

# ITpPersistence

This interface specifies endpoints for save and restore data.

It's something optional and a bit low-level. But it's an easy way to save and restore TPT tile's instance data of your choosing.

```
public interface ITpPersistence<out TR, in T> : ITpPersistenceBase
    where T:MessagePacket<T> where TR:MessagePacket<TR>
{
    /// <summary>
    /// Implement to provide data to save
    /// </summary>
    /// <returns>TR.</returns>
    TR GetSaveData(object options = null);

    /// <summary>
    /// Implement to be sent data to restore
    /// </summary>
    /// <param name="dataToRestore">The data to restore.</param>
    void RestoreSaveData(T dataToRestore);

    /// <summary>
    /// Implementations may set this false if either
    /// data has already been restored OR if it doesn't
    /// want data restoration at all.
    /// New in 3.1
    /// </summary>
    bool AllowsRestore { get; }

    /// <summary>
    /// Implementations may set this false if
    /// nothing has changed in the tile.
    /// That avoids saving data from this tile if nothing
    /// has changed since instantiation.
    /// Default is true;
    /// New in 3.1
    /// </summary>
```

```
bool AllowsSave => true;  
  
}
```

There's a chapter on Persistence [here](#).

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