Documentation

5.2.2.1 void OnAfterRuntimeSerialize ()

Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is serialized.

5.2.2.2 void OnAfterRuntimeDeserialize ()

Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is deserialized.

5.3 IRuntimeSerializationEventListener

Implement this interface to observe serialization process of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

Public Member Functions

- void [OnAfterRuntimeSerialize](#) (string _serializationID)
Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is serialized.
- void [OnAfterRuntimeDeserialize](#) (string _serializationID, object _deserializedObject)
Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is deserialized.

5.3.1 Detailed Description

Implement this interface to observe serialization process of [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object.

5.3.2 Member Function Documentation

5.3.2.1 void OnAfterRuntimeSerialize (string _serializationID)

Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is serialized.

Parameters

<code>_serializationID</code>	Identifier associated with VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object.
-------------------------------	---

5.3.2.2 void OnAfterRuntimeDeserialize (string _serializationID, object _deserializedObject)

Event triggered after [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) object is deserialized.

Parameters

<code>_serializationID</code>	Identifier associated with VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object.
<code>_deserializedObject</code>	Deserialized VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute object.

5.4 IRuntimeSerializationExtension

Implement this interface to support runtime serialization for classes which belong to external assembly.

Inherited by [BoundsRSEExtension](#), and [ObjectRSEExtension](#).

Public Member Functions

- void [WriteSerializationData](#) (object _object, [RuntimeSerializationInfo](#) _info)
Populate [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) with the properties required to serialize target object.
- object [ReadSerializationData](#) (object _object, [RuntimeSerializationInfo](#) _info)
Retrieve serialized properties of target object from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).

5.4.1 Detailed Description

Implement this interface to support runtime serialization for classes which belong to external assembly.

5.4.2 Member Function Documentation

5.4.2.1 void WriteSerializationData (object _object, RuntimeSerializationInfo _info)

Populate [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) with the properties required to serialize target object.

Parameters

<code>_object</code>	Target object to be serialized
----------------------	--------------------------------

<code>_info</code>	The VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo provides interface to add properties to be serialized.
--------------------	---

5.4.2.2 object ReadSerializationData (object *_object*, RuntimeSerializationInfo *_info*)

Retrieve serialized properties of target object from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).

Returns

The deserialized object.

Parameters

<code>_object</code>	Target object to be deserialized.
<code>_info</code>	The VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo provides interface to retrieve serialized values.

5.5 RSManger

[RSManger](#) class is responsible for serializing and deserializing objects at runtime.

Inherits SingletonPattern< [RSManger](#) >.

Static Public Member Functions

- static string [Serialize< T >](#) (T *_object*, string *_serializationID*=null)
Returns serialization data after serializing target object. Note: Serialization data is not saved.
- static void [Serialize< T >](#) (T *_object*, string *_serializationID*, [eSaveTarget](#) *_saveTarget*)
Serialize the specified object and save serialization data to specified target where it is associated with an identifier.
- static T [DeserializeData< T >](#) (string *_serializationData*, T *_targetObject*=default(T), string *_serializationID*=null)
Deserializes the serialization data and recreates the object of specified type.
- static T [Deserialize< T >](#) (string *_serializationID*, T *_targetObject*=default(T))
Deserializes the data serialization associated with identifier and recreates the object of specified type.
- static string [GetSerializationData](#) (string *_serializationID*)
Returns serialization data associated with given identifier. Ideal for supporting multi device login, wherein you can remotely save serialization data and restore it on other devices using [VoxelBusters.RuntimeSerialization.RSManger.RestoreSerializationData](#).
- static bool [RestoreSerializationData](#) (string *_serializationData*, string *_serializationID*, [eSaveTarget](#) *_saveTarget*)
Saves Base64String format serialization data to specified target location where it is associated with an identifier.
- static void [RegisterEventListener](#) (string *_serializationID*, [IRuntimeSerializationEventListener](#) *_newListener*)
Register object to receive serialization events.
- static void [UnRegisterEventListener](#) (string *_serializationID*, [IRuntimeSerializationEventListener](#) *_listener*)
Unregister object from receiving serialization events.
- static void [Remove](#) (string *_serializationID*)
Clears existing serialization data associated with serialization identifier.
- static void [RemoveAll](#) ()
Clears all existing serialization data.
- static void [Save](#) ()
Writes all serialization data to disk. By default [VoxelBusters.RuntimeSerialization.RSManger](#) writes serialization data to PlayerPrefs/File on Application Pause and on Application Quit.

