

The RedEagle Team

Login Account Pro Secure

Note for Savegames



Thank you

Thank you for your purchase! The RedEagle team is proud to present you this fully secured login and account system. We worked a lot on this asset and we hope you will enjoy it :)

Please leave a review on the Unity asset store to tell us your feelings about it, we will improve it according to your needs.

The explanations below are very generals. There is a lot of functionalities so we can explain everything here, so all the explanations you need are commented with the code to make you understand what is done when it's done.

However, we are working on a document explaining everything with pictures and all, but it's hard to make it clear, be aware it's coming though :)



Note for Save Games (example 2)

The example2 scene reads a file "Savegame1.txt". This example is just showing you how to do to save files online, so if you have a problem building the application, moving it and getting an error, it's because the "save game file" is not found. (It's not an asset for save games, and moreover it's an asset that makes "save games file" useless, since you can save anything online directly, so if you have a problem finding your "save games file" from your game, we can't help you).

If you are planning to create a mobile game, continue to read, otherwise that's it :)

If you are trying to build your application for mobile, here is what you need to know. In the example2, the example is showing you how to read a save game and store it on your server. However, the path to the folder is based on the "ApplicationPath". Which means that wherever you put your application, the path depends on your application location. And since accessing the SD card is forbidden (more or less) you are highly advised not to use "save games files" and store everything in your database. Moreover, if a player change phone, or is playing on his tablet, he would want to keep his information.

So if you are using mobile apps, the example2 is useless, get rid of it.

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