Godot Database Manager

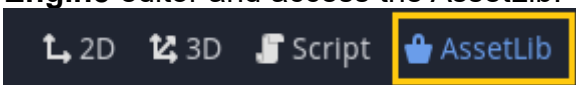
Description:

Godot Database Manager is a plugin for **Godot Game Engine** (https://godotengine.org/) that can create local databases stored in JSON files.

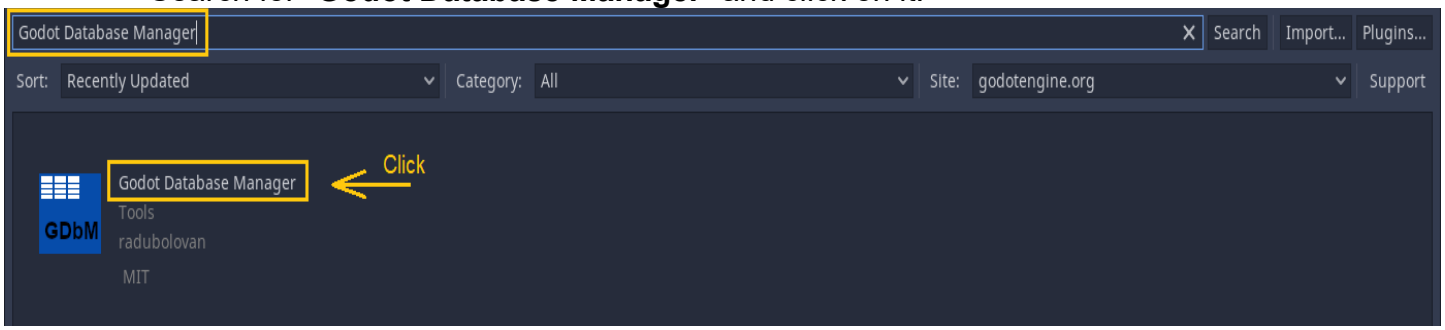
Installation:

There are two ways to download and install the plugin into your project.

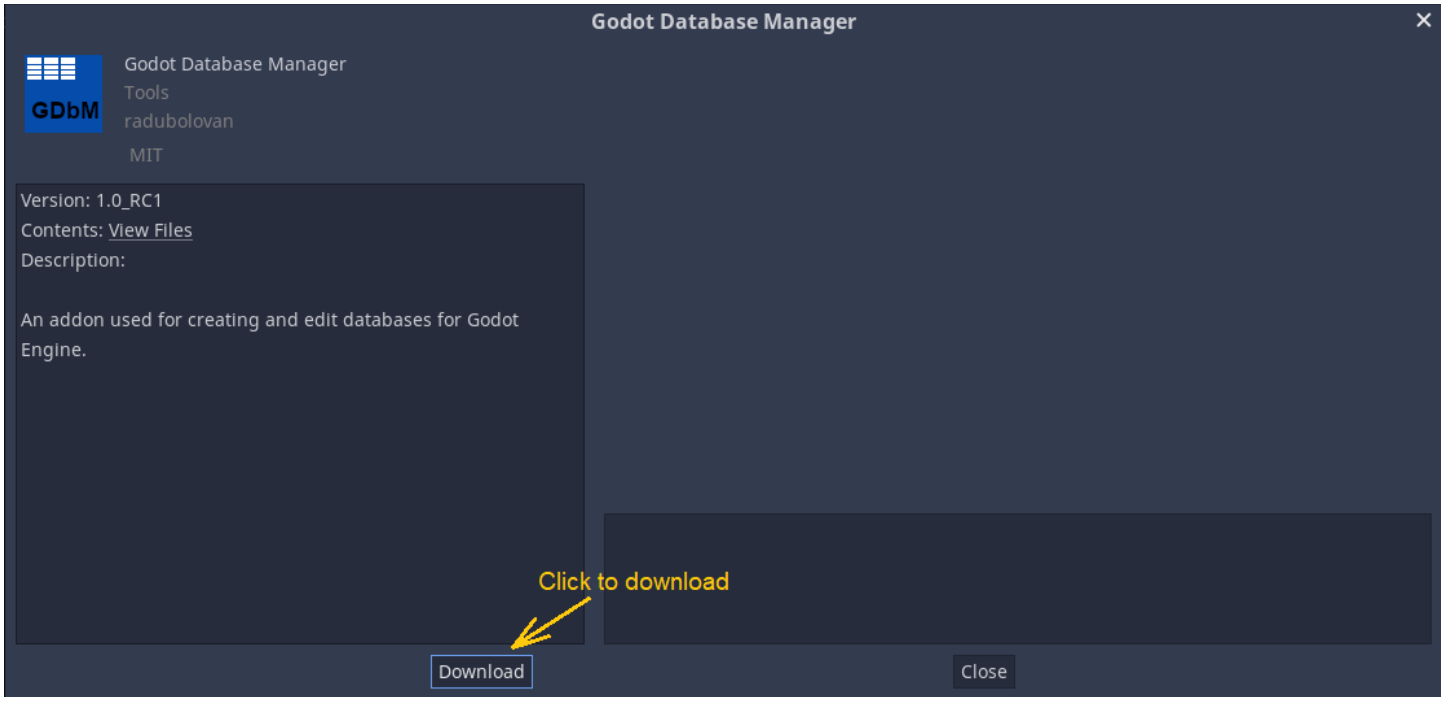
1) Directly in the **Godot Game Engine**'s editor through **Godot Asset Library**:
   - Open **Godot Game Engine** editor and access the AssetLib.



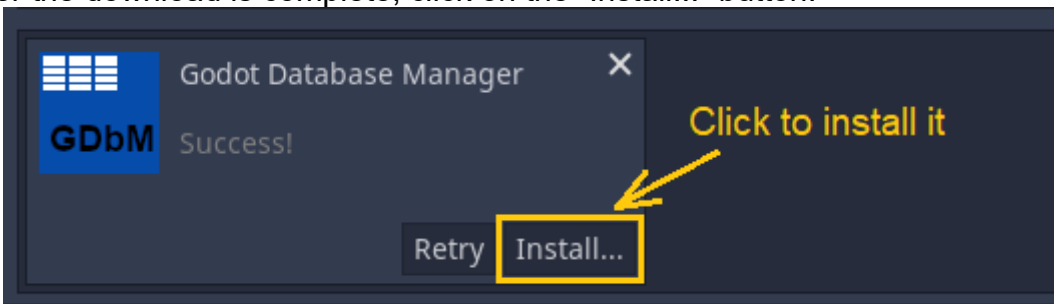
   - Search for "**Godot Database Manager**" and click on it.

