

Project Name: **INISystem**

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Version: **2.0**

Source: **C#**

[More info Link](#)



## Contents

Overview .....	3
Issues .....	3
Short Tutorial .....	3
Class Overview .....	3

## Overview

INISystem is an easy to use system for reading, editing and creating .ini files within Unity. The system supports sections which allow you to have multiple elements with the same name within a single ini file placed within different sections.

## Issues

Unzip the **Docs.zip**. There is a update guideline in the documentation.

No known issues. No testing has been made with Mac computers.

## Short Tutorial

1. Add  
**using CorruptedSmileStudio.INI;**  
to the top of files using the INISystem.
2. Create an instance of INIContent  
`INIContent config = new INIContent();`
3. Load a file via **config = INIFile.Read(pathToFile);**
4. Using Read returns a INIContent object. Or raises an exception.
5. Access elements via **config.GetString("elementID", "SectionName", "defaultValue");**
6. To edit or add elements use **config.Change("elementID", "newValue", "SectionName");**
7. Save the file via **INIFile.Write(pathToFile, config);**

## Class Overview

Within this release there is an included zip file called Documentation. Unzip this file **OUTSIDE** your Unity project to view a [Doxygen](#) generated class diagrams and method overviews.