

# ScriptSerializer

Code

```

class ScriptSerializer
{
    ScriptSerializer();
    ~ScriptSerializer(void);

    bool IsValid() const;

    int Write(const char *String_);
    int Write(int Value_);
    int Write(unsigned int Value_);
    int Write(long Value_);
    int Write(float Value_);
    int Write(char Value_);
    int Write(unsigned char Value_);
    int Write(unsigned short Value_);
    int Write(bool Value_);
    int Write(Actor &Actor_);
    int Write(GameObject &Obj_);
    int Write(Person &Person_);
    int Write(Vehicle &Vehicle_);
    int Write(OpenHouse &House_);
    int Write(FireObject &Fireobject_);
    int Write(SpawnPoint &SpawnPoint_);
    int Write(Path &Path_);
    int Write(ActorList &List_);
    int Write(GameObjectList &List_);
    int Write(PersonList &List_);
    int Write(VehicleList &List_);
    int Write(FireObjectList &List_);
    int Write(OpenHouseList &List_);
    int Write(PathList &List_);
    int Write(Vector &Value_);

    int Read(char *&String_);
    int Read(int &Value_);
    int Read(unsigned int &Value_);
    int Read(long &Value_);
    int Read(float &Value_);
    int Read(char &Value_);
    int Read(unsigned char &Value_);
    int Read(unsigned short &Value_);
    int Read(bool &Value_);
    bool ReadBool();
    int Read(Actor &Actor_);
    int Read(GameObject &Obj_);
    int Read(Person &Person_);
    int Read(Vehicle &Vehicle_);
    int Read(OpenHouse &House_);
    int Read(FireObject &Fireobject_);
    int Read(SpawnPoint &SpawnPoint_);
    int Read(Path &Path_);
    int Read(ActorList &List_);
    int Read(GameObjectList &List_);
    int Read(PersonList &List_);
    int Read(VehicleList &List_);
    int Read(FireObjectList &List_);
    int Read(OpenHouseList &List_);
    int Read(PathList &List_);
    int Read(Vector &Value_);

    unsigned int GetVersion() const;
};

```

Alles anzeigen