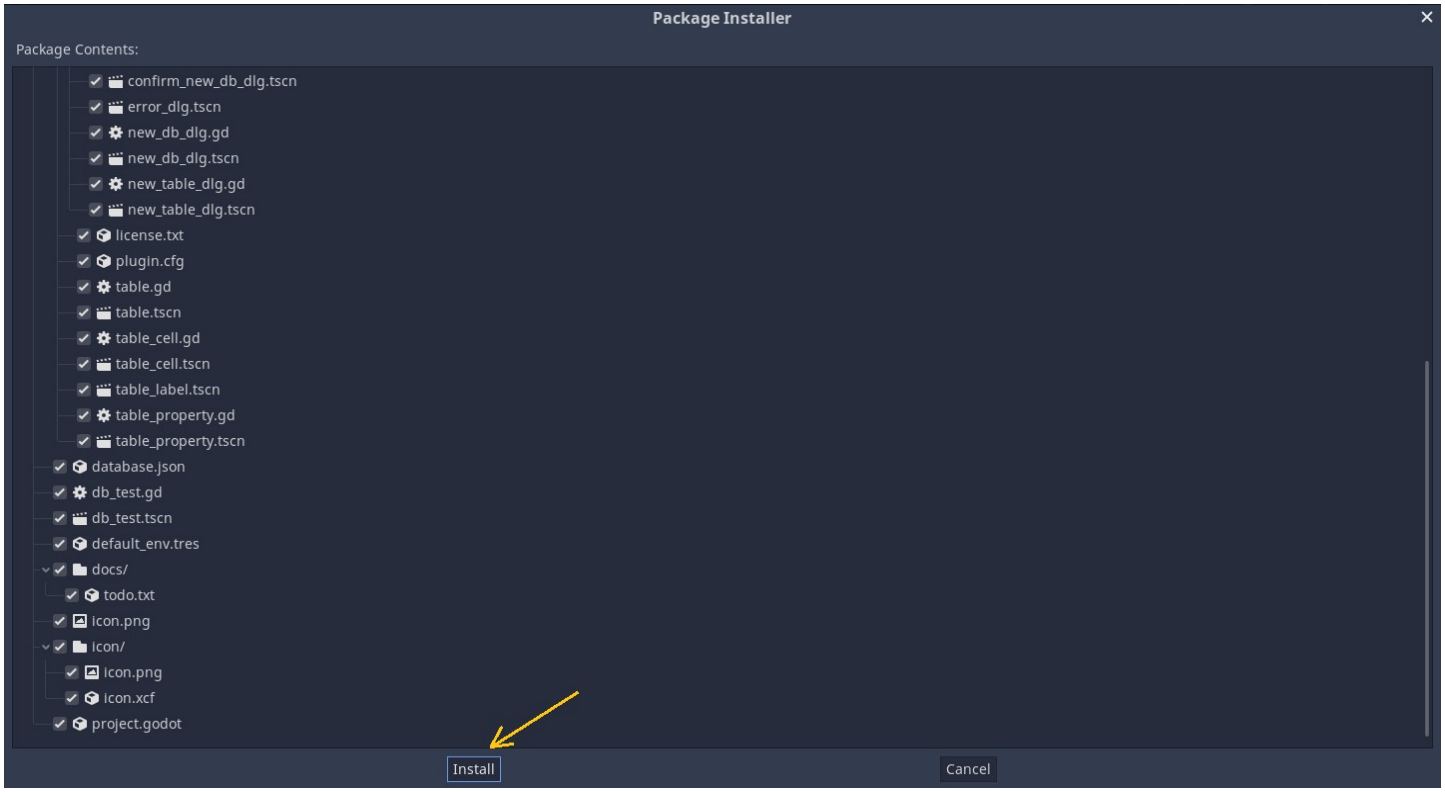


   - Click on the "Download" button.

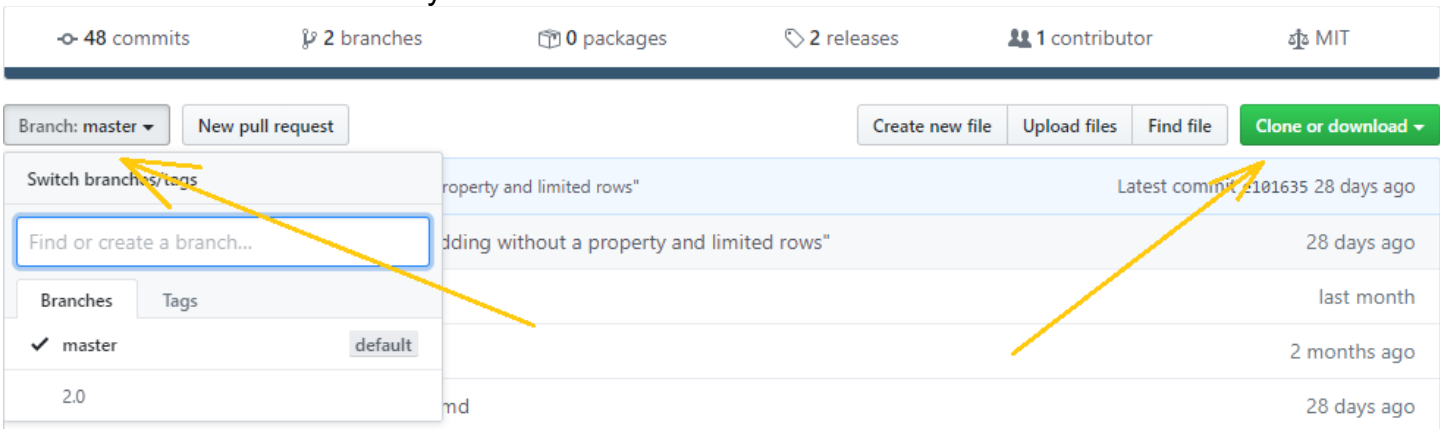


- After the download is complete, click on the “Install...” button.





