gley

ALL PLATFORMS SAVE

WHY DO YOU NEED TO USE THIS PLUGIN ?

- ✓ Easy to use: same line of code to save or load game data on all supported Unity platforms.
- ✓ Game data can be saved using PlayerPrefs or external files.
- ✓ Works on all Unity platforms without making any changes to the code.
- ✓ Supports multiple save files.

CURRENTLY SUPPORTED ADVERTISERS

✓ **Jsonserializationfilesave**
serializes data using built-in JSON serializer and saves the result into an external file

✓ **JSONSerializationPlayerPrefs**
serializes data using built-in JSON serializer and saves the result as a string using Player-Prefs.

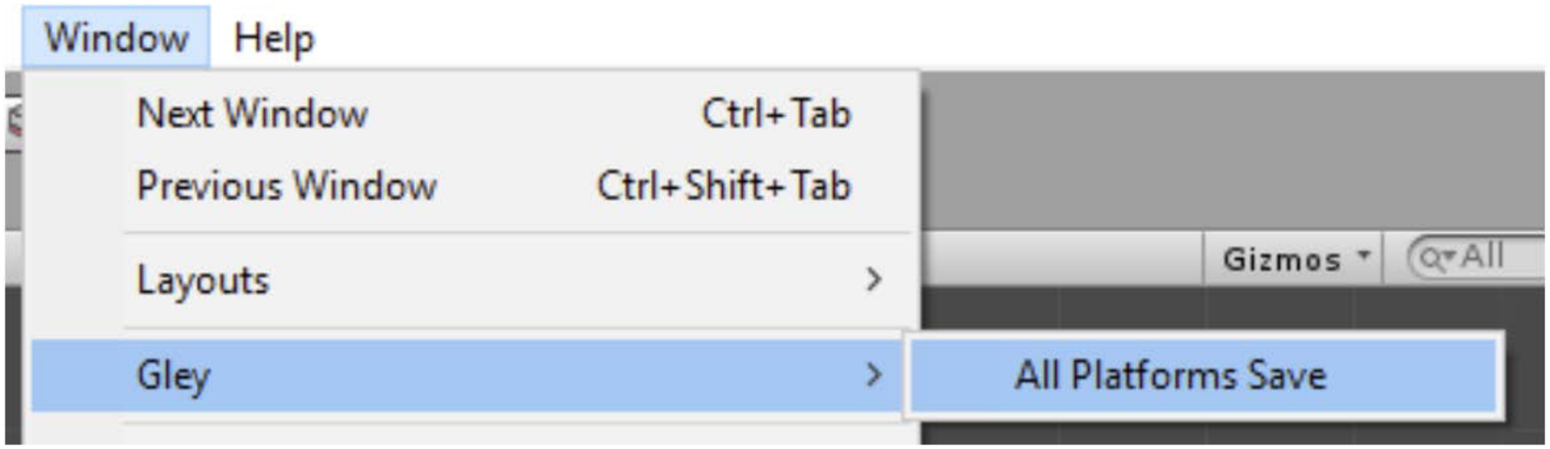
✓ **BinarySerializationFileSave**
serializes data using BinaryFormatter and saves the result into an external file.

✓ **BinarySerializationPlayerPrefs**
serializes data using the BinaryFormatter and saves the result as a string using PlayerPrefs

