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.
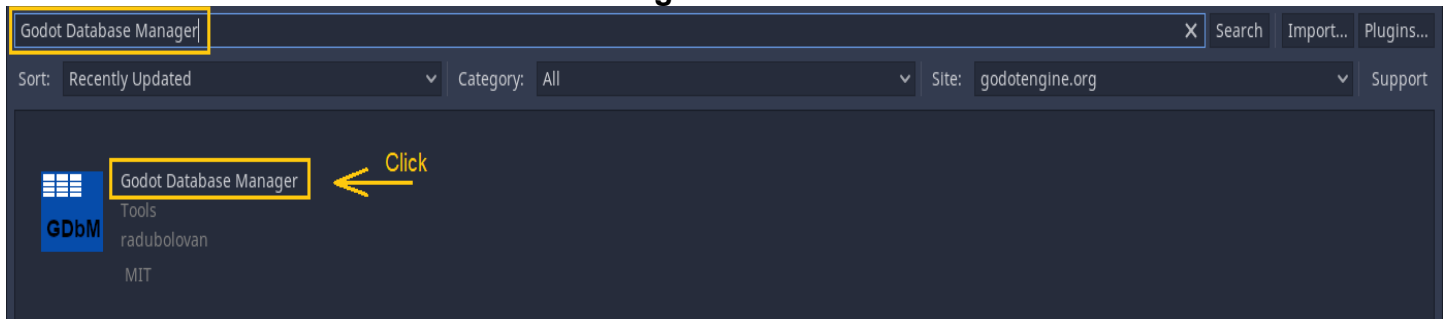
Installation:

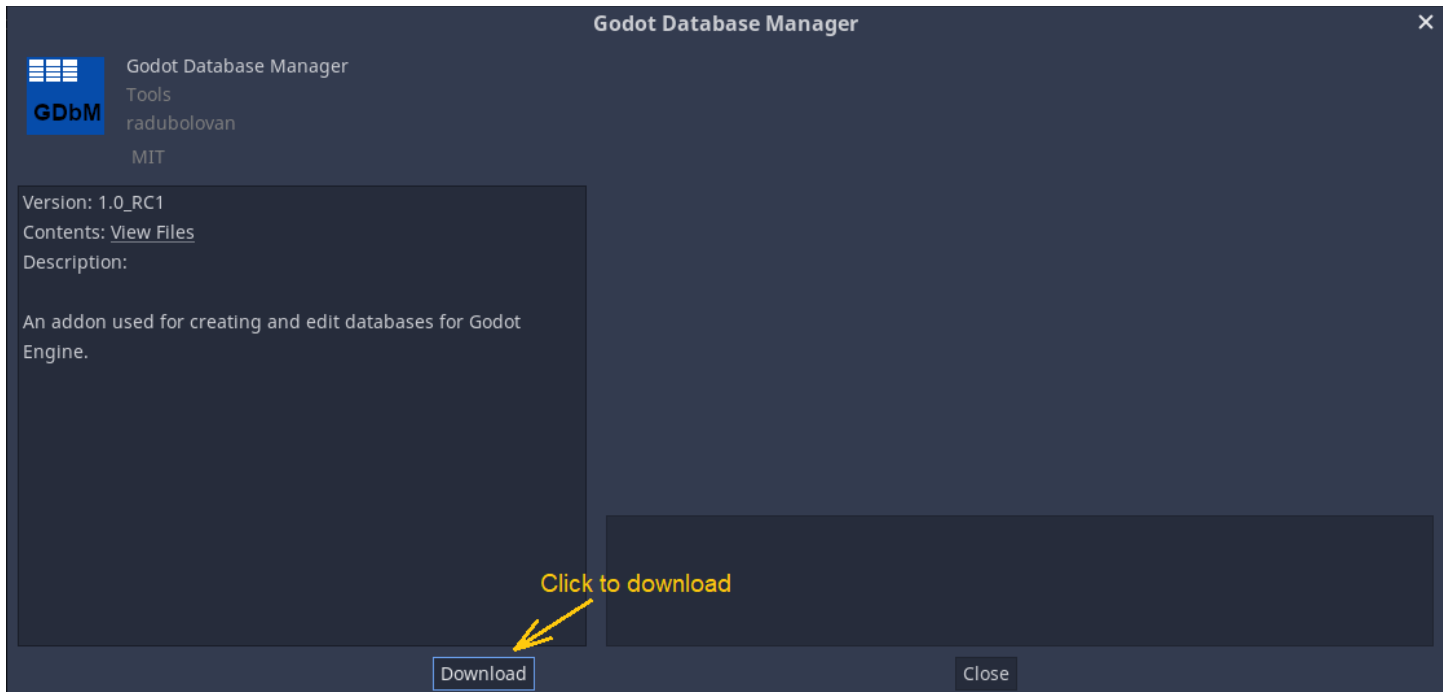There are two ways to download and install the plugin into your project.