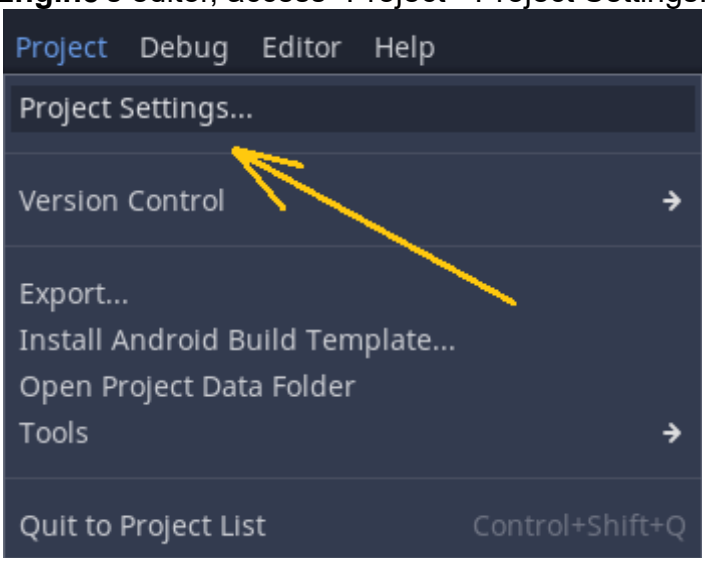
2) Download it from Github
   - You can download it from: https://github.com/radubolovan/Godot-Database-Manager
   - Choose the branch you want and download the archive



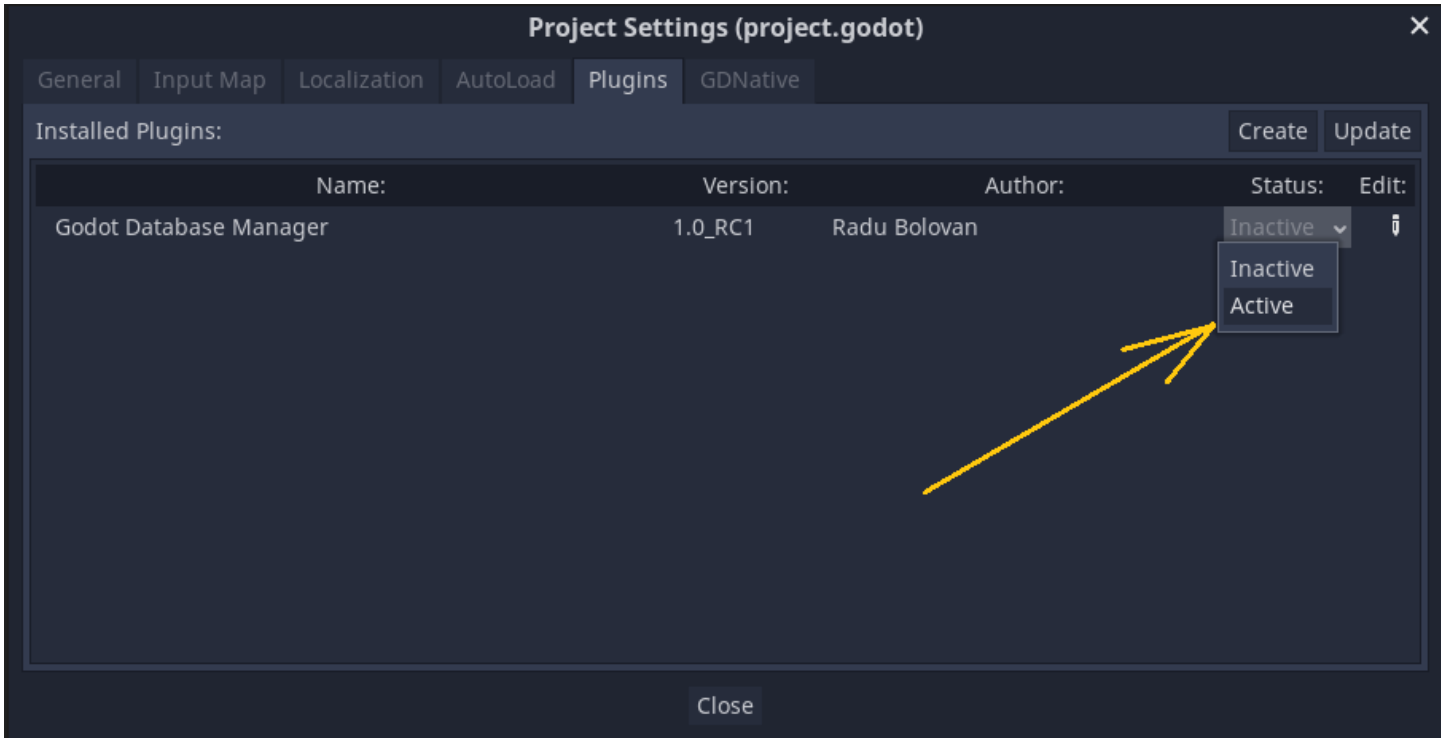
   - Copy the "addons/godot_db_manager" directory (folder) into your project.

Activation:

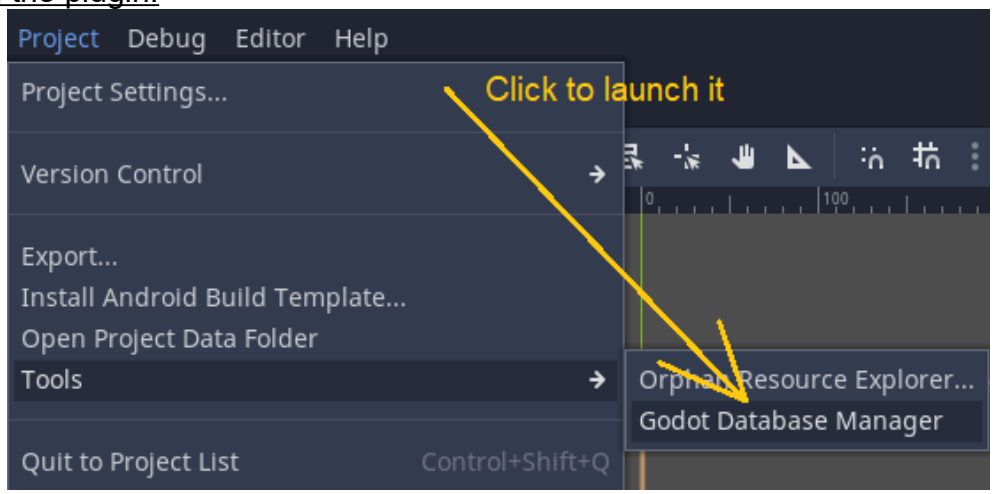
From **Godot Game Engine**'s editor, access “Project->Project Settings...”



… and activate it.

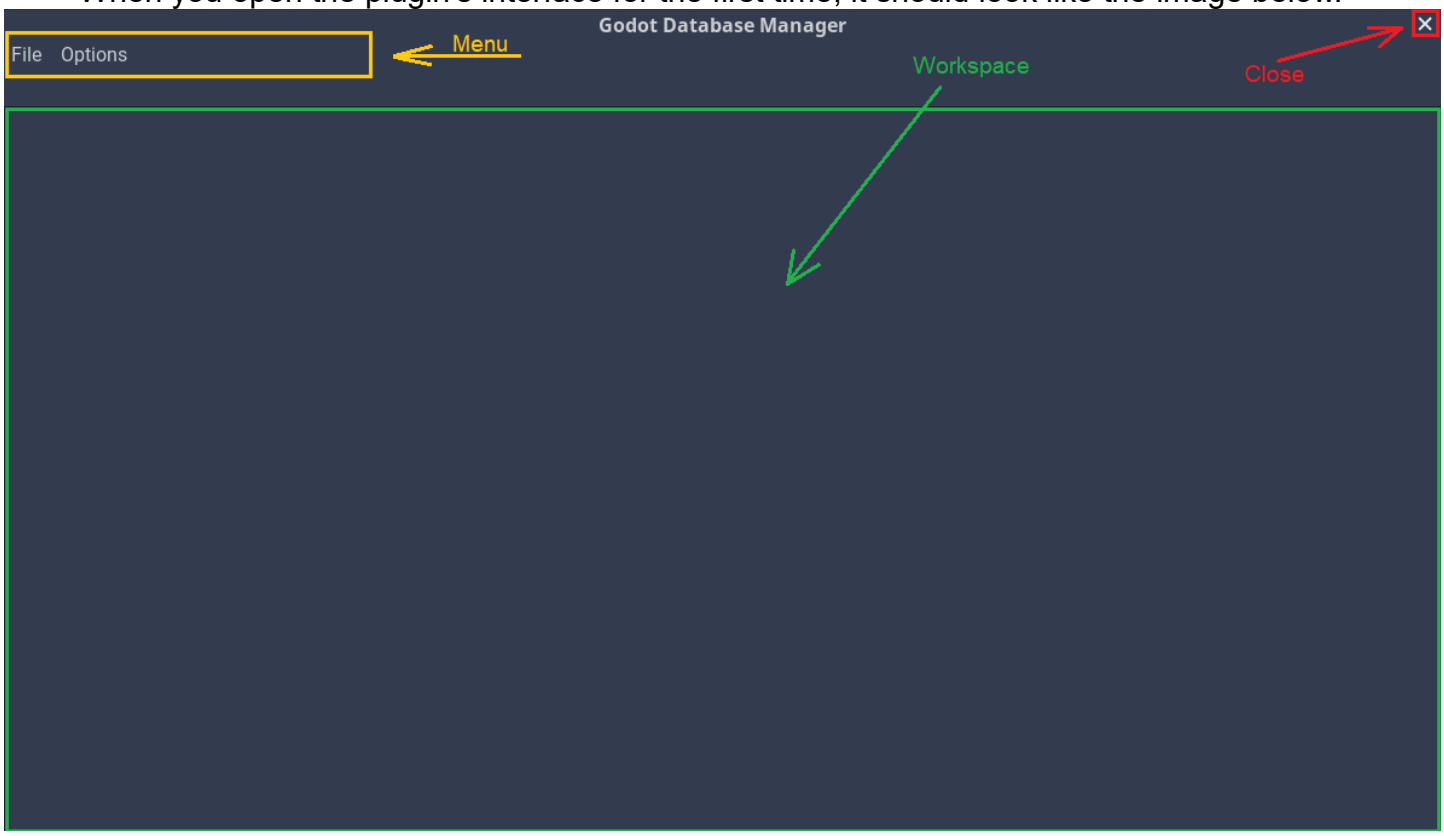


Launching the plugin:



The main interface:

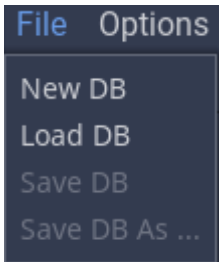
When you open the plugin's interface for the first time, it should look like the image below.



Close button
By clicking on it, will close the plugin's interface.

Menu

◆File menu



– “New DB”: creates a new database
– “Load DB”: loads a database from a JSON file
– “Save DB”: saves the current database to a JSON file
– “Save DB As ...”: saves the current database to a different JSON file

◆Options menu

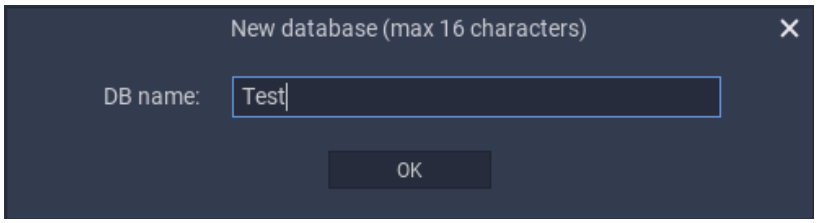
– “Autosave on close”: when enabled, all opened databases will be automatically saved.

Workspace
It is the area where you will edit the databases, tables, properties and data.

Creating a new database:

Choose “File -> New DB”.

Type in the database name and click the “OK” button.



A database name cannot contain the following characters: "`~!@#$%^&*()=+[]{}\|;:'\",<.>/?".

Also there is a limit of 16 characters when choosing a database name.

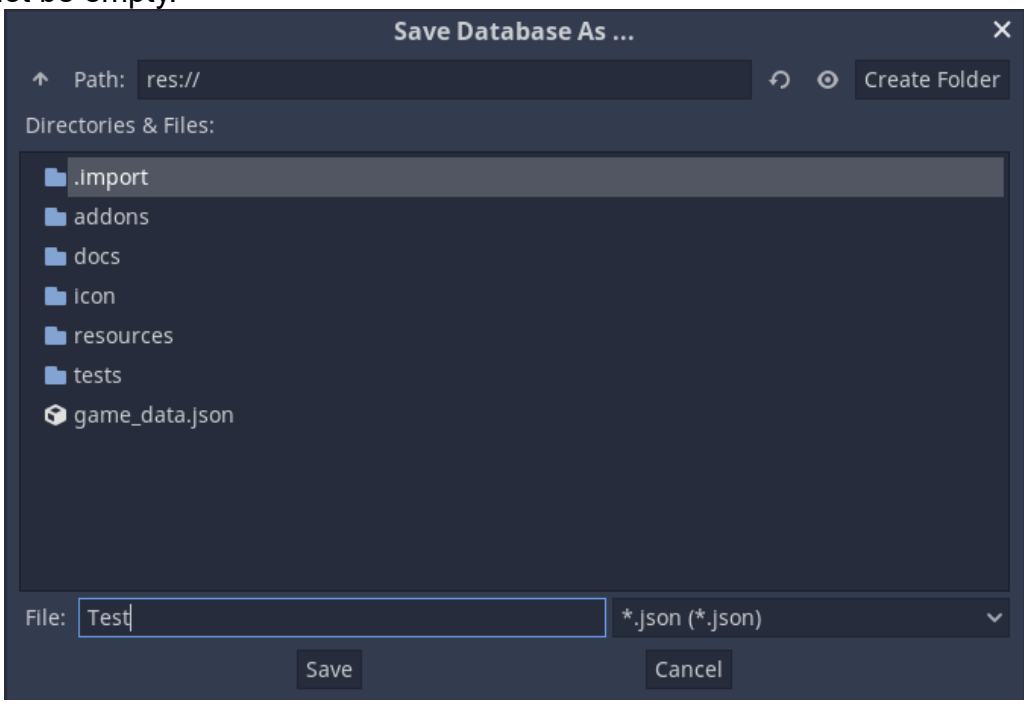
The workspace should look like the image below:

Saving a database:

Choose “File menu -> Save DB”.

