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();

 }

}