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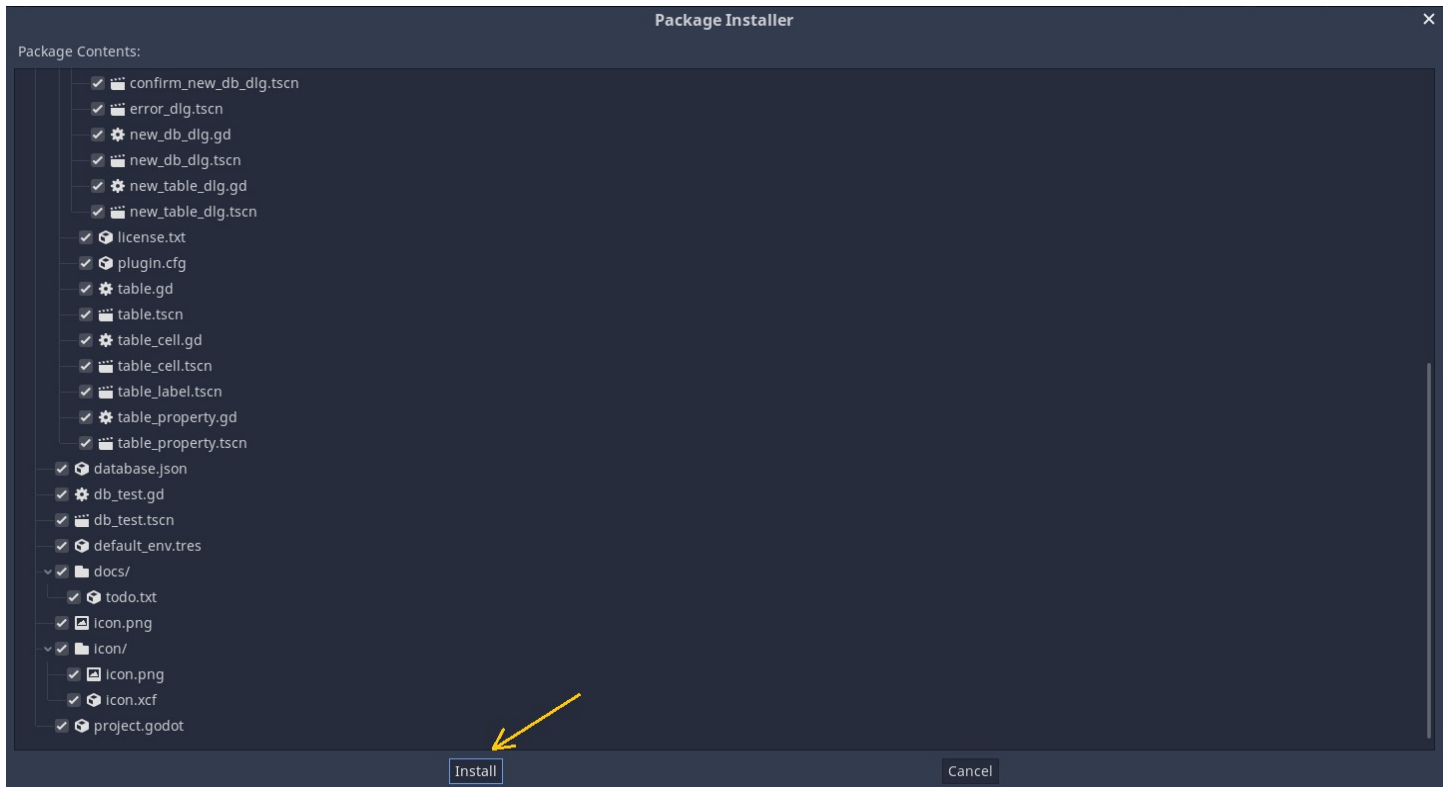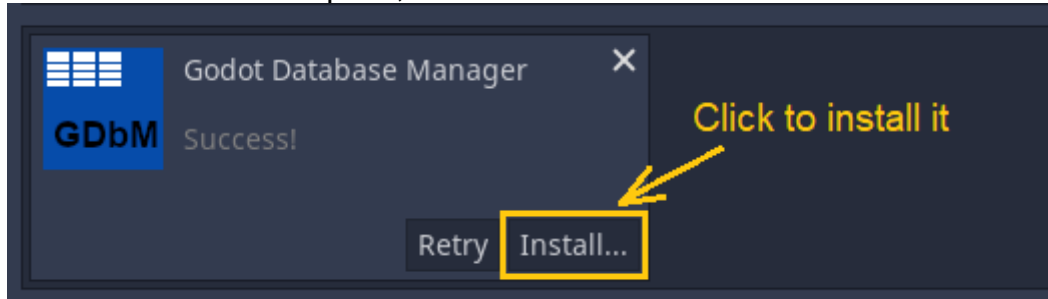

   ○   Search for "**Godot Database Manager**" and click on it.