Leave the file name as it is, or change it if you want to, and click the “Save” button.

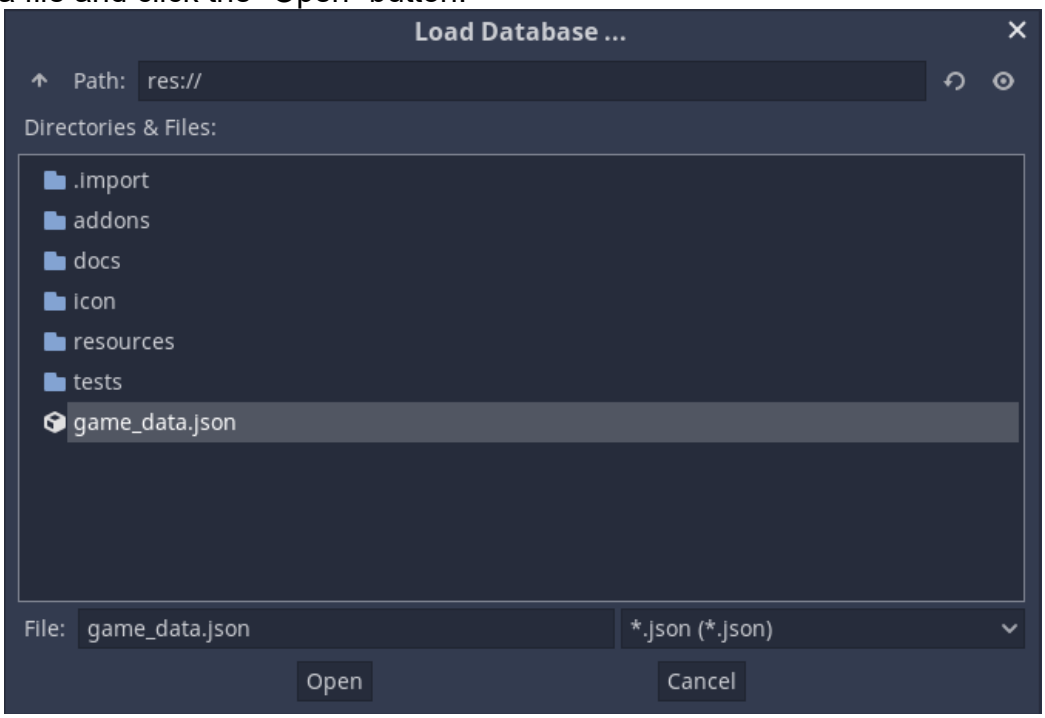
The file name cannot contain the following characters: "`~!@#$%^&*()=+[]{}\|;:'\",<.>/?". Also the file name cannot be empty.



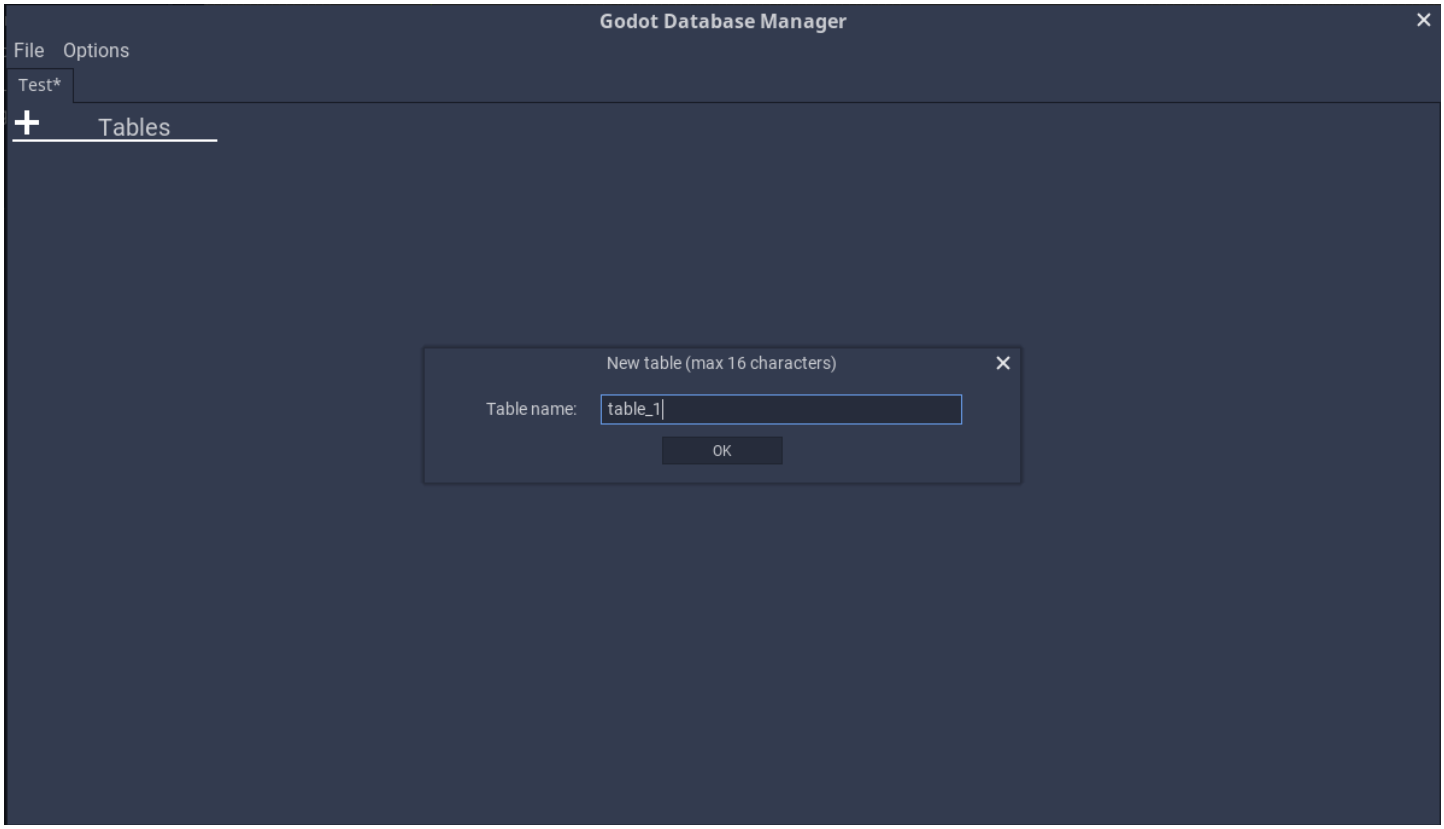
Once a database is saved to a file, that file will be associated to the database and next time when saving it, will not ask you to choose in which file you want to save it.

If you want to choose a different file, choose “File menu -> Save DB As ...”.

Loading a database:
Choose “File menu -> Load DB”.
Choose a file and click the “Open” button.



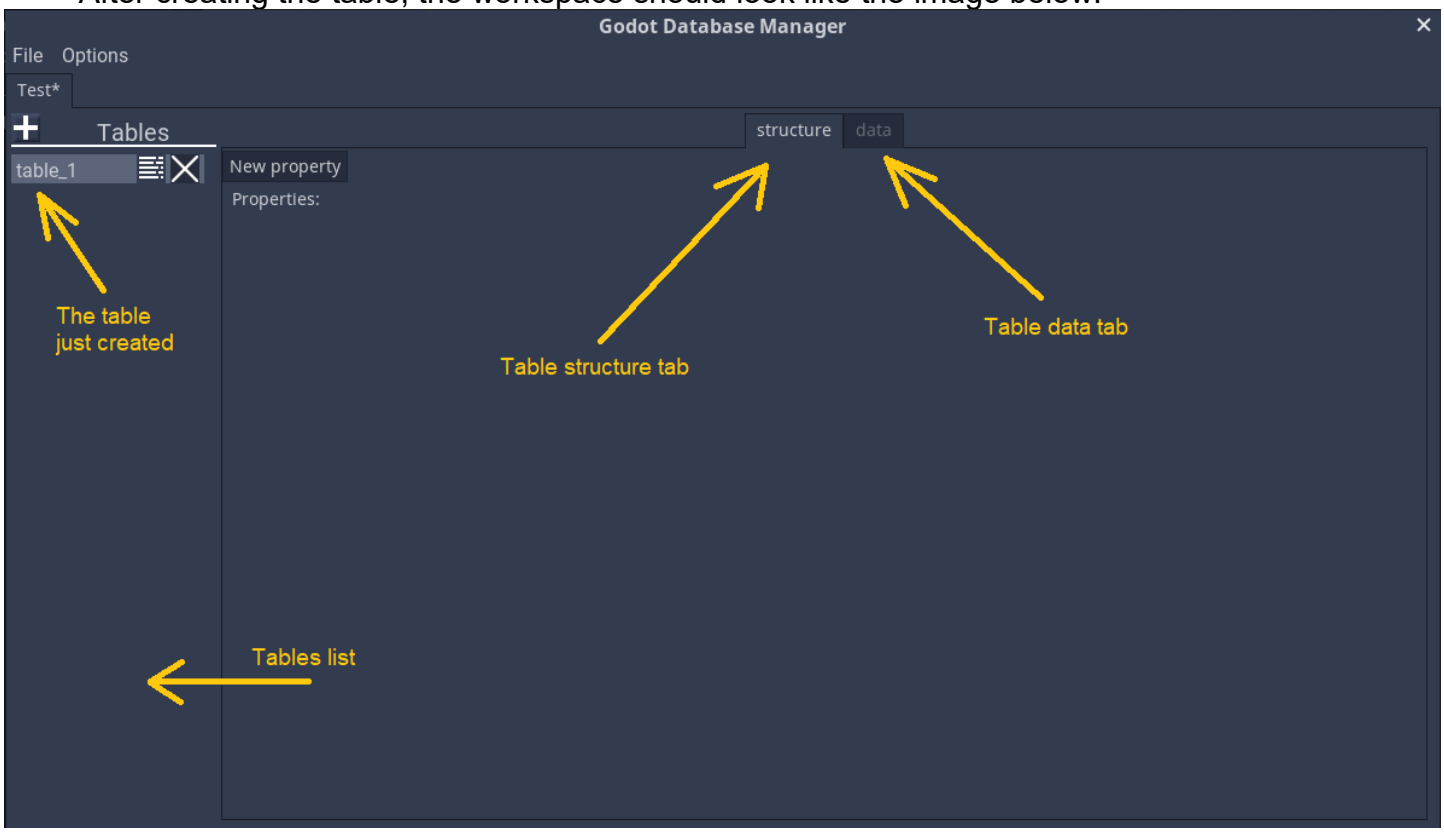
Creating a table and table editor interface:
Press the “+” button. Choose a table name and click the “OK” button.



There is a limit of 16 characters when choosing a table name.

OBS: the table name must be unique in the database.

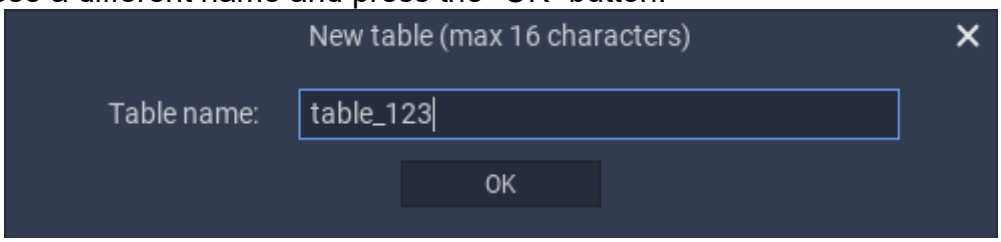
After creating the table, the workspace should look like the image below:



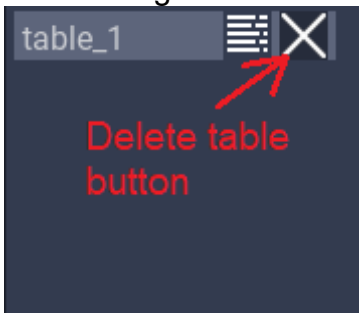
Renaming and deleting tables:

Click the “Edit Table” button. See the image below for more details:

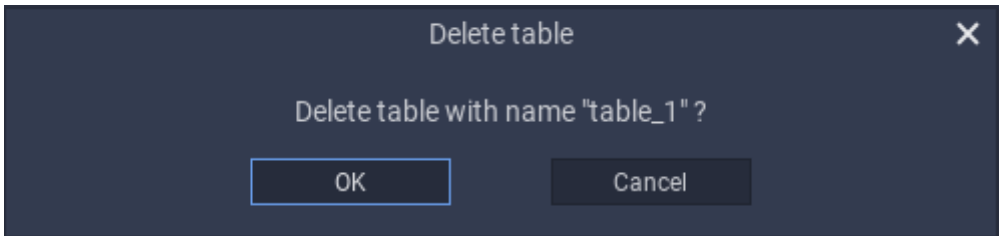
Then choose a different name and press the “OK” button.



