

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.

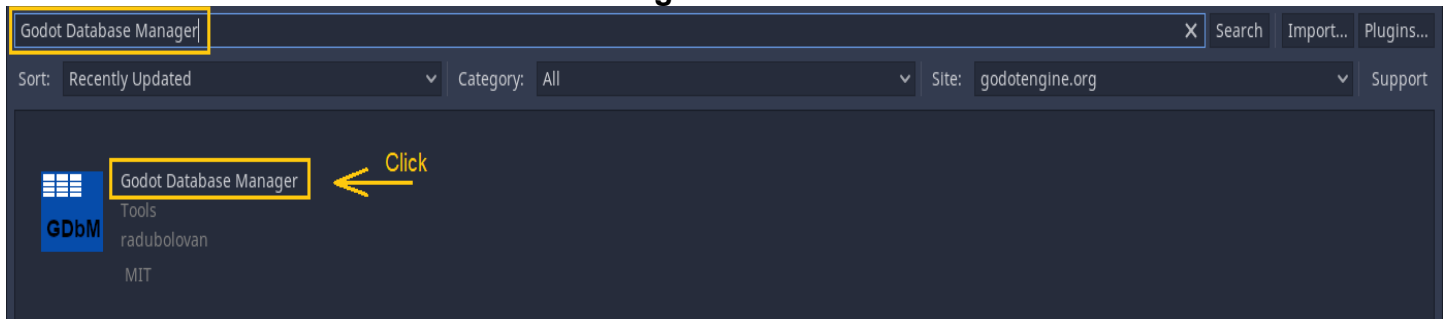
Installation:

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

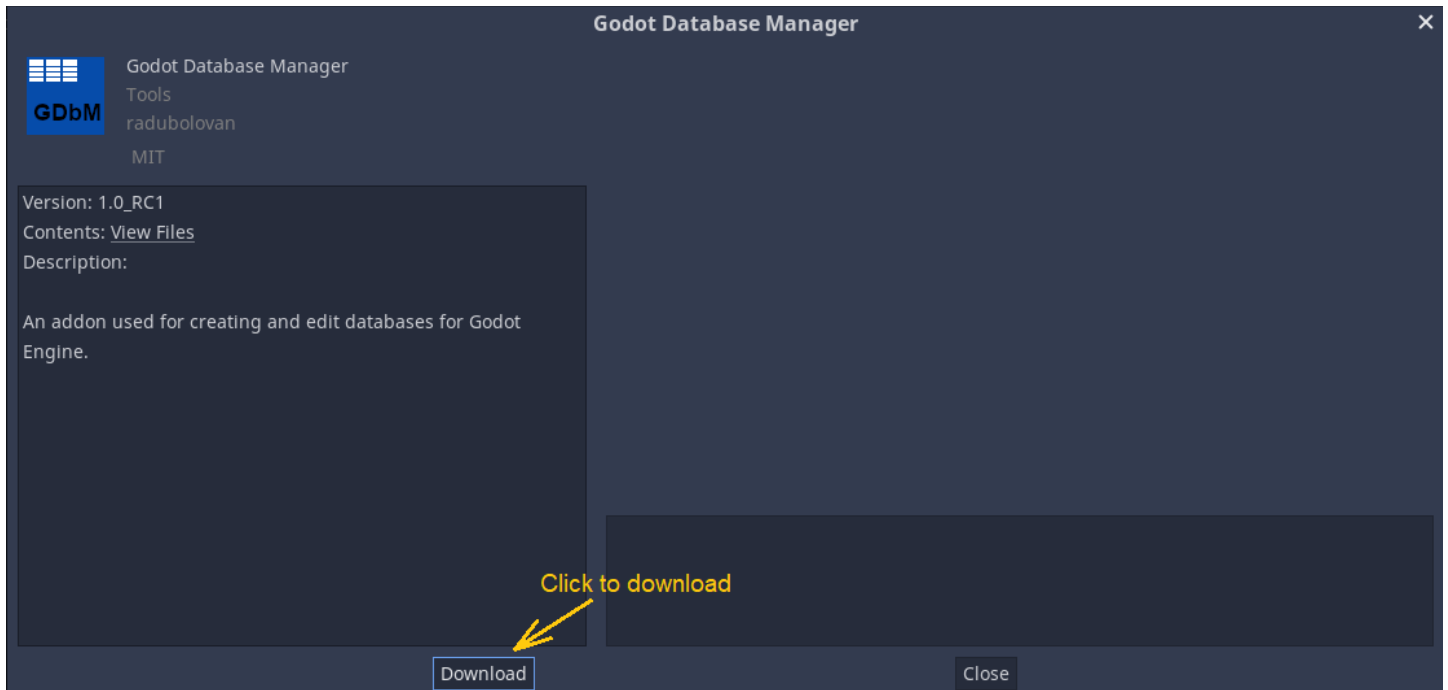
- 1) Directly in the **Godot Game Engine**'s editor through **Godot Asset Library**:
 - Open **Godot Game Engine** editor and access the AssetLib.