   ○   Click on the "Download" button.

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

OBS: If you choose this option, you have to move the "addons" directory from the "prj" directory into your project's root directory.
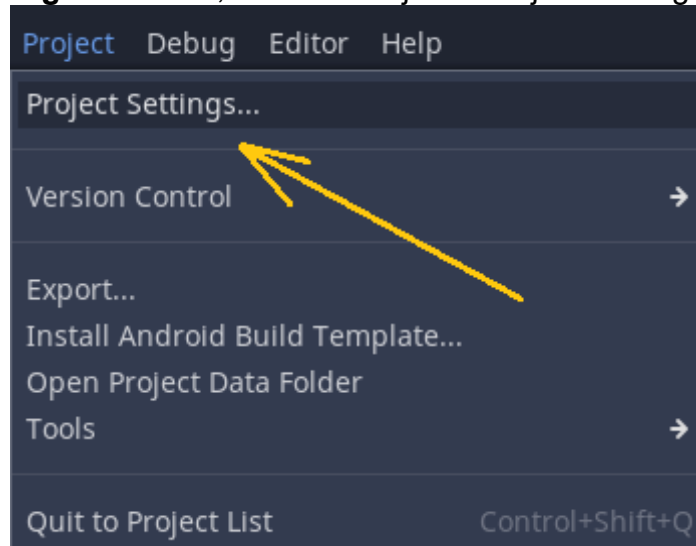
2) Download it from Github
   - You can download it from: https://github.com/radubolovan/Godot-Database-Manager
   - Choose the branch you want and download the archive
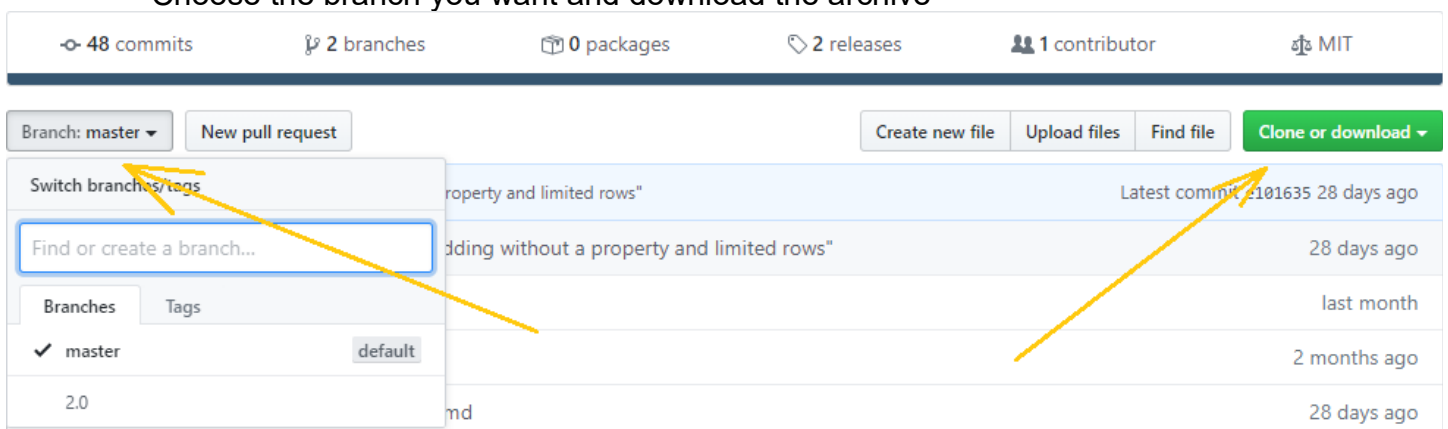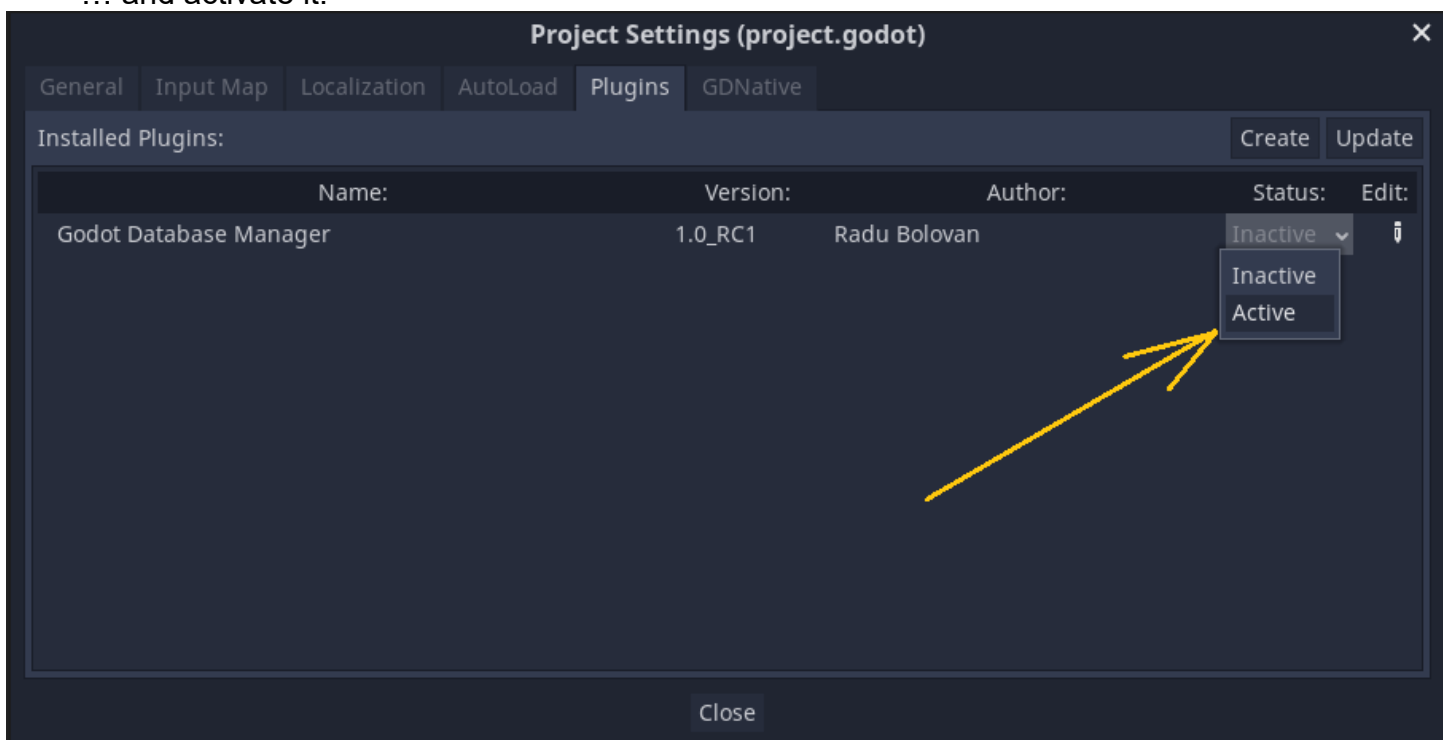

