Json.NET Converters

I just wanna use Json.NET in Unity!

- Json.NET is a powerful, open source, and free serializing solution.
- But it's too smart to serialize something like Vectoe3 or Color, etc.
- It even tries to serialize the "normalized" property and throw a loop exception.
- And it always treats a dictionary key as a string, even if it's an array.

Overview:

- This has some common type converters, and sets them as default to make it up..
- If you're using Json.NET, just import and forget this, then coding like before.
- Include Json.Net.Unity3D in case you don't have any version of Json.NET.

The further technical documentation is available here.
And the tutorial is right below.

Remarks:

- Remember to set the "Api Compatibility Lavel" to .NET 2.0 before importing.
- Thank James Newton-King!
- Thank SaladLab and Esun Kim!
- This's released as feedback for free.

Release:

1.1.2
- Provide assembly definition files, please be aware the script files were moved therefore.
- Change the namespace of JsonNetUtility to "WanzyeeStudio.Json".

1.1.1
- Set PartialConverter CanRead to avoid DefaultValueHandling.Populate deserializing fail.

1.1
- Change the Json.NET dll from official to Json.Net.Unity3D for cross platform.
- Rearrange the Json.Net.Unity3D's asset files to indicate the provider.
- New class PartialConverter to simplify the code of other converters.
- Fix potential deserialization fail caused by bytecode stripping for IL2CPP.
- Fix initializing default converters fail caused by conditional compilation.
- Make the utility initialize the converters safer.

1.0.3
- Refactoring.
- Update the included Json.NET to 10.0.3.

1.0.2
- Update the documentation link.

1.0.1
- Change NotImplementedException in some converters to InvalidOperationException.
- Update the included Json.NET to 9.0.1.

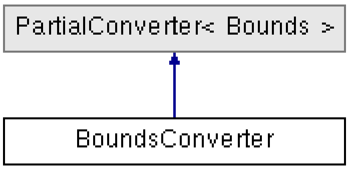
1.0
- First release.

BoundsConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Bounds`. More...

Inheritance diagram for BoundsConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `center`, `extents`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Bounds`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `center`, `extents`.

Returns

The property names.

Implements **PartialConverter< Bounds >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for **ReadJson()** to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

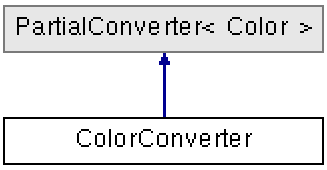
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

ColorConverter

Released Packages » Json.NET Converters

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Color`. More...

Inheritance diagram for ColorConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `r`, `g`, `b`, `a`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Color`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `r`, `g`, `b`, `a`.

Returns

The property names.

Implements **PartialConverter< Color >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for **ReadJson()** to populate.

Returns

The instance.

override bool CanConvert (Type objectType)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

DictionaryConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `System.Collections.Generic.Dictionary`. More...

Inherits JsonConverter.

Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the type is `System.Collections.Generic.Dictionary`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read as `System.Collections.Generic.KeyValuePair` array to rebuild a dictionary. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write as `System.Collections.Generic.KeyValuePair` array. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `System.Collections.Generic.Dictionary`.

Member Function Documentation

override bool CanConvert (Type **objectType**)

Determine if the type is `System.Collections.Generic.Dictionary`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

```
override object ReadJson ( JsonReader      reader,
                           Type            objectType,
                           object          existingValue,
                           JsonSerializer  serializer
                         )
```

Read as `System.Collections.Generic.KeyValuePair` array to rebuild a dictionary.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

Write as `System.Collections.Generic.KeyValuePair` array.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

JsonNetUtility

Released Packages » Json.NET Converters

Integrate custom `Newtonsoft.Json.JsonConverter` to use Json.NET in Unity. More...

Static Public Attributes

static JsonSerializerSettings	**defaultSettings** The default `Newtonsoft.Json.JsonSerializerSettings`. More...

Detailed Description

Integrate custom `Newtonsoft.Json.JsonConverter` to use Json.NET in Unity.

To use Json.NET, please set Unity "PlayerSettings/Api Compatibility Lavel" to .NET 2.0. Then download from its website and import the .NET 2.0 dll. Json.NET doesn't support serializing some types originally, e.g., `UnityEngine.Vector3`. This has the `defaultSettings` includes necessary custom converters by default for Unity using it. And assign to `Newtonsoft.Json.JsonConvert.DefaultSettings` when initializing if the original `null`.