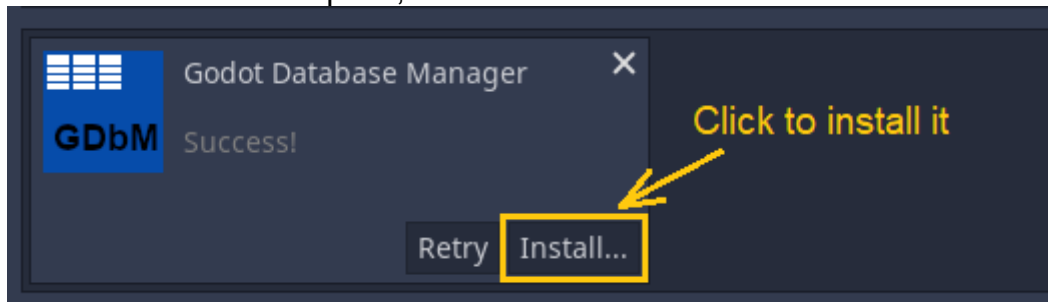
- Search for “**Godot Database Manager**” and click on it.



- Click on the “Download” button.

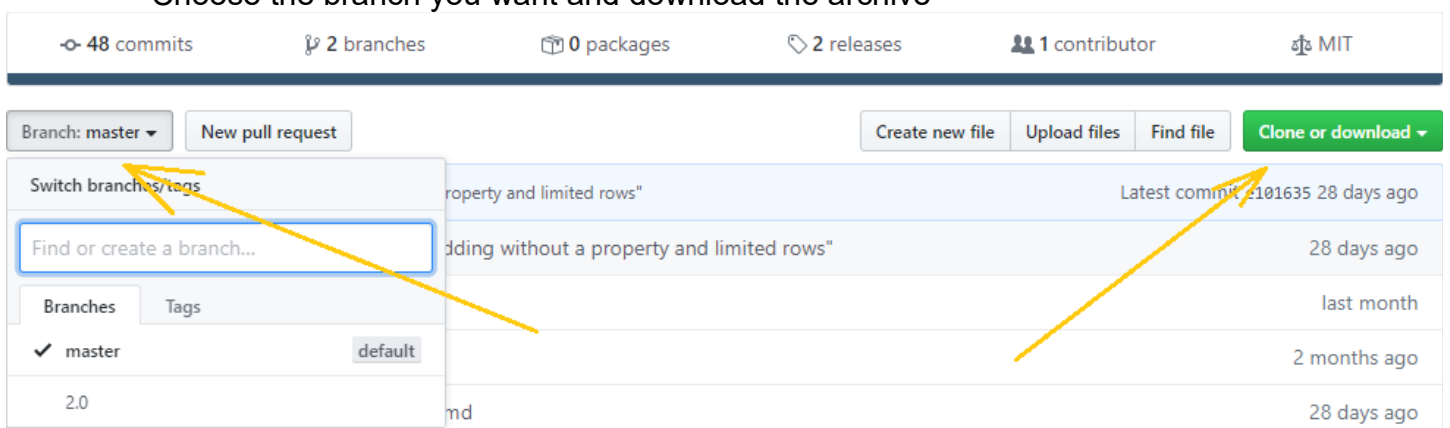


- After the download is complete, click on the “Install...” button.



2) Download it from Github

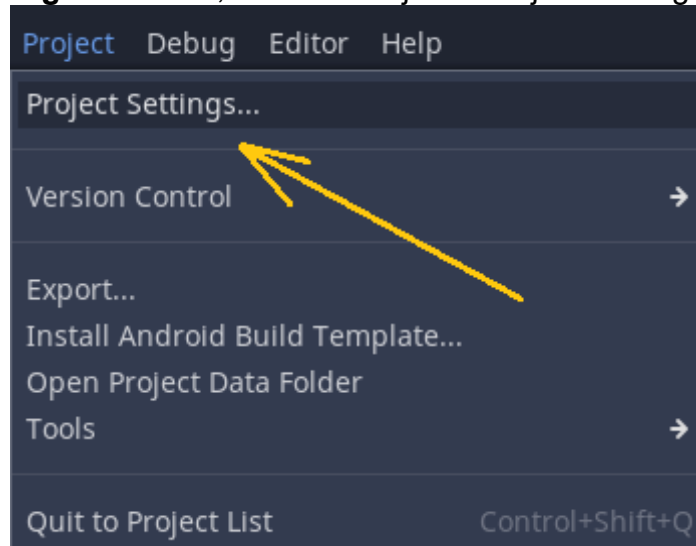
- You can download it from: <https://github.com/radubolovan/Godot-Database-Manager>
- Choose the branch you want and download the archive



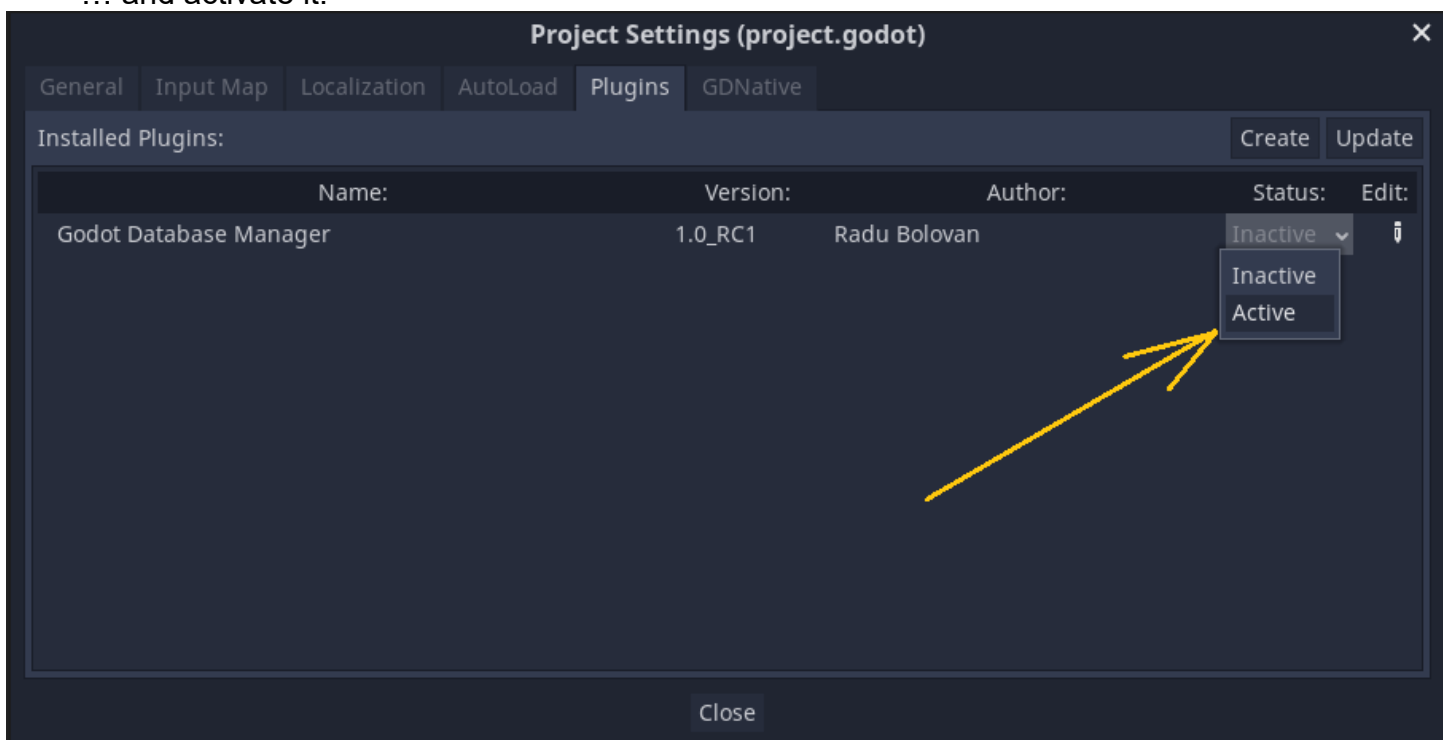
- Copy the "addons/godot_db_manager" directory (folder) into your project.