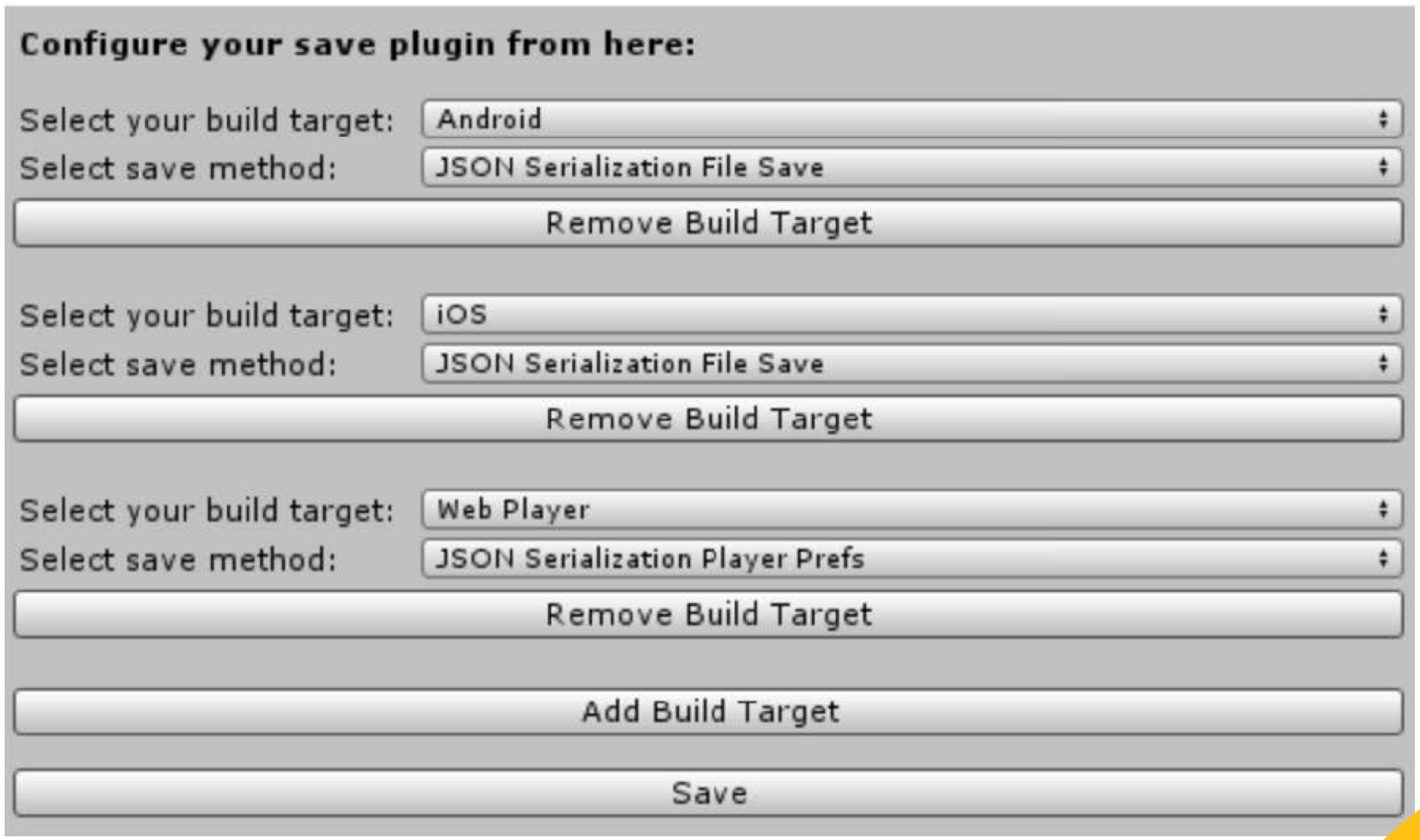
SETUP GUIDE

Import **GleySavePlugin** into Unity.

Go to **Window->Gley->All Platforms Save** to open the plugin settings window.



Click Add Build Target button and select all platform you want to build for and for each set



Configure your save plugin from here:

Select your build target: Android
Select save method: JSON Serialization File Save

Select your build target: iOS
Select save method: JSON Serialization File Save

Select your build target: Web Player
Select save method: JSON Serialization Player Prefs

To remove the save support for a platform click the Remove Build Target button.

Make sure your current build target is added to Save Settings in order to work in Unity Editor. (ex: If Unity editor is set to Android you must add Android as one of your build targets in the Save Settings).

After all configurations are done press **Save** button to apply the settings.

✓

Step 3 / 3

USER GUIDE

Load

SaveManager.Instance.Load<T> (fullPath, DataWasLoaded,encrypt);

T -> a class in which saved data will be deserialized into.
fullPath-> full path to the file location.
DataWasLoaded -> method called when load process is done.
encrypt -> if true, data will be decrypted using an XOR algorithm.

```
//this method will be called after load process is done
private void DataWasLoaded(T data, SaveResult result, string message)
{
if (result == SaveResult.Success)
{
// do something with your data
}
}
```

data -> actual loaded data.
result -> Succes/Error
mesage -> error message

Save

```
SaveManager.Instance.Save(T, fullPath, DataWasSaved,encrypt);
```

T -> an instance of any class marked as Serializable.
fullPath-> full path to the file location.
DataWasSaved -> method called when save process is done.
encrypt -> if true, data will be encrypted using an XOR algorithm.

```
//this method will be called when save process is complete
 private void DataWasSaved(SaveResult result, string message)
 {
        if (result == SaveResult.Error)
                //Do Something
}
```

result -> Succes/Error
mesage -> error message

Clear specific save file

```
//clears the specified file name at path
SaveManager.Instance.ClearFIle(fullPath);
```

Clear all save files

```
//clears all files found at path
SaveManager.Instance.ClearAllData(path);
```

Save to string

SaveManager.Instance.SaveString(T, CompleteMethod, encrypt);

T -> an instance of any class marked as Serializable.
CompleteMethod-> method called when save process is done.
encrypt -> if true, data will be encrypted using an XOR algorithm.

```
//this method will be called when save process is complete
 private void CompleteMethod(SaveResult result, string resultString)
 {
        if (result == SaveResult.Error)
        {
                //Error
        }
        else
        {
               //save this string for later use, it contains all your game data
               dataToLoadString = resultString;
         }
}
```

result -> Succes/Error
resultString-> all your game data serialized as string

Load from string

SaveManager.Instance.LoadString(dataToLoadString, DataWasLoaded, encrypt);
dataToLoadString -> a string generated by the SaveString method.
DataWasLoaded -> method called when load process is done.
encrypt -> if true, data will be decrypted using an XOR algorithm.

```
//this method will be called after load process is done
private void DataWasLoaded(T data, SaveResult result, string message)
{
        if (result == SaveResult.Success)
        {
       // do something with your data
        }
}
```

data -> actual loaded data.
result -> Succes/Error
mesage -> error message

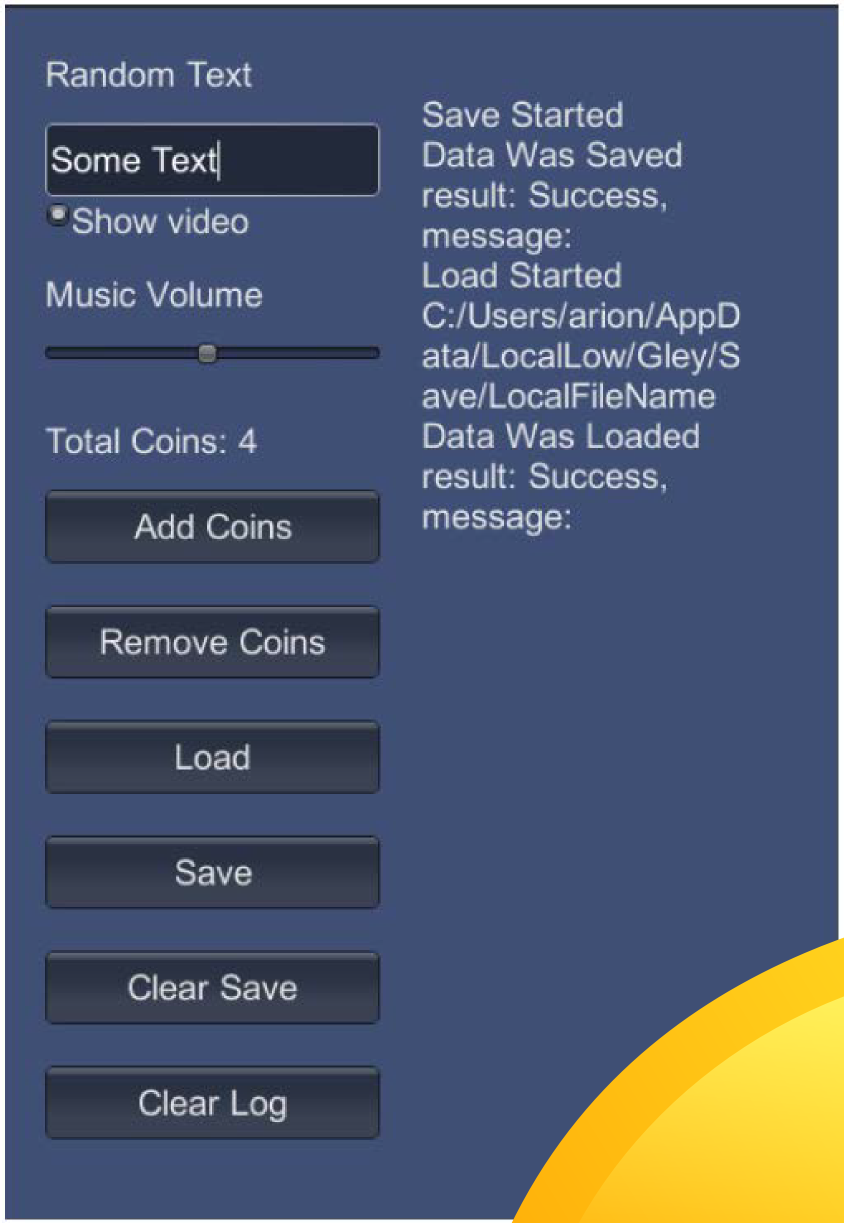
EXAMPLES

Simple Save Example

Can be opened from here:

Assets/GleyPlugins/Save/Example/Scenes/Simple-SaveExample.unity

Or by pressing Open Test Scene in settings window



```
Save Started
Data Was Saved
result: Success,
message:
Load Started
C:/Users/arion/AppD
ata/LocalLow/Gley/S
ave/LocalFileName
Data Was Loaded
result: Success,
message:
```

This scene saves 4 properties:

```
public bool showVideo = true;
public int totalCoins = 4;
public float musicVolume = 0.5f;
public string randomText = "Some Text";
```

Using the buttons, those properties can be changed, then saved and loaded. Also a log message appears on screen.

Any class marked as Serializable can be saved.
Variables need to be public
Any object of a serializable class can be serialized(saved).

Ex:

```
[System.Serializable]
public class GameValues
{
	public double version=0;
	public bool showVideo = true;
	public int totalCoins = 0;
	public float musicVolume = 1;
	public string randomText = "Random Text";
	public List<Level> levels = new List<Level>();
}
```

Be aware that some Unity objects are not serializable like Transform, GameObject, Color, Vector3, etc. You have to use some standard type to serialize them:

Ex:

To serialize a Color the following class can be used

```
[System.Serializable]
public class SerializableColor
{
    public float r;
    public float g;
    public float b;
    public float a;
}
```

GLEY

Version 1.1.0 / 2018