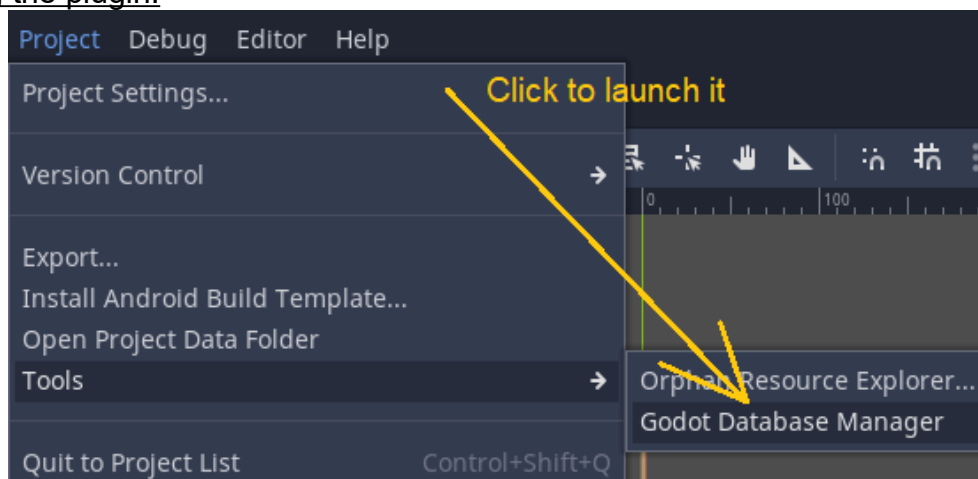- Copy the "addons/godot_db_manager" directory (folder) into your project.