Activation:

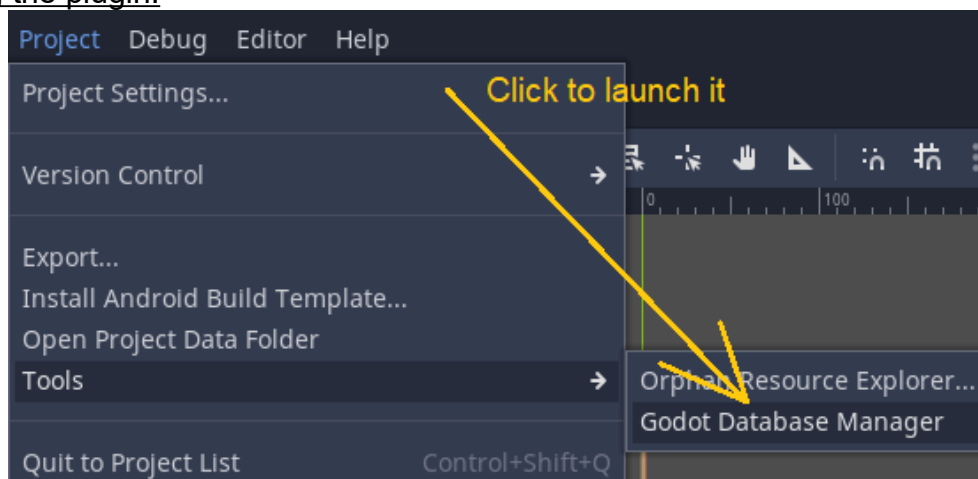
From **Godot Game Engine's** editor, access "Project->Project Settings..."



... and activate it.

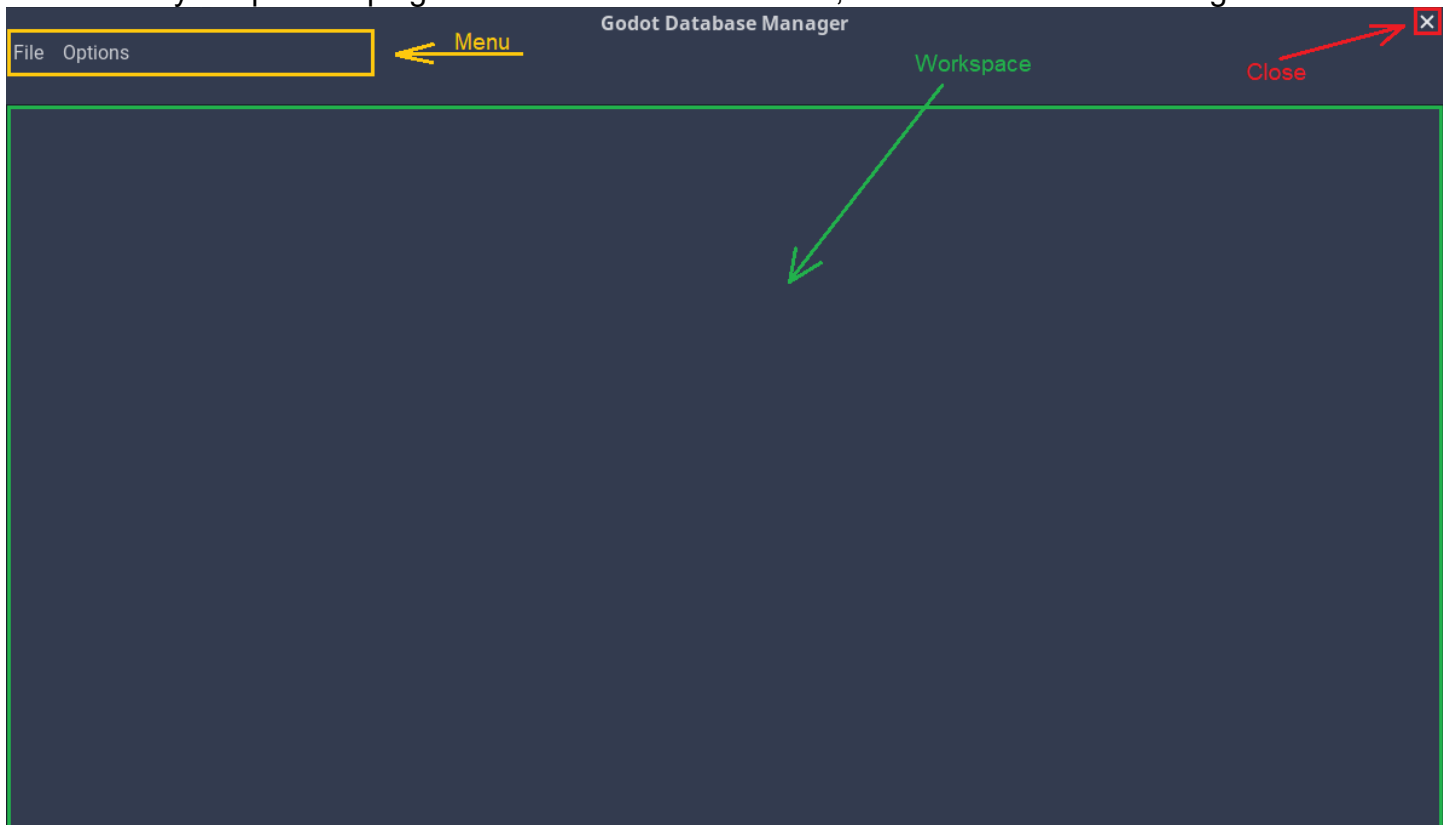


Launching the plugin:



The main interface:

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

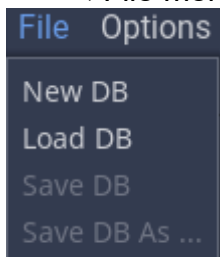


Close button

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.

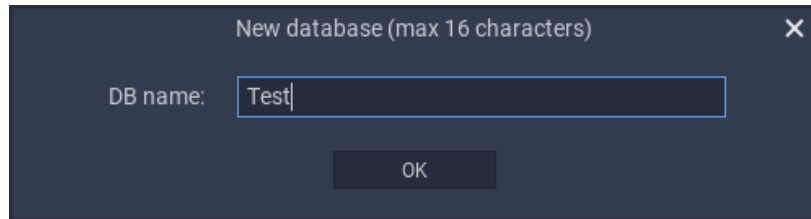
Workspace

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

Creating a new database:

Choose “File -> New DB”.