- static void [Purge](#) (Type _objectType)
Clears all the cached information of specified object type.

5.5.1 Detailed Description

[RManager](#) class is responsible for serializing and deserializing objects at runtime.

5.5.2 Member Function Documentation

5.5.2.1 static string [Serialize](#)< T > (T _object, string _serializationID = null) [static]

Returns serialization data after serializing target object. Note: Serialization data is not saved.

Parameters

_object	Object to serialize.
_serializationID	Identifier associated with serialization data.

Template Parameters

T	Type of the object to serialize.
-------------------	----------------------------------

5.5.2.2 static void [Serialize](#)< T > (T _object, string _serializationID, eSaveTarget _saveTarget) [static]

Serialize the specified object and save serialization data to specified target where it is associated with an identifier.

Parameters

_object	Object to serialize.
_serializationID	Identifier associated with serialization data of the target object.
_saveTarget	Save target for serialization data.

Template Parameters

T	Type of the object to serialize.
-------------------	----------------------------------

5.5.2.3 static T [DeserializeData](#)< T > (string _serializationData, T _targetObject = default (T) , string _serializationID = null) [static]

Deserializes the serialization data and recreates the object of specified type.

Returns

The deserialized object of specified type.

Parameters

_serializationData	Serialization data in Base64String format.
_targetObject	Deserialized value is assigned to this instance, if value is not null.
_serializationID	Identifier associated with serialization data.

Template Parameters

<i>T</i>	The Type of the value to deserialize.
----------	---------------------------------------

5.5.2.4 `static T Deserialize< T > (string _serializationID, T _targetObject = default(T)) [static]`

Deserializes the data serialization associated with identifier and recreates the object of specified type.

Parameters

<code>_serializationID</code>	Identifier associated with serialization data.
<code>_targetObject</code>	Deserialized value is assigned to this instance, if value is not null.

Template Parameters

<i>T</i>	The Type of the value to deserialize.
----------	---------------------------------------

5.5.2.5 `static string GetSerializationData (string _serializationID) [static]`

Returns serialization data associated with given identifier. Ideal for supporting multi device login, wherein you can remotely save serialization data and restore it on other devices using [VoxelBusters.RuntimeSerialization.RSManager.RestoreSerializationData](#).

Returns

Serialization data as Base64String.

Parameters

<code>_serializationID</code>	Identifier associated with serialization data.
-------------------------------	--

5.5.2.6 `static bool RestoreSerializationData (string _serializationData, string _serializationID, eSaveTarget _saveTarget) [static]`

Saves Base64String format serialization data to specified target location where it is associated with an identifier.

Parameters

<code>_serializationData</code>	Serialization data in Base64String format.
<code>_serializationID</code>	Identifier associated with serialization data.
<code>_saveTarget</code>	Serialization data save target.

5.5.2.7 `static void RegisterEventListener (string _serializationID, IRuntimeSerializationEventListener _newListener) [static]`

Register object to receive serialization events.

Parameters

<code>_serializationID</code>	Identifier associated with serialization.
<code>_newListener</code>	Instance to be registered as listener.

```
5.5.2.8 static void UnRegisterEventListener ( string _serializationID, IRuntimeSerializationEventListener _listener )  
        [static]
```

Unregister object from receiving serialization events.

Parameters

<code>_serializationID</code>	Identifier associated with serialization data.
<code>_callback</code>	Target object to be unregistered from serialization callbacks.

5.5.2.9 `static void Remove (string _serializationID) [static]`

Clears existing serialization data associated with serialization identifier.

Parameters

<code>_serializationID</code>	Identifier associated with serialization data.
-------------------------------	--

5.5.2.10 `static void RemoveAll () [static]`

Clears all existing serialization data.

5.5.2.11 `static void Save () [static]`

Writes all serialization data to disk. By default [VoxelBusters.RuntimeSerialization.RSManager](#) writes serialization data to PlayerPrefs/File on Application Pause and on Application Quit.

5.5.2.12 `static void Purge (Type _objectType) [static]`

Clears all the cached information of specified object type.

5.6 RuntimeSerializableAttribute

Indicates that a class can be serialized at runtime.

Inherits Attribute.

Public Member Functions

- [RuntimeSerializableAttribute](#) ()
Initializes a new instance of the [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class.
- [RuntimeSerializableAttribute](#) (bool _serializeAllPublicVariables)
Initializes a new instance of the [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class.
- [RuntimeSerializableAttribute](#) (bool _serializeAllPublicVariables, bool _serializeAllNonPublicVariables)
Initializes a new instance of the [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class.

