

# INIParser Example code

by Project Boon

## Save and load game data

```
INIParser ini = new INIParser();
// Open the save file. If the save file does not exist, INIParser automatically create
// one
ini.Open(Application.persistentDataPath + "save.txt");

// Read the score. If the section/key does not exist, default score to 10
int score = ini.ReadValue("Player", "Score", 10);
score += 100;
ini.WriteValue("Player", "Score", score);

ini.Close();
```

This code read the score from the save file, increase it by 100, and save the new score value.

*What happens when the game run for the first time?*

Open() will detect that “save.txt” does not exist, so a blank “save.txt” will be created.

Then, *score* will be read. Since “save.txt” is blank, *score* cannot be found in ini file, so it is default to 10.

Then, the new value of *score* is written to the ini file.

## Save and load game data with *TextAsset*

```
INIParser ini = new INIParser();
TextAsset asset = Resource.Load("TextAssetExample") as TextAsset;
ini.Open(asset);

int score = ini.ReadValue("Player", "Score", 10);
score += 100;
ini.WriteValue("Player", "Score", score);

ini.Close();
```

Sometimes, you will want to use *TextAsset* as ini file. *TextAsset* is included in the game bundle, therefore it's reliable for read/write operation on every platform.

You have to make sure the *TextAsset* exists, otherwise any read/write operation will not work correctly.