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

… and activate it.

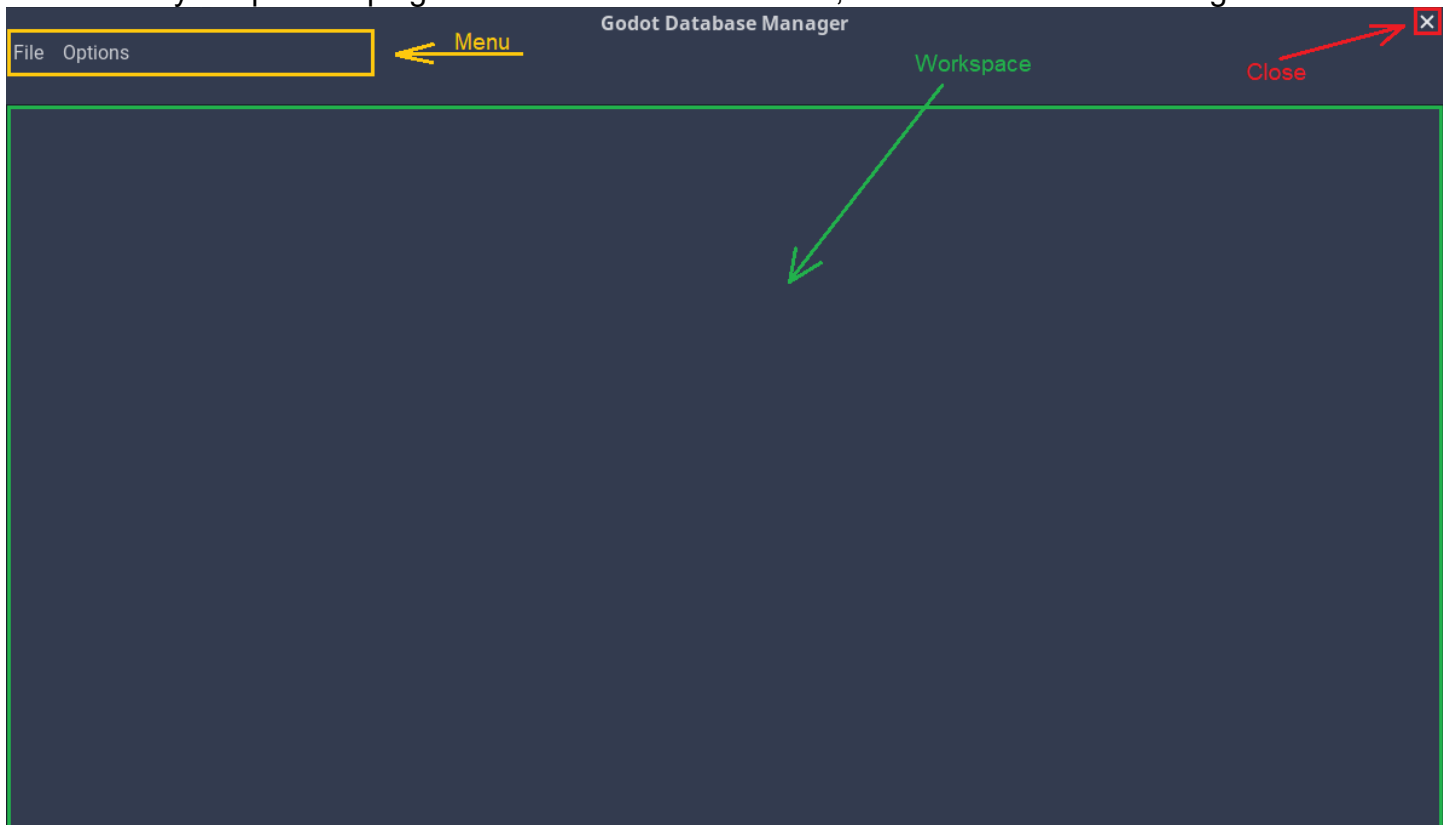Launching the plugin:

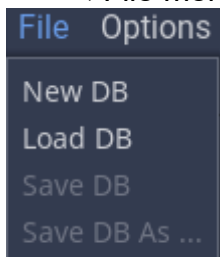When you open the plugin's interface for the first time, it should look like the image below.

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

Saving a database

Loading a database

Creating tables

Renaming tables

Erasing tables

Creating properties

Editing properties

Erasing properties

Adding and edit data