5.6.1 Detailed Description

Indicates that a class can be serialized at runtime.

5.6.2 Constructor & Destructor Documentation

5.6.2.1 `RuntimeSerializableAttribute ()`

Initializes a new instance of the [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class.

5.6.2.2 RuntimeSerializableAttribute (bool *_serializeAllPublicVariables*)

Initializes a new instance of the [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class.

Parameters

<code>_serializeAllPublicVariables</code>	If set to <code>true</code> all public variables will be serialized at runtime.
---	---

5.6.2.3 `RuntimeSerializableAttribute (bool _serializeAllPublicVariables, bool _serializeAllNonPublicVariables)`

Initializes a new instance of the [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class.

Parameters

<code>_serializeAllPublicVariables</code>	If set to <code>true</code> all public variables will be serialized at runtime.
<code>_serializeAllNonPublicVariables</code>	If set to <code>true</code> all non public variables will be serialized at runtime.

5.7 RuntimeSerializationInfo

Stores all the data required to serialize or deserialize an object.

Public Member Functions

- void [AddValue< T >](#) (string _name, T _value)
Adds the specified object into the [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) for serialization, where it is associated with name.
- void [AddValue](#) (string _name, object _value, Type _valueType)
Adds the specified object into the [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) for serialization, where it is associated with name.
- T [GetValue< T >](#) (string _name)
Retrieves value from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).
- object [GetValue](#) (string _name, Type _type)
Retrieves value from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).

5.7.1 Detailed Description

Stores all the data required to serialize or deserialize an object.

5.7.2 Member Function Documentation

5.7.2.1 `void AddValue< T > (string _name, T _value)`

Adds the specified object into the [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) for serialization, where it is associated with name.

Parameters

<code>_name</code>	The name to associate with the value, so it can be deserialized later.
<code>_value</code>	The value to be serialized. Any children of this object will automatically be serialized.

Template Parameters

<i>T</i>	The Type associated with the current object. This must always be the type of the object itself.
----------	---

5.7.2.2 void AddValue (string _name, object _value, Type _valueType)

Adds the specified object into the [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#) for serialization, where it is associated with name.

Parameters

<i>_name</i>	The name to associate with the value, so it can be deserialized later.
<i>_value</i>	The value to be serialized. Any children of this object will automatically be serialized.
<i>_valueType</i>	The Type associated with the current object. This must always be the type of the object itself.

5.7.2.3 T GetValue< T > (string _name)

Retrieves value from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).

Returns

The object of specified type associated with name.

Parameters

<i>_name</i>	The name associated with the value to retrieve.
--------------	---

Template Parameters

<i>T</i>	The Type of the value to retrieve.
----------	------------------------------------

5.7.2.4 object GetValue (string _name, Type _type)

Retrieves value from [VoxelBusters.RuntimeSerialization.RuntimeSerializationInfo](#).

Returns

The object of specified type associated with name.

Parameters

<i>_name</i>	The name associated with the value to retrieve.
--------------	---

<param name=="_type">The Type of the value to retrieve.

5.8 RuntimeSerializeFieldAttribute

Indicates that a field of a [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class should be serialized at runtime.

Inherits Attribute.

5.8.1 Detailed Description

Indicates that a field of a [VoxelBusters.RuntimeSerialization.RuntimeSerializableAttribute](#) class should be serialized at runtime.