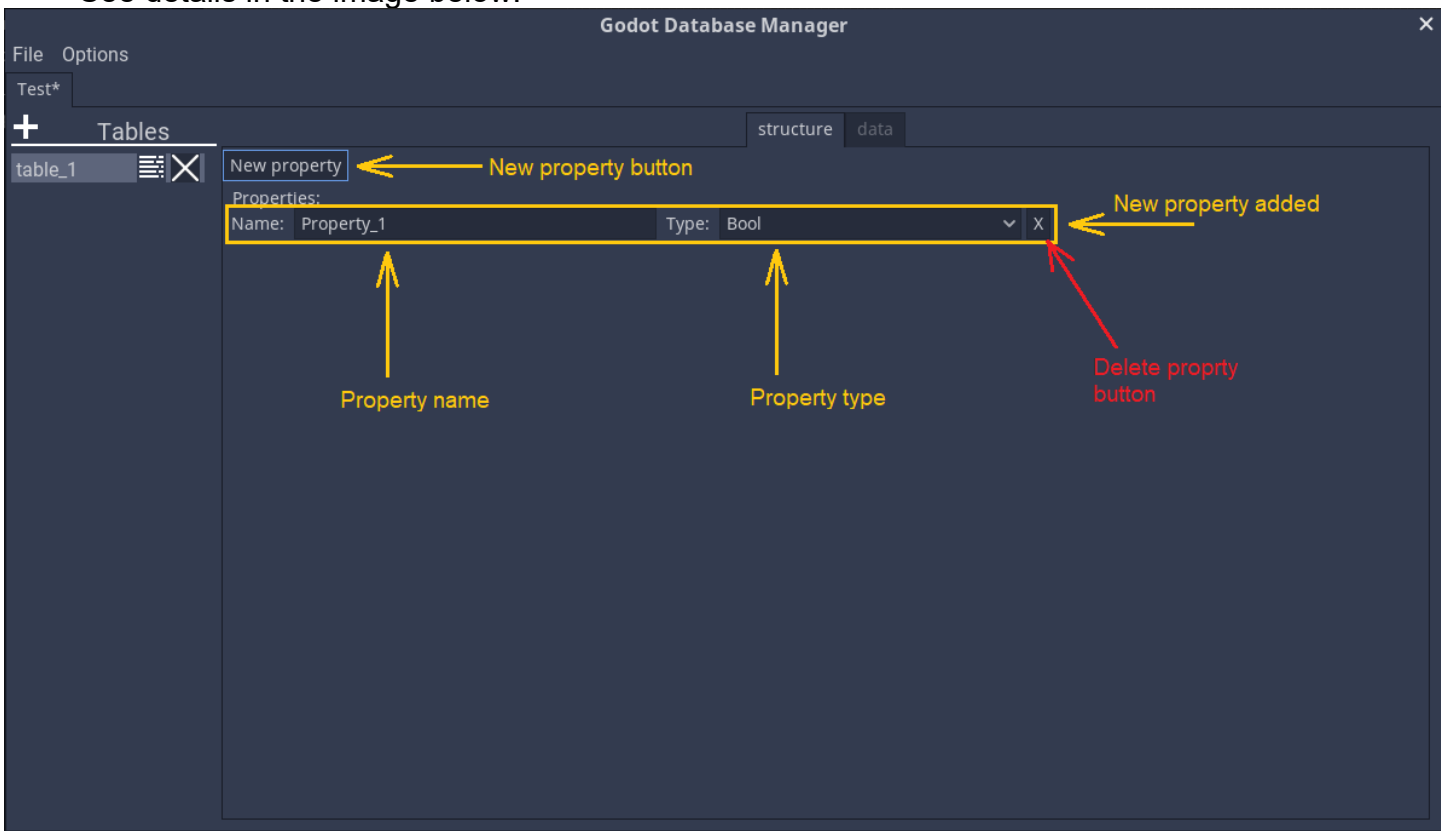
Click the “Delete Table” button. See the image below for more details:



Then confirm the deletion of the table:



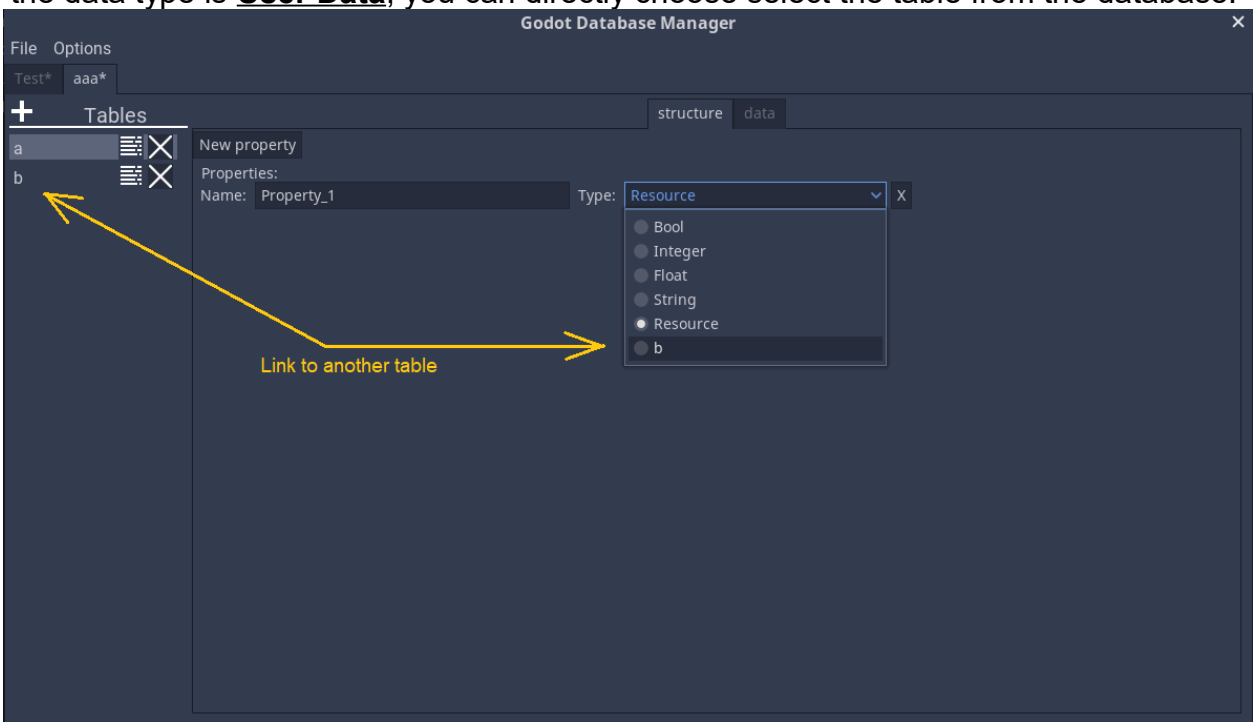
Creating, editing and deleting the properties:
Click on the “New property” button and a new property will automated be added in the table.
After that you can edit the property name and its type.
You can also delete a property by clicking the “Delete property” button.
See details in the image below:



The type of the property can be:
– **Boolean** (Bool): true or false.
– **Integer**: integer number.
– **Float**: floating point number.
– **String**: text.
– **Resource**: a link to a file that is a resource (text, image, sound, video, etc).
– **User data**: a link to another table from the database.

If the type is I**nteger**, you can also choose the option to auto increment the data. The default value is not auto increment.

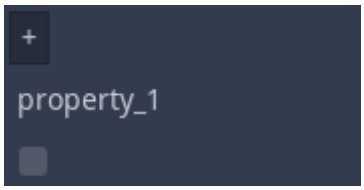
If the data type is **User Data**, you can directly choose select the table from the database.



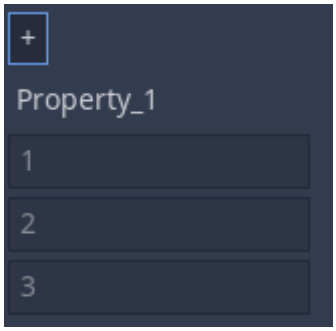
Adding and edit data

Click the “+” button to add data.

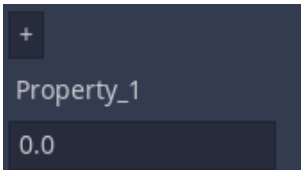
If the data type is **Boolean**, the data is represented by a checkbox and default is false (unchecked).



If the data type is **Integer**, the default value is 0. But if the auto increment option is set to true, the default value is 1 and the data cannot be edited. Also, if you add more data, the next values will be auto incremented.



If the data type is **Float**, the default value is 0.0.

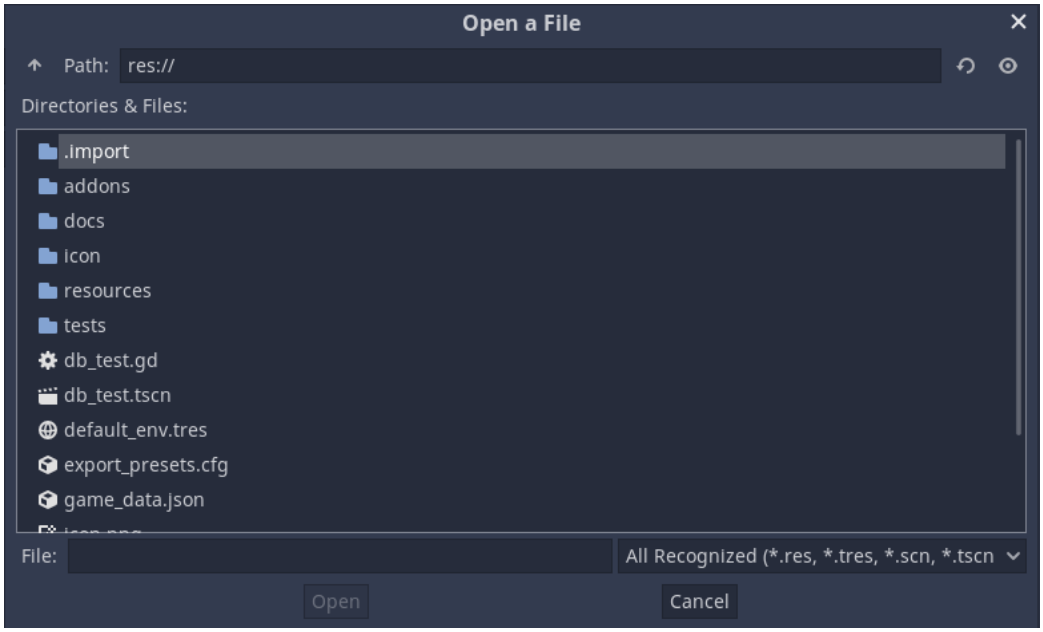


If the data type is **String**, the default data is “” (an empty string). The data can be edited via “Edit data” button or simply editing the text in the LineEdit control.

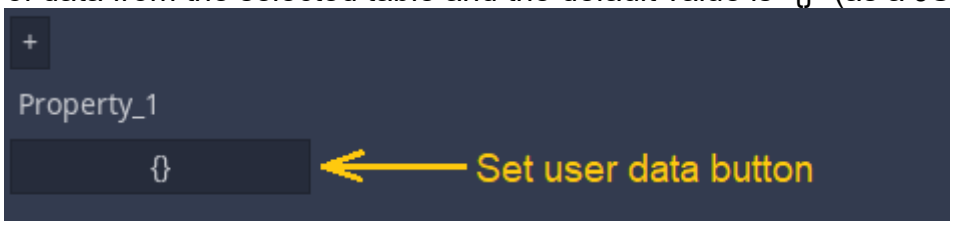
By pressing the “Edit Data” button, a text editor will show up letting you know to edit the data.

If the data type is **Resource**, editing the data is done via a button. The name of the button represents the data and the default value is “res://”.

By clicking the button, a dialog will shown up letting you to choose a resource file from the project files.



If the data type is **User Data**, editing the data is done via a button. The name of the button represents a row of data from the selected table and the default value is “{}” (as a JSON).



By clicking the button, a popup will show up letting you to choose a row of data from the selected table.