MultipleTypesPlayerPrefs is a PlayerPrefs/EditorPrefs wrapper.

OVERVIEW

Extra Types:

```
Bool
DateTime
Dictionary
Enum
List
Json
Vector3
Color
long
etc
```

Using MultipleTypesPlayerPrefs to save and get a value of above types from PlayerPrefs or EditorPrefs. Also you can easily add the type which you want to save/get from PlayerPrefs or EditorPrefs. By default, MultipleTypesPlayerPrefs will use PlayerPrefs to save/get value. If you want to use EditorPrefs to save/get value then you have to locate USE_EDITOR_PREFS in "Scripting Define Symbols"

Define PlayerPrefs:

Example with Bool type
IPrefs<bool> BoolPrefs = new BoolPrefs(string key, bool defaultValue);
GetValue(string key): Returns the value corresponding to key in the preference file if it exists. If not exists it will return defaultValue.
SetValue(bool value): Sets the value of the preference identified by key.
Save(): Writes all modified preferences to disk.