

Usage of Cross Platform Save

It's very easy to save your own game data using the Cross Platform Save asset. All you need to do is to add the classes you want to save as an variable inside of the CrossPlatformSaveData class and then use the CrossPlatformSaveManager class to save and load your data.

Adding your class to the CrossPlatformSaveData class:

```
6  /*
7  The CrossPlatformSaveData class contains the data that needs to be saved.
8  While saving the CrossPlatformSaveManager will save the state of this class
9  into a file. In order add your own save classes all you need to do is to
10 add your class as a variable and add [XmlElement("ClassName")] above it and
11 then initialize your class in the constructor.
12 */
13 [XmlRoot("CrossPlatformSaveData")]
14 public class CrossPlatformSaveData
15 {
16     // Sample implementation used by the DataSaveTest class in the Sample folder
17     [XmlElement("DataToSave")]
18     public DataToSave dataToSave;
19
20     [XmlElement("YourClassName")]
21     public YourClassName yourClassName;
22
23     public CrossPlatformSaveData()
24     {
25         dataToSave = new DataToSave();
26         yourClassName = new YourClassName();
27     }
28 }
```

Saving and accessing your data using the CrossPlatformSaveManager:

```
34 public void SaveData() {
35     // Save data using CrossPlatformSaveManager
36     CrossPlatformSaveData saveData = CrossPlatformSaveManager.Instance.SaveData;
37     YourClassName yourClassName = saveData.yourClassName;
38     // Fill class with data to save
39     yourClassName.yourVariable = "Bla";
40     // Save
41     CrossPlatformSaveManager.Instance.Save();
42 }
43
44 public void AccessData()
45 {
46     // Access data
47     CrossPlatformSaveData saveData = CrossPlatformSaveManager.Instance.SaveData;
48     YourClassName yourClassName = saveData.yourClassName;
49     // Access data that class contains
50     yourVariable = yourClassName.yourVariable;
51     // There is no need to call any load method as this is done
52     // automatically by the CrossPlatformSaveManager
53 }
```

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