SAVE LOAD

A quick guide

If you want to easily and quickly save data in your Unity Project, you have got the correct asset. Follow this guide and you will be saving & loading in no time at all.

Leslie Vanbavinckhove – Sliph 1/29/2018 Contact us at: <u>sliph.c47@gmail.com</u>



Save Load

Getting started

If you've found your way to this document, we will assume you downloaded and imported the Save Load Asset in your project. If you haven't yet, please do so now.

ADDING SAVE LOAD TO YOUR PROJECT

409
0
1

Create an empty GameObject, attach the SavedData script to it. Once you've done that, tag the object with "SaveLoad" as shown in the example to the left.

The Save Load asset will now be fully functional.

SETTING & RETRIEVING DATA

To save any data we first have to set the data to a value. Save Load uses a key & value pair

to store all data. It is currently able to save Integers, Floats, Strings and any custom class. An example of a custom class is included, it is called PuzzleData.

Examples on how to set data:

C47.SaveLoadManager.SetInt("Score", 100);

C47.SaveLoadManager.SetFloat ("TestFloat", 1.545f);

C47.SaveLoadManager.SetString("TestString","testing the strings");

C47.SaveLoadManager.SetPuzzleData (1,new PuzzleData (true,false,9000));

The data can be retrieved in a similar way:

int score = C47.SaveLoadManager.GetInt("Score");

string testString = C47.SaveLoadManager.GetString("TestString");

float testfloat = C47.SaveLoadManager.GetFloat("TestFloat")

bool finished = C47.SaveLoadManager.GetPuzzleData (1).finished;

PuzzleData puzzleData = C47.SaveLoadManager.GetPuzzleData (1);

If you want to quickly see the Save Load asset in action then go to the demo scene and press play. It has a separate script SaveLoadTester that also explains all functions

SAVING & LOADING DATA TO A FILE

Setting & retrieving the data only does so in memory, we need to call the save & load functions to write & load from disk.

Currently Save Load can write to binary and to xml.

Saving to disk:

C47.SaveLoadManager.SaveData (SaveOptions.Binary, "filename");

C47.SaveLoadManager.SaveData (SaveOptions.XML, "filename");

Loading from disk:

C47.SaveLoadManager.LoadData (SaveOptions.Binary,"filename");

C47.SaveLoadManager.LoadData (SaveOptions.XML, "filename");

Save Load will always use the persistent data path.

THE DEMO SCENE

Open it up, press play.

In the demo scene we have 2 buttons, save & load.

When pressing the save button SaveLoad will be filled with some variables, these will be saved to disk. When pressing load the reverse will happen and the output will be written to the debug log.

If you need any examples on using Save Load, have a look in the SaveLoadTester script, it includes every SaveLoad Function.

To change the options in the demo scene, navigate to the UI GameObject and look for the SaveLoadTester script.

🖲 🕢 🖉 🖉 🖉 🖉 🖉 🖉	Script)	🛐 🌣,
Script	🕞 SaveLoadTester	0
Options		;
Filename	SaveLoad	

Example of the XML output:

