using UnityEngine;

using System.Collections;

using System.Collections.Generic;

using System.Runtime.Serialization.Formatters.Binary;

using System.IO;

//Stores videos

public static class SerializationExample

{

//create the list of videos in this script

public static List<string> videoFiles = new List<string>();

public static void Save(string URL)

{

//add the URL from ScreenRecorder script

SerializationExample.videoFiles.Add(URL);

PlayerPrefs.SetString("URL", URL);

BinaryFormatter bf = new BinaryFormatter();

FileStream file = File.Create(Application.persistentDataPath + "/videoFiles.cool");

bf.Serialize(file, SerializationExample.videoFiles);

file.Close();

}

//pull the list

public static void Load()

{

if (File.Exists(Application.persistentDataPath + "/videoFiles.cool"))

{

BinaryFormatter bf = new BinaryFormatter();

FileStream file = File.Open(Application.persistentDataPath + "/videoFiles.cool", FileMode.Open);

SerializationExample.videoFiles = (List<string>)bf.Deserialize(file);

file.Close();

}

}

//Remove a video from the list

public static void Remove(string Address)

{

SerializationExample.videoFiles.Remove(Address);

BinaryFormatter bf = new BinaryFormatter();

FileStream file = File.Create(Application.persistentDataPath + "/videoFiles.cool");

bf.Serialize(file, SerializationExample.videoFiles);

file.Close();

}

}