

Json.NET README

Json.NET

<http://james.newtonking.com/projects/json-net.aspx>
<http://www.codeplex.com/json/>

Description:

Json.NET makes working with JSON formatted data in .NET simple. Quickly read and write JSON using LINQ to JSON or serialize your .NET objects with a single method call using the JsonSerializer.

- Flexible JSON serializer to convert .NET objects to JSON and back again
- LINQ to JSON for reading and writing JSON
- Writes indented, easy to read JSON
- Convert JSON to and from XML
- Supports Silverlight and Windows Phone

Documentation:

<http://james.newtonking.com/projects/json/help/>

Versions:

Json.NET comes in different versions for the various .NET frameworks.

-Net40:
.NET latest (4.0 & 4.5)

-Net35:
.NET 3.5 SP1, Mono

-Net20:
.NET 2.0

-Silverlight:
Silverlight 4 & 5

-WindowsPhone:
Windows Phone 7 & 7.1

-Metro
Windows 8, WinRT 4.5

-Portable
Portable Class Library (.NET 4.0, WP7, SL4)

Notes:

The Silverlight and Windows Phone builds are not strong-named.
Use the assemblies in the Signed sub-directories for the strong-named versions.

Microsoft stopped support for the Compact Framework in Visual Studio 2010.
For a Compact Framework 3.5 build download Json.NET 3.5.

For a Silverlight 3.0 build download Json.NET 3.5.

Instructions:

1. Extract Newtonsoft.Json.dll and Newtonsoft.Json.xml from the archive's /bin directory into your own applications.
2. Add a reference to Newtonsoft.Json.dll within Visual Studio.NET to your project.

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