

# Cross Platform Easy Save

## Project Paths

Demos : Assets/Plugins/VoxelBusters/CrossPlatformEasySave/Demo/Scenes/

Settings : Window -> Voxel Busters -> Cross Platform Easy Save -> Settings

## Online Links

[Tutorials](#)

[Support](#)

[Documentation](#)

## Plugin Usage

For using this plugin methods you need to import the required namespace. Please include the below statement before using any plugin methods

```
using VoxelBusters.Serialization;
```

We provide a generic method to save(Serialize) and load(Deserialize) any kind of data.

For serializing data you need to specify a key. This key is used to retrieve the data back again during deserialization.

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### Serialization:

#### Save Int

```
SerializationManager.Serialize<int>("myInt", 123);
```

#### Save Float

```
SerializationManager.Serialize<float>("myFloat", 111.11f);
```

#### Save Double

```
SerializationManager.Serialize<double>("myDouble", 129.0);
```

#### Save String

```
SerializationManager.Serialize<string>("myString","string value");
```

### Save GameObject

```
SerializationManager.Serialize<GameObject>("gameObject",gameObjectInstance);
```

### Save List

```
List<GameObject> gameObjectsList = new List<GameObject>();  
....  
SerializationManager.Serialize<List<GameObject>>("gameObjects", gameObjectList);
```

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## Deserialization

We provide a generic method to load(De-Serialize) any kind of data. For deserializing data you need to specify a key with which data was serialized earlier.

### Examples

#### Load Int

```
int myIntValue = SerializationManager.Deserialize<int>("myInt");
```

#### Load Float

```
float myFloatValue = SerializationManager.Deserialize<float>("myFloat");
```

#### Load String

```
string myStringValue = SerializationManager.Deserialize<string>("myString");
```

#### Load GameObject

```
GameObject gameobject = SerializationManager.Deserialize<GameObject>("gameObject");
```

#### Load List

```
List<GameObject> gameobjects =  
SerializationManager.Deserialize<List<GameObject>>("gameObjects");
```