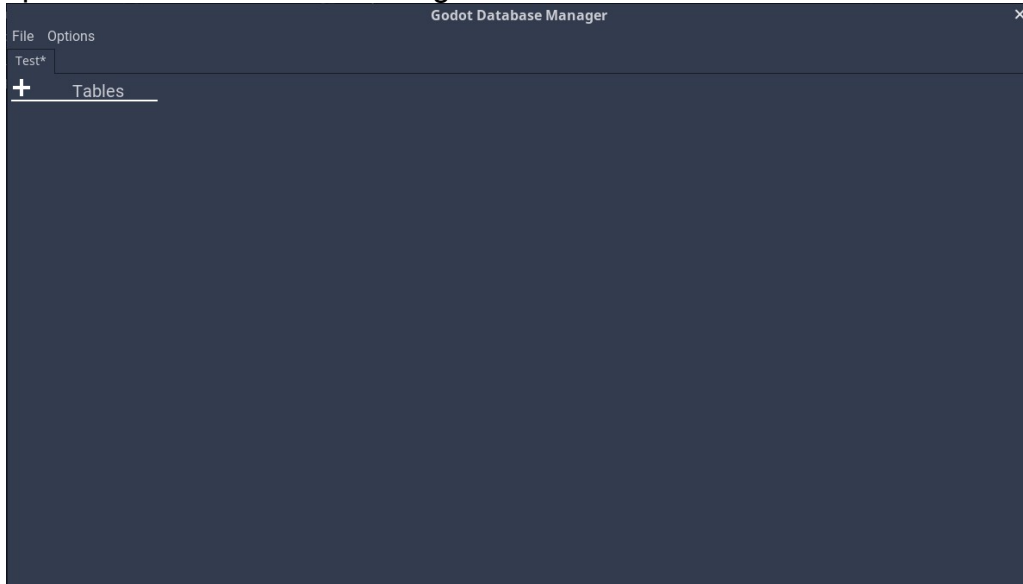
Type in the database name and click the “OK” button.



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:

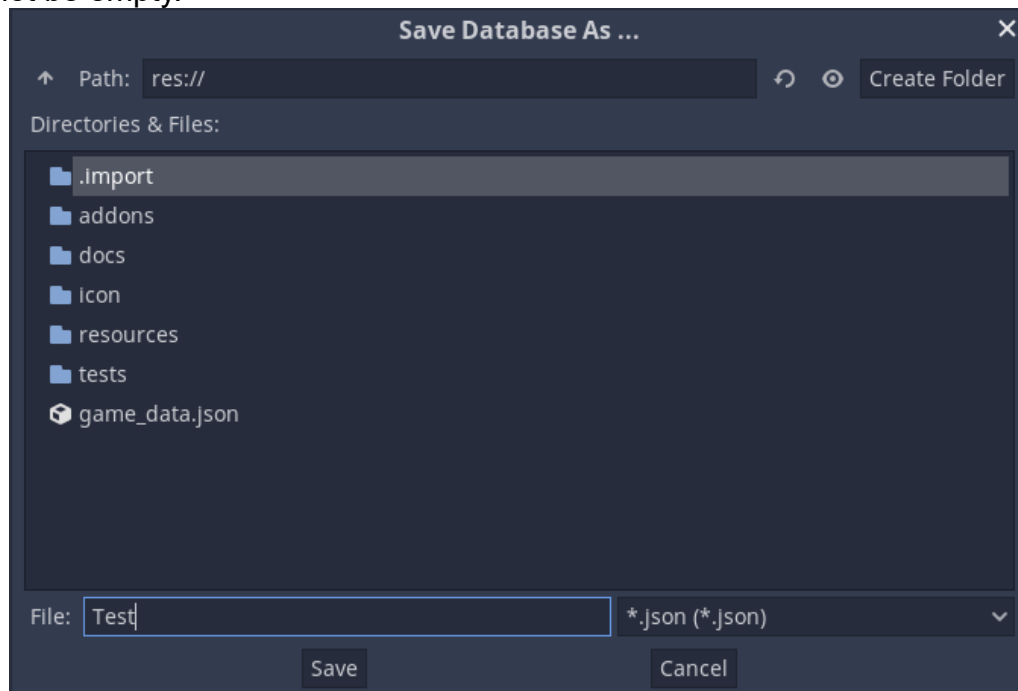


Saving a database:

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.