Index

- AddValue
 - VoxelBusters::RuntimeSerialization::Runtime↔
SerializationInfo, [19](#)
- AddValue< T >
 - VoxelBusters::RuntimeSerialization::Runtime↔
SerializationInfo, [18](#)
- Deserialize< T >
 - VoxelBusters::RuntimeSerialization::RManager,
[14](#)
- DeserializeData< T >
 - VoxelBusters::RuntimeSerialization::RManager,
[13](#)
- eSaveTarget
 - VoxelBusters::RuntimeSerialization, [8](#)
- FILE_SYSTEM
 - VoxelBusters::RuntimeSerialization, [8](#)
- GetSerializationData
 - VoxelBusters::RuntimeSerialization::RManager,
[14](#)
- GetValue
 - VoxelBusters::RuntimeSerialization::Runtime↔
SerializationInfo, [19](#)
- GetValue< T >
 - VoxelBusters::RuntimeSerialization::Runtime↔
SerializationInfo, [19](#)
- IRuntimeSerializable, [9](#)
- IRuntimeSerializationCallback, [10](#)
- IRuntimeSerializationEventListener, [10](#)
- IRuntimeSerializationExtension, [11](#)
- OnAfterRuntimeDeserialize
 - VoxelBusters::RuntimeSerialization::IRuntime↔
SerializationCallback, [10](#)
 - VoxelBusters::RuntimeSerialization::IRuntime↔
SerializationEventListener, [11](#)
- OnAfterRuntimeSerialize
 - VoxelBusters::RuntimeSerialization::IRuntime↔
SerializationCallback, [10](#)
 - VoxelBusters::RuntimeSerialization::IRuntime↔
SerializationEventListener, [11](#)
- PLAYER_PREFS
 - VoxelBusters::RuntimeSerialization, [8](#)
- Purge
 - VoxelBusters::RuntimeSerialization::RManager,
[16](#)
- RManager, [12](#)
- ReadSerializationData
 - VoxelBusters::RuntimeSerialization::IRuntime↔
Serializable, [9](#)
 - VoxelBusters::RuntimeSerialization::IRuntime↔
SerializationExtension, [12](#)
- RegisterEventListener
 - VoxelBusters::RuntimeSerialization::RManager,
[14](#)
- Remove
 - VoxelBusters::RuntimeSerialization::RManager,
[16](#)
- RemoveAll
 - VoxelBusters::RuntimeSerialization::RManager,
[16](#)
- RestoreSerializationData
 - VoxelBusters::RuntimeSerialization::RManager,
[14](#)
- RuntimeSerializableAttribute, [16](#)
 - VoxelBusters::RuntimeSerialization::Runtime↔
SerializableAttribute, [16](#), [18](#)
- RuntimeSerializationInfo, [18](#)
- RuntimeSerializeFieldAttribute, [19](#)
- Save
 - VoxelBusters::RuntimeSerialization::RManager,
[16](#)
- Serialize< T >
 - VoxelBusters::RuntimeSerialization::RManager,
[13](#)
- UnRegisterEventListener
 - VoxelBusters::RuntimeSerialization::RManager,
[14](#)
- UnityEngine, [7](#)
- VoxelBusters, [7](#)
- VoxelBusters.RuntimeSerialization, [7](#)
- VoxelBusters.RuntimeSerialization.Benchmark, [8](#)
- VoxelBusters::RuntimeSerialization
 - eSaveTarget, [8](#)
 - FILE_SYSTEM, [8](#)
 - PLAYER_PREFS, [8](#)
- VoxelBusters::RuntimeSerialization::IRuntimeSerializable
 - ReadSerializationData, [9](#)
 - WriteSerializationData, [9](#)
- VoxelBusters::RuntimeSerialization::IRuntimeSerialization↔
Callback
 - OnAfterRuntimeDeserialize, [10](#)
 - OnAfterRuntimeSerialize, [10](#)

- VoxelBusters::RuntimeSerialization::IRuntimeSerialization↔
 - EventListener
 - OnAfterRuntimeDeserialize, [11](#)
 - OnAfterRuntimeSerialize, [11](#)
- VoxelBusters::RuntimeSerialization::IRuntimeSerialization↔
 - Extension
 - ReadSerializationData, [12](#)
 - WriteSerializationData, [11](#)
- VoxelBusters::RuntimeSerialization::RSManager
 - Deserialize< T >, [14](#)
 - DeserializeData< T >, [13](#)
 - GetSerializationData, [14](#)
 - Purge, [16](#)
 - RegisterEventListener, [14](#)
 - Remove, [16](#)
 - RemoveAll, [16](#)
 - RestoreSerializationData, [14](#)
 - Save, [16](#)
 - Serialize< T >, [13](#)
 - UnRegisterEventListener, [14](#)
- VoxelBusters::RuntimeSerialization::RuntimeSerializable↔
 - Attribute
 - RuntimeSerializableAttribute, [16](#), [18](#)
- VoxelBusters::RuntimeSerialization::RuntimeSerialization↔
 - Info
 - AddValue, [19](#)
 - AddValue< T >, [18](#)
 - GetValue, [19](#)
 - GetValue< T >, [19](#)
- WriteSerializationData
 - VoxelBusters::RuntimeSerialization::IRuntime↔
 - Serializable, [9](#)
 - VoxelBusters::RuntimeSerialization::IRuntime↔
 - SerializationExtension, [11](#)