TheHanigngHouse.JsonSerializer Namespace

Data saving and (after build) changes could be very annoying and repetitive, sometimes the change is only one letter or one color, you will need to rebuild the entire project again. Sometimes you need to store data, and make changes accessible externally. This plugin comes to make life a bit easier and solve those problems.

Clases

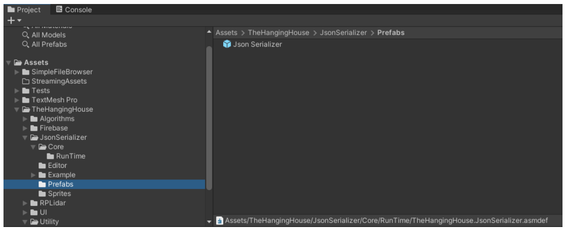
BehaviourJsonSerializer	Responsible for (load & save) and generating data.
JsonSerializeField	Attribute to indicate that the field is included in the json database. This class cannot be inherited.
MonoBehaviourID	All classes with json fields should be derived from this class. Otherwise data will not be saved.

Dependencies

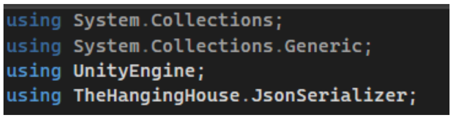
Assembly: TheHangingHouse.Utility

Getting Started

1. Import all dependencies to the project.
2. Import this package to the project.
3. Drop (Json Serializer) prefab to the scene.
   TheHangingHouse \ JsonSerializer \ Prefabs **:** Json Serializer.

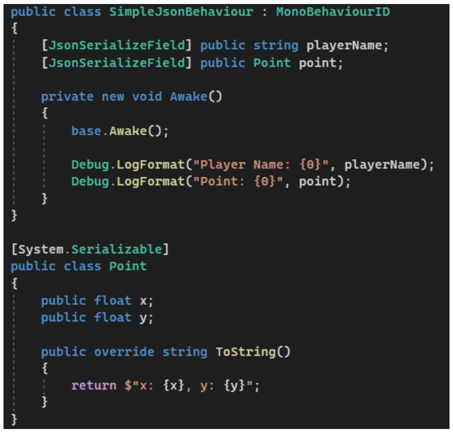


4. Include this line using TheHangingHouse.JsonSerializer line.



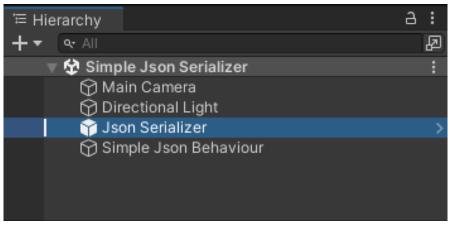
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using TheHangingHouse.JsonSerializer;
```

5. Create New C# Script and drag it to some Game Object in the scene.
6. Write the following code in your script.

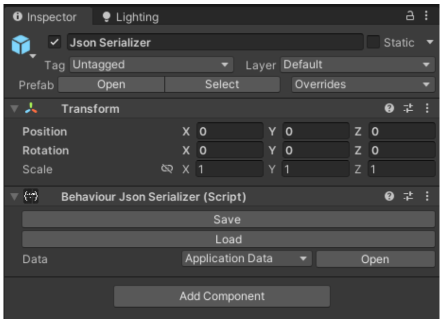


```
public class SimpleJsonBehaviour : MonoBehaviourID
{
    [JsonSerializeField] public string playerName;
    [JsonSerializeField] public Point point;

    private new void Awake()
    {
        base.Awake();

        Debug.LogFormat("Player Name: {0}", playerName);
        Debug.LogFormat("Point: {0}", point);
    }
}

[System.Serializable]
public class Point
{
    public float x;
    public float y;

    public override string ToString()
    {
        return $"x: {x}, y: {y}";
    }
}
```

7. Go back to unity and select Json Serializer GameObject.



8. Click the save button in the inspector.



Json Serializer Static

Tag Untagged Layer Default

Prefab Overrides

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Data Application Data

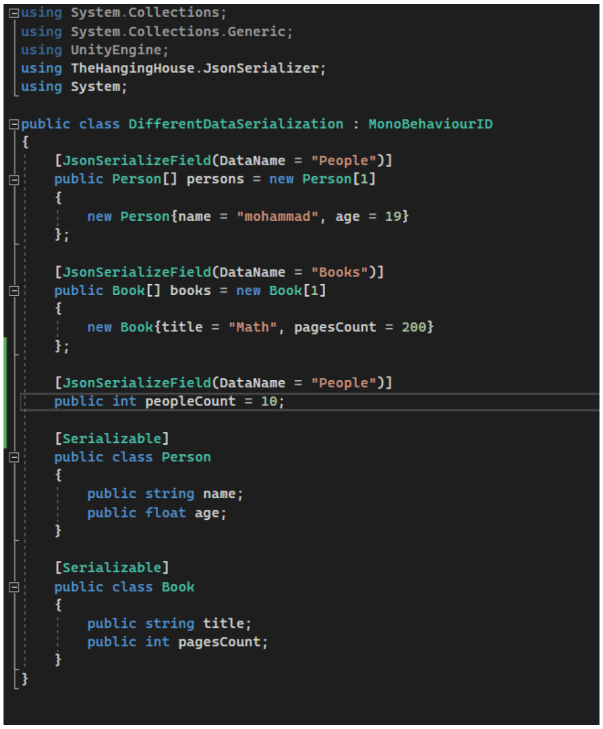
Remarks

Fields in class that are not derived from MonoBehaviourID will not be saved in the database.
You will find the json data **(Application data.json)** in:

- **Unity Editor:** In Project Folder (Parent of Assets Folder).
- **Build:** Same build folder .

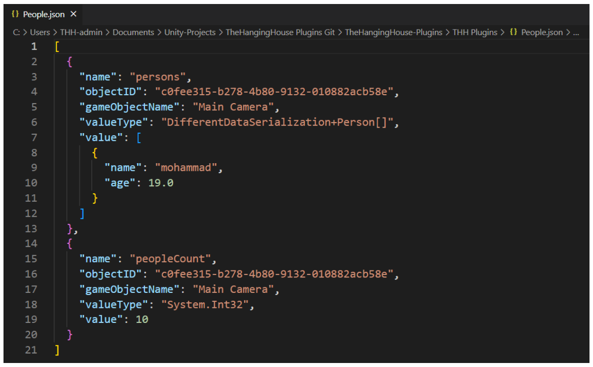
By default all data will be located in **Application data.json,** you can customize that in the attribute by changing the data name. For example:
(**JsonSerializeField(DataName = “People”**). The data name will be **People.json**.

Script

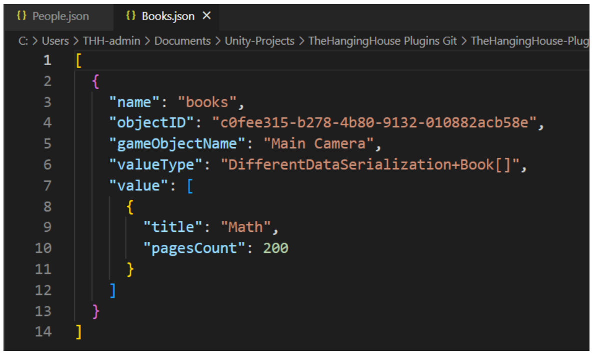


```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using TheHangingHouse.JsonSerializer;
using System;

public class DifferentDataSerialization : MonoBehaviourID
{
    [JsonSerializeField(DataName = "People")]
    public Person[] persons = new Person[1]
    {
        new Person{name = "mohammad", age = 19}
    };

    [JsonSerializeField(DataName = "Books")]
    public Book[] books = new Book[1]
    {
        new Book{title = "Math", pagesCount = 200}
    };

    [JsonSerializeField(DataName = "People")]
    public int peopleCount = 10;

    [Serializable]
    public class Person
    {
        public string name;
        public float age;
    }

    [Serializable]
    public class Book
    {
        public string title;
        public int pagesCount;
    }
}
```

Result Data


People.json ×
C: > Users > THH-admin > Documents > Unity-Projects > TheHangingHouse Plugins Git > TheHangingHouse-Plugins > THH Plugins > People.json > ...

```
[
  {
    "name": "persons",
    "objectID": "c0fee315-b278-4b80-9132-010882acb58e",
    "gameObjectName": "Main Camera",
    "valueType": "DifferentDataSerialization+Person[]",
    "value": [
      {
        "name": "mohammad",
        "age": 19.0
      }
    ]
  },
  {
    "name": "peopleCount",
    "objectID": "c0fee315-b278-4b80-9132-010882acb58e",
    "gameObjectName": "Main Camera",
    "valueType": "System.Int32",
    "value": 10
  }
]
```


People.json
Books.json ×
C: > Users > THH-admin > Documents > Unity-Projects > TheHangingHouse Plugins Git > TheHangingHouse-Plug

```
[
  {
    "name": "books",
    "objectID": "c0fee315-b278-4b80-9132-010882acb58e",
    "gameObjectName": "Main Camera",
    "valueType": "DifferentDataSerialization+Book[]",
    "value": [
      {
        "title": "Math",
        "pagesCount": 200
      }
    ]
  }
]
```