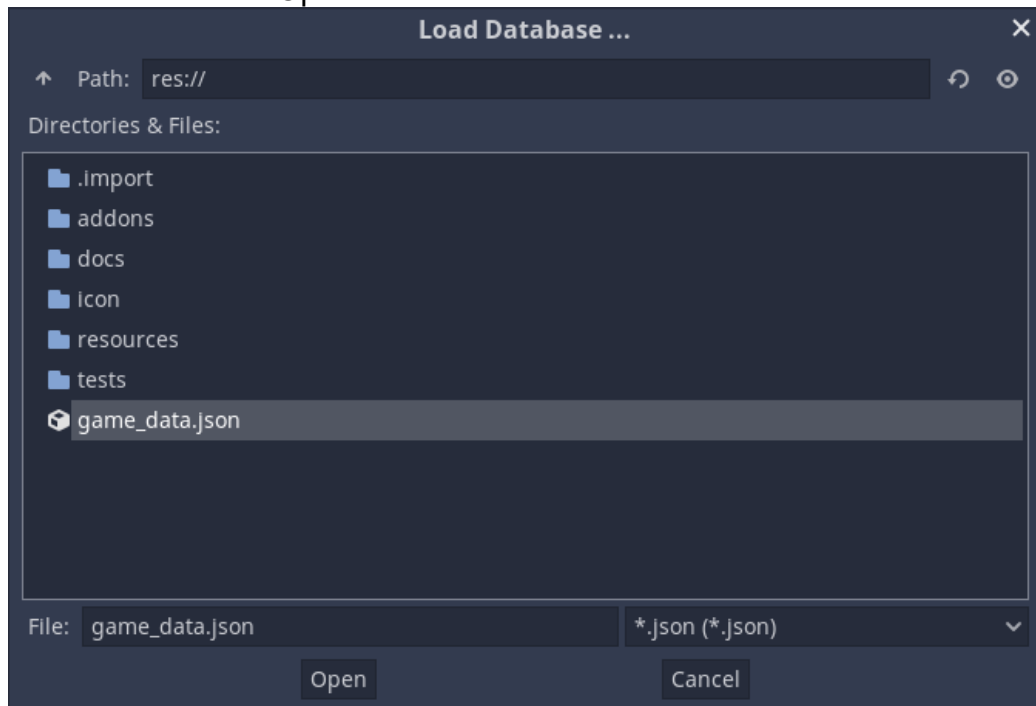
Once a database is saved to a file, that file will be associated to the database and next time when saving it, will not ask you to choose in which file you want to save it.

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

Loading a database:

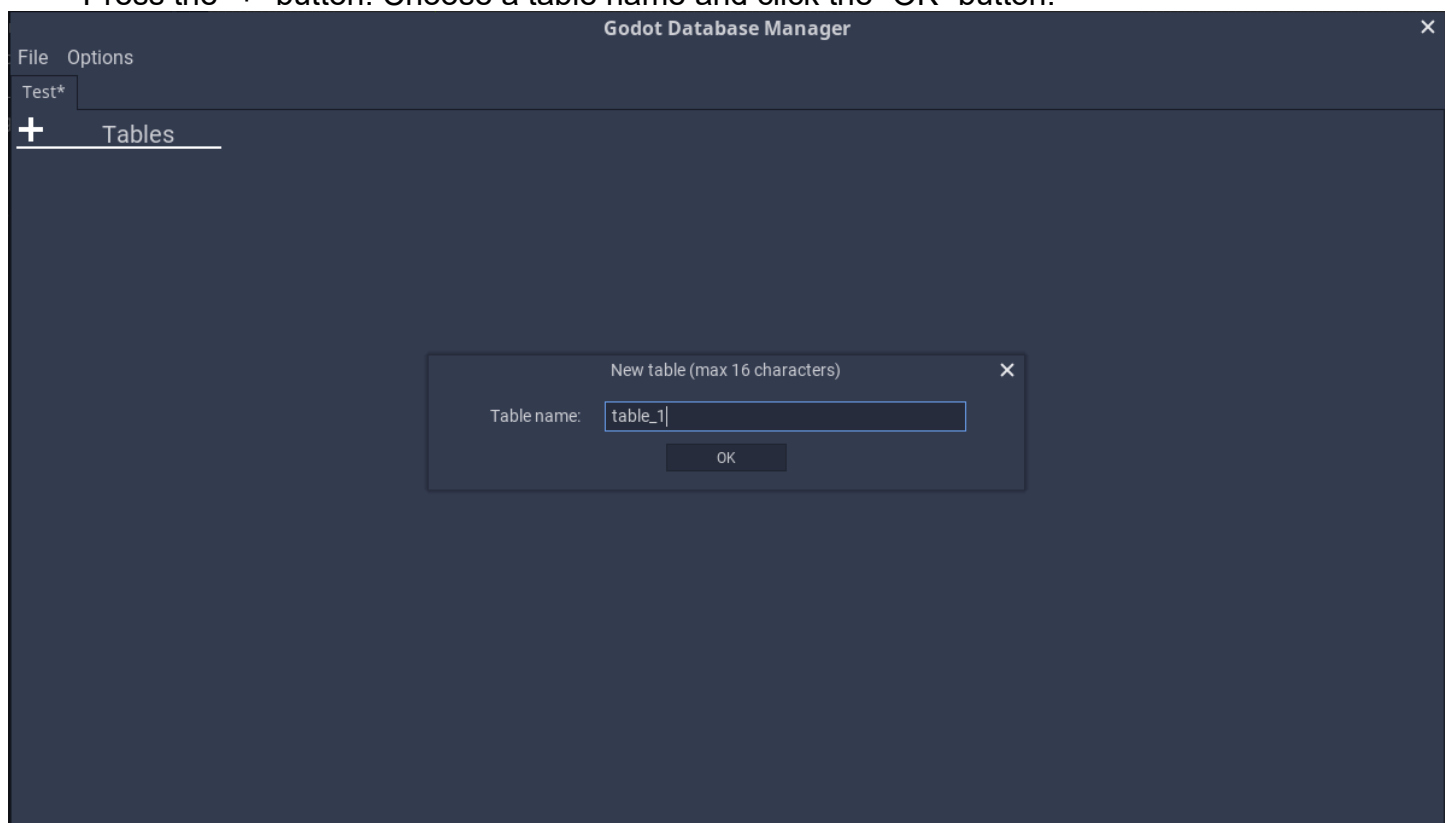
Choose “File menu -> Load DB”.

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:

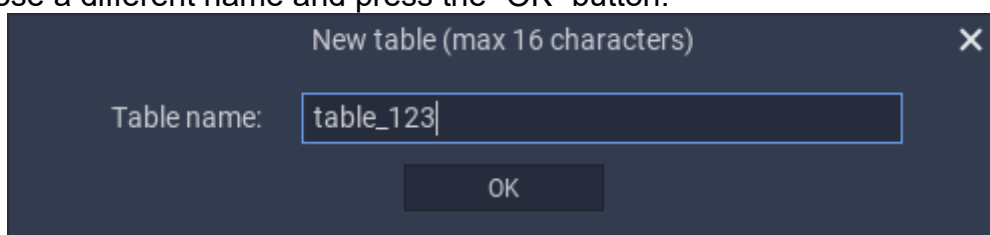


Renaming and deleting tables:

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



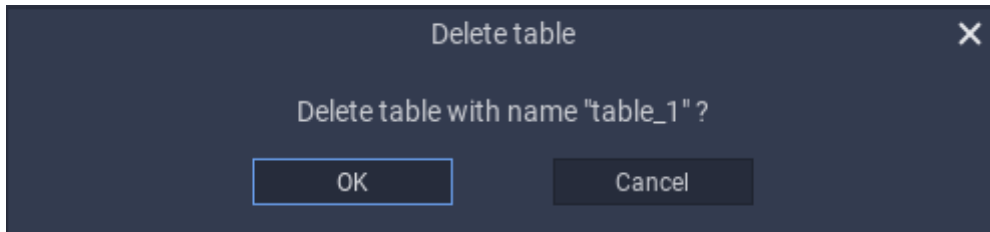
Then choose a different name and press the “OK” button.



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



Then confirm the deletion of the table:



