Json.NET Converters

I just wanna use Json.NET in Unity!

- Json.NET is a powerful, open source, and free serializing solution.
- But it's too smart to serialize something like Vectoe3 or Color, etc.
- It even tries to serialize the "normalized" property and throw a loop exception.
- And it always treats a dictionary key as a string, even if it's an array.

Overview:

- This has some common type converters, and sets them as default to make it up..
- If you're using Json.NET, just import and forget this, then coding like before.
- Include Json.Net.Unity3D in case you don't have any version of Json.NET.

The further technical documentation is available here.
And the tutorial is right below.

Remarks:

- Remember to set the "Api Compatibility Lavel" to .NET 2.0 before importing.
- Thank James Newton-King!
- Thank SaladLab and Esun Kim!
- This's released as feedback for free.

Release Notes:

1.1.1
- Change PartialConverter CanRead as "true" by default, avoid DefaultValueHandling.Populate causing deserializing fail.

1.1
- Change the Json.NET dll from official to Json.Net.Unity3D for cross platform.
- Rearrange the Json.Net.Unity3D's asset files to indicate the provider.
- New class PartialConverter to simplify the code of other converters.
- Fix potential deserialization fail caused by bytecode stripping for IL2CPP.
- Fix initializing default converters fail caused by conditional compilation.
- Make the utility initialize the converters safer.

1.0.3
- Refactoring.
- Update the included Json.NET to 10.0.3.

1.0.2
- Update the documentation link.

1.0.1
- Change NotImplementedException in some converters to InvalidOperationException, avoid showing in MonoDevelop's task list since unnecessary.
- Update the included Json.NET to 9.0.1.

1.0
- First release.

Publish Notes:

- Requires: Unity 5.3.5f1 or higher.
- Category: Scripting / Input - Output
- Keywords: Json NET Converter Serialize Deserialize

unity Asset Store Free

JsonNetUtility

Released Packages » **Json.NET Converters**

Integrate custom `Newtonsoft.Json.JsonConverter` to use Json.NET in Unity. More...

Static Public Attributes

static JsonSerializerSettings	**defaultSettings** The default `Newtonsoft.Json.JsonSerializerSettings`. More...

Detailed Description

Integrate custom `Newtonsoft.Json.JsonConverter` to use Json.NET in Unity.

To use Json.NET, please set Unity "PlayerSettings/Api Compatibility Lavel" to .NET 2.0. Then download from its website and import the .NET 2.0 dll. Json.NET doesn't support serializing some types originally, e.g., `UnityEngine.Vector3`. This has the `defaultSettings` includes necessary custom converters by default for Unity using it. And assign to `Newtonsoft.Json.JsonConvert.DefaultSettings` when initializing if the original `null`.

Now we can use Json.NET just like before:

```
Debug.Log(JsonConvert.SerializeObject(Vector3.up));
var vec = JsonConvert.DeserializeObject<Vector2>("{'x':1.0,'y':0.0}");
```

User can directly modify `defaultSettings` for customization, and override it:

```
JsonConvert.DefaultSettings = () => new JsonSerializerSettings(){
    Converters = JsonNetUtility.defaultSettings.Converters,
    DefaultValueHandling = DefaultValueHandling.Populate
};
```

Member Data Documentation

JsonSerializerSettings defaultSettings

static

The default `Newtonsoft.Json.JsonSerializerSettings`.

All its properties stay default, but the `Converters` includes below:

1. All custom `Newtonsoft.Json.JsonConverter` with constructor needs no params.
2. All `Newtonsoft.Json.JsonConverter` from **`WanzyeeStudio.Json`**.
3. `Newtonsoft.Json.Converters.StringEnumConverter`.
4. `Newtonsoft.Json.Converters.VersionConverter`.

PartialConverter< T > abstract

Released Packages » **Json.NET Converters**

Custom base `Newtonsoft.Json.JsonConverter` to filter serialized properties. More...

Inherits JsonConverter.

Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

abstract string[]	**GetPropertyNames** () Get the property names to serialize, only used once when initializing. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom base `Newtonsoft.Json.JsonConverter` to filter serialized properties.

Useful for Unity or 3rd party classes, since we can't insert any `Newtonsoft.Json.JsonIgnoreAttribute`. By the way, this works by reflection to access properties. Please make sure your property not to be stripped by Unity.