Now we can use Json.NET just like before:

```
Debug.Log(JsonConvert.SerializeObject(Vector3.up));
var vec = JsonConvert.DeserializeObject<Vector2>("{'x':1.0,'y':0.0}");
```

User can directly modify `defaultSettings` for customization, and override it:

```
JsonConvert.DefaultSettings = () => new JsonSerializerSettings(){
    Converters = JsonNetUtility.defaultSettings.Converters,
    DefaultValueHandling = DefaultValueHandling.Populate
};
```

Member Data Documentation

JsonSerializerSettings defaultSettings

static

The default `Newtonsoft.Json.JsonSerializerSettings`.

All its properties stay default, but the `Converters` includes below:

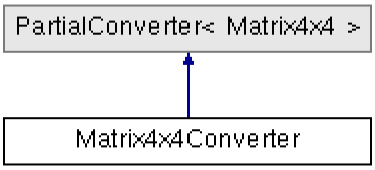
1. Any custom `Newtonsoft.Json.JsonConverter` has constructor without parameters.
2. Any `Newtonsoft.Json.JsonConverter` from **`WanzyeeStudio.Json`**.
3. `Newtonsoft.Json.Converters.StringEnumConverter`.
4. `Newtonsoft.Json.Converters.VersionConverter`.

Matrix4x4Converter

Released Packages » Json.NET Converters

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Matrix4x4`. More...

Inheritance diagram for Matrix4x4Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include from `m00` to `m33`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Matrix4x4`.

Member Function Documentation

override string [] GetPropertyNames ( ) protected virtual

Get the property names include from `m00` to `m33`.

Returns

The property names.

Implements **PartialConverter< Matrix4x4 >**.

```
virtual T CreateInstance ( )
```

protected virtual inherited

Create the instance for **ReadJson()** to populate.

Returns

The instance.

```
override bool CanConvert ( Type  objectType )
```

inherited

Determine if the object type is `T`.

Parameters

objectType	Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

```
override object ReadJson ( JsonReader     reader,
                           Type           objectType,
                           object         existingValue,
                           JsonSerializer serializer
                         )
```

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

PartialConverter< T > abstract

Released Packages » Json.NET Converters

Custom base `Newtonsoft.Json.JsonConverter` to filter serialized properties. More...

Inherits JsonConverter.

Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

abstract string[]	**GetPropertyNames** () Get the property names to serialize, only used once when initializing. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom base `Newtonsoft.Json.JsonConverter` to filter serialized properties.

Useful for Unity or 3rd party classes, since we can't insert any `Newtonsoft.Json.JsonIgnoreAttribute`. By the way, this works by reflection to access properties. Please make sure your property not to be stripped by Unity.

It's very easy to make a custom converter, just inherit and override **`GetPropertyNames()`** as the filter:

```
public class SomeConverter : PartialConverter<SomeClass>{
    protected override string[] GetPropertyNames(){
        return new []{"someField", "someProperty", "etc"};
    }
}
```

Member Function Documentation

abstract string [] GetPropertyNames ( ) protected pure virtual

Get the property names to serialize, only used once when initializing.

Returns

The property names.

Implemented in **BoundsConverter**, **Matrix4x4Converter**, **ColorConverter**, **QuaternionConverter**, **RectConverter**, **RectOffsetConverter**, **Vector2Converter**, **Vector3Converter**, and **Vector4Converter**.

virtual T CreateInstance ( ) protected virtual

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

```
override object ReadJson ( JsonReader      reader,
                           Type            objectType,
                           object          existingValue,
                           JsonSerializer  serializer
                         )
```

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

Write the specified properties of the object.

Parameters

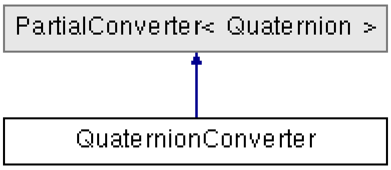
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

QuaternionConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Quaternion`. More...

Inheritance diagram for QuaternionConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `z`, `w`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Quaternion`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `x`, `y`, `z`, `w`.

Returns

The property names.

Implements **PartialConverter< Quaternion >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for **ReadJson()** to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson

```
override object ReadJson ( JsonReader      reader,
                           Type            objectType,
                           object          existingValue,
                           JsonSerializer  serializer
                         )
```

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader The `Newtonsoft.Json.JsonReader` to read from.

objectType Type of the object.

existingValue The existing value of object being read.

serializer The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

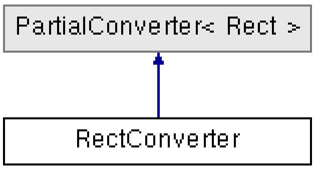
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

RectConverter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Rect`. More...

Inheritance diagram for RectConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `width`, `height`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Rect`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `x`, `y`, `width`, `height`.

Returns

The property names.

Implements **PartialConverter< Rect >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type objectType)

inherited

Determine if the object type is `T`.

