unserialize

Serializable::unserialize

Constructs the object

ENTITY

public

void

Serializable::unserialize

string

data

Called during unserialization of the object.

> This method acts as the constructor of the object. The __construct() method will *not* be called after this method.

ENTITY

`data`
The string representation of the object.

ENTITY

The return value from this method is ignored.

ENTITY

__wakeup(), __unserialize()

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