It's very easy to make a custom converter, just inherit and override **`GetPropertyNames()`** as the filter:

```
public class SomeConverter : PartialConverter<SomeClass>{
    protected override string[] GetPropertyNames(){
        return new []{"someField", "someProperty", "etc"};
    }
}
```

Member Function Documentation

abstract string [] GetPropertyNames ( ) protected pure virtual

Get the property names to serialize, only used once when initializing.

Returns

The property names.

Implemented in **BoundsConverter**, **Matrix4x4Converter**, **ColorConverter**, **QuaternionConverter**, **RectConverter**, **RectOffsetConverter**, **Vector2Converter**, **Vector3Converter**, and **Vector4Converter**.

virtual T CreateInstance ( ) protected virtual

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

Write the specified properties of the object.

Parameters

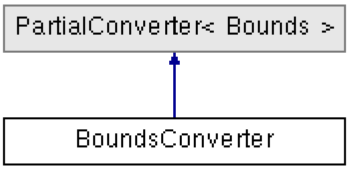
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

BoundsConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Bounds`. More...

Inheritance diagram for BoundsConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `center`, `extents`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Bounds`.

Member Function Documentation

override string [] GetPropertyNames ( ) protected virtual

Get the property names include `center`, `extents`.

Returns

The property names.

Implements **PartialConverter< Bounds >**.

virtual T CreateInstance ( ) protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**) inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**) inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

override void WriteJson (JsonWriter writer, object value, JsonSerializer serializer) inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Property Documentation

override bool CanRead get inherited

Determine if this converter can read Json.

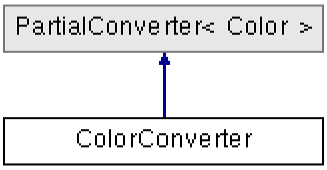
`false` by default, since Json.NET works fine in most of the cases.

ColorConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Color`. More...

Inheritance diagram for ColorConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `r`, `g`, `b`, `a`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Color`.

Member Function Documentation

override string [] GetPropertyNames ( ) protected virtual

Get the property names include `r`, `g`, `b`, `a`.

Returns

The property names.

Implements **PartialConverter< Color >**.

virtual T CreateInstance ( ) protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**) inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**) inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

override void WriteJson (JsonWriter writer, object value, JsonSerializer serializer) inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Property Documentation

override bool CanRead get inherited

Determine if this converter can read Json.

`false` by default, since Json.NET works fine in most of the cases.

DictionaryConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `System.Collections.Generic.Dictionary`. More...

Inherits JsonConverter.

Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the type is `System.Collections.Generic.Dictionary`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read as `System.Collections.Generic.KeyValuePair` array to rebuild a dictionary. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write as `System.Collections.Generic.KeyValuePair` array. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `System.Collections.Generic.Dictionary`.

Member Function Documentation

override bool CanConvert (Type objectType)

Determine if the type is `System.Collections.Generic.Dictionary`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

```
override object ReadJson ( JsonReader     reader,
                           Type           objectType,
                           object         existingValue,
                           JsonSerializer serializer
                         )
```

Read as `System.Collections.Generic.KeyValuePair` array to rebuild a dictionary.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter     writer,
                          object         value,
                          JsonSerializer serializer
                        )
```

Write as `System.Collections.Generic.KeyValuePair` array.

Parameters

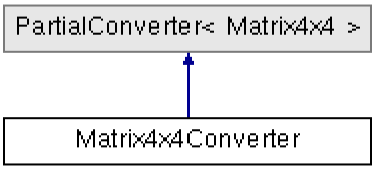
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Matrix4x4Converter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Matrix4x4`. More...

Inheritance diagram for Matrix4x4Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include from `m00` to `m33`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Matrix4x4`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include from `m00` to `m33`.

Returns

The property names.

Implements **PartialConverter< Matrix4x4 >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

writer The `Newtonsoft.Json.JsonWriter` to write to.

value The value.

serializer The calling serializer.

Property Documentation

override bool CanRead

get inherited

Determine if this converter can read Json.

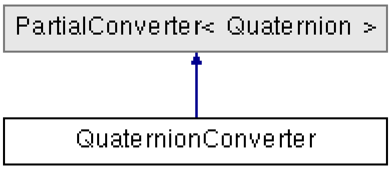
`false` by default, since Json.NET works fine in most of the cases.

QuaternionConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Quaternion`. More...

Inheritance diagram for QuaternionConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `z`, `w`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Quaternion`.

Member Function Documentation

override string [] GetPropertyNames ( ) protected virtual

Get the property names include `x`, `y`, `z`, `w`.

Returns

The property names.

Implements **PartialConverter< Quaternion >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType	Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