Parameters

objectType	Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)

```
override object ReadJson ( JsonReader      reader,
                           Type            objectType,
                           object          existingValue,
                           JsonSerializer  serializer
                         )
```

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

writer The `Newtonsoft.Json.JsonWriter` to write to.

value The value.

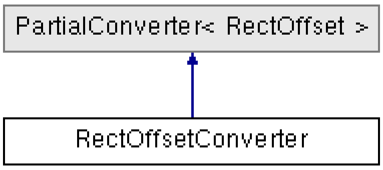
serializer The calling serializer.

RectOffsetConverter

Released Packages » Json.NET Converters

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.RectOffset`. More...

Inheritance diagram for RectOffsetConverter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `left`, `right`, `top`, `bottom`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.RectOffset`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `left`, `right`, `top`, `bottom`.

Returns

The property names.

Implements **PartialConverter< RectOffset >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType	Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

```
override object ReadJson ( JsonReader      reader,
                           Type            objectType,
                           object          existingValue,
                           JsonSerializer  serializer
                         )
```

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

writer The `Newtonsoft.Json.JsonWriter` to write to.

value The value.

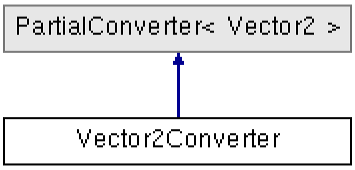
serializer The calling serializer.

Vector2Converter

Released Packages » **Json.NET Converters**

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector2`. More...

Inheritance diagram for Vector2Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector2`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `x`, `y`.

Returns

The property names.

Implements **PartialConverter< Vector2 >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type objectType)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (	**JsonReader**	**reader,**
	Type	**objectType,**
	object	**existingValue,**
	JsonSerializer	**serializer**
)		

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

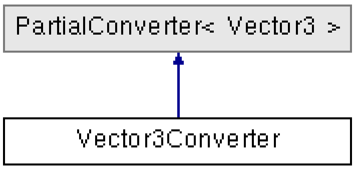
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Vector3Converter

Released Packages » Json.NET Converters

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector3`. More...

Inheritance diagram for Vector3Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `z`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector3`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `x`, `y`, `z`.

Returns

The property names.

Implements **PartialConverter< Vector3 >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for `ReadJson()` to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

```
override object ReadJson ( JsonReader     reader,
                           Type           objectType,
                           object         existingValue,
                           JsonSerializer serializer
                         )
```

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

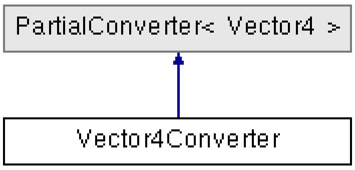
writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.

Vector4Converter

Released Packages » Json.NET Converters

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector4`. More...

Inheritance diagram for Vector4Converter:



Public Member Functions

override bool	**CanConvert** (Type objectType) Determine if the object type is `T`. More...
override object	**ReadJson** (JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer) Read the specified properties to the object. More...
override void	**WriteJson** (JsonWriter writer, object value, JsonSerializer serializer) Write the specified properties of the object. More...

Protected Member Functions

override string[]	**GetPropertyNames** () Get the property names include `x`, `y`, `z`, `w`. More...
virtual T	**CreateInstance** () Create the instance for **`ReadJson()`** to populate. More...

Detailed Description

Custom `Newtonsoft.Json.JsonConverter` for `UnityEngine.Vector4`.

Member Function Documentation

override string [] GetPropertyNames ( )

protected virtual

Get the property names include `x`, `y`, `z`, `w`.

Returns

The property names.

Implements **PartialConverter< Vector4 >**.

virtual T CreateInstance ( )

protected virtual inherited

Create the instance for **ReadJson()** to populate.

Returns

The instance.

override bool CanConvert (Type **objectType**)

inherited

Determine if the object type is `T`.

Parameters

objectType	Type of the object.

Returns

`true` if this can convert the specified type; otherwise, `false`.

override object ReadJson (JsonReader **reader**, Type **objectType**, object **existingValue**, JsonSerializer **serializer**)

```
override object ReadJson ( JsonReader      reader,
                           Type            objectType,
                           object          existingValue,
                           JsonSerializer  serializer
                         )
```

inherited

Read the specified properties to the object.

Returns

The object value.

Parameters

reader	The `Newtonsoft.Json.JsonReader` to read from.
objectType	Type of the object.
existingValue	The existing value of object being read.
serializer	The calling serializer.

```
override void WriteJson ( JsonWriter      writer,
                          object          value,
                          JsonSerializer  serializer
                        )
```

inherited

Write the specified properties of the object.

Parameters

writer	The `Newtonsoft.Json.JsonWriter` to write to.
value	The value.
serializer	The calling serializer.