

ClientSideGameStorageAsset

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Abstract

This RAGE T2.4c - Client Side Game Storage Asset allows a developer to define and store (model)data in a tree structure. Each node in such model, can define its own datatype and preferred storage location (or inherited the location). Structure and data are stored separately to allow restoring a model from multiple storage locations. As storage locations: the RAGE Game Storage Server, Local Storage and In-Game Storage (read-only) are foreseen as well as marking data to be transient (so not persisted). The asset currently supports two storage formats for its data: Json and Xml. Json is to be used for storage at the RAGE Game Storage Server and Local Storage, Xml can be used by Local Storage only. Both formats are lossless so not only the values are restored but also the exact data type.

The asset is developed under the EU-RAGE project as client software, to be integrated into (mobile) games.

Version & change log

Version	Date	URI
Latest	7 Sept. 2017	https://github.com/rageappliedgame/ClientSideGameStorageAsset/tree/3001a3fd6ada69c0ace986a4f6dfaa6fe19d34c0

Source code

License: Apache 2.0

Download:

<https://github.com/rageappliedgame/ClientSideGameStorageAsset/archive/3001a3fd6ada69c0ace986a4f6dfaa6fe19d34c0.zip>

Installing the project

<https://github.com/rageappliedgame/ClientSideGameStorageAsset/blob/3001a3fd6ada69c0ace986a4f6dfaa6fe19d34c0/GameStorageClientAsset/Manuals/GameStorage%20Client%20Asset%20Manual.pdf>

Dependencies

Depends on the RAGE AssetManager (<https://github.com/rageappliedgame/AssetManager>)

Reference

<https://github.com/rageappliedgame/ClientSideGameStorageAsset/blob/3001a3fd6ada69c0ace986a4f6dfaa6fe19d34c0/GameStorageClientAsset/Manuals/Assets%20Base%20Manual.pdf>