

UnityJsonUtils

Efficient and lightweight JSON handling tailored to meet diverse requirements. Compatible seamlessly across Unity versions, from 2021 to 2023. Built as a standalone solution, leveraging only C# for optimal compatibility and portability.

Code

Directories

- `/JsonUtils/Assembly`: Source code of the project.
- `/JsonUtils/Examples`: Example scene.

Usage

Encoding:

```
string json = JsonParser.Json(myObject);
```

Decoding:

```
var position = JsonParser.Parse<BallPosition>(json);
```

Diferrences with other Json Parsers

Some differences:

- It can parse `fields` and `properties`.
- The `[Serializable]` attribute is not required.

Get started with the asset and streamline your JSON handling in Unity effortlessly!

Need help?

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