```
override object ReadJson ( JsonReader       reader,
                           Type             objectType,
                           object           existingValue,
                           JsonSerializer   serializer
                         )
```

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

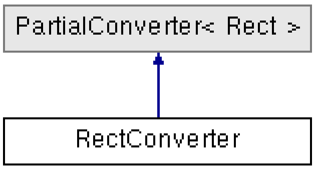
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

RectConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Rect`. More...

Inheritance diagram for RectConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `width`, `height`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Rect`.

Member Function Documentation

override string [] GetPropertyNames ( ) protected virtual

Get the property names include `x`, `y`, `width`, `height`.

Returns

The property names.

Implements **PartialConverter< Rect >**.

virtual T CreateInstance ( ) protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**) inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**) inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

override void WriteJson (JsonWriter writer,
object value,
JsonSerializer serializer
)

inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Property Documentation

override bool CanRead

get inherited

Determine if this converter can read Json.

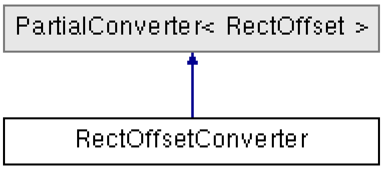
`false` by default, since Json.NET works fine in most of the cases.

RectOffsetConverter

Released Packages » Json.NET Converters

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.RectOffset`. More...

Inheritance diagram for RectOffsetConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `left`, `right`, `top`, `bottom`. More...
virtual T	**CreateInstance** () Create the instance for `ReadJson()` to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.RectOffset`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `left`, `right`, `top`, `bottom`.

Returns

The property names.

Implements **PartialConverter< RectOffset >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Property Documentation

override bool CanRead

get inherited

Determine if this converter can read Json.

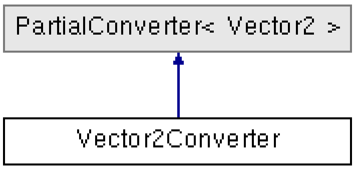
`false` by default, since Json.NET works fine in most of the cases.

Vector2Converter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector2`. More...

Inheritance diagram for Vector2Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector2`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include x, y.

Returns

The property names.

Implements **PartialConverter< Vector2 >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type objectType)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader The `Newtonsoft.Json.JsonReader` to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

override void WriteJson (JsonWriter writer, object value, JsonSerializer serializer) inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Property Documentation

override bool CanRead get inherited

Determine if this converter can read Json.

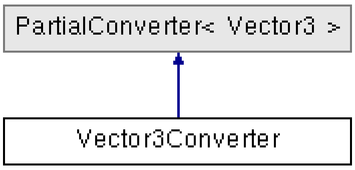
`false` by default, since Json.NET works fine in most of the cases.

Vector3Converter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector3`. More...

Inheritance diagram for Vector3Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `z`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector3`.

Member Function Documentation

override string [] GetPropertyNames ( ) protected virtual

Get the property names include `x`, `y`, `z`.

Returns

The property names.

Implements **PartialConverter< Vector3 >**.

virtual T CreateInstance ( ) protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**) inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**) inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

override void WriteJson (JsonWriter writer, object value, JsonSerializer serializer) inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Property Documentation

override bool CanRead get inherited

Determine if this converter can read Json.

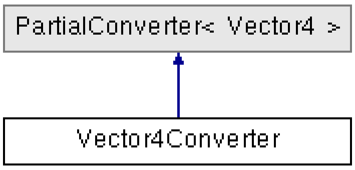
`false` by default, since Json.NET works fine in most of the cases.

Vector4Converter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector4`. More...

Inheritance diagram for Vector4Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `z`, `w`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Properties

override bool	**CanRead** `[get]` Determine if this converter can read Json. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector4`.

Member Function Documentation

override string [] GetPropertyNames ( ) protected virtual

Get the property names include `x`, `y`, `z`, `w`.

Returns

The property names.

Implements **PartialConverter< Vector4 >**.

virtual T CreateInstance ( ) protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**) inherited

Determine if the object type is `T`.

Parameters

objectType	Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**) inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

override void WriteJson (JsonWriter writer,
object value,
JsonSerializer serializer
) inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Property Documentation

override bool CanRead get inherited

Determine if this converter can read Json.

`false` by default, since Json.NET works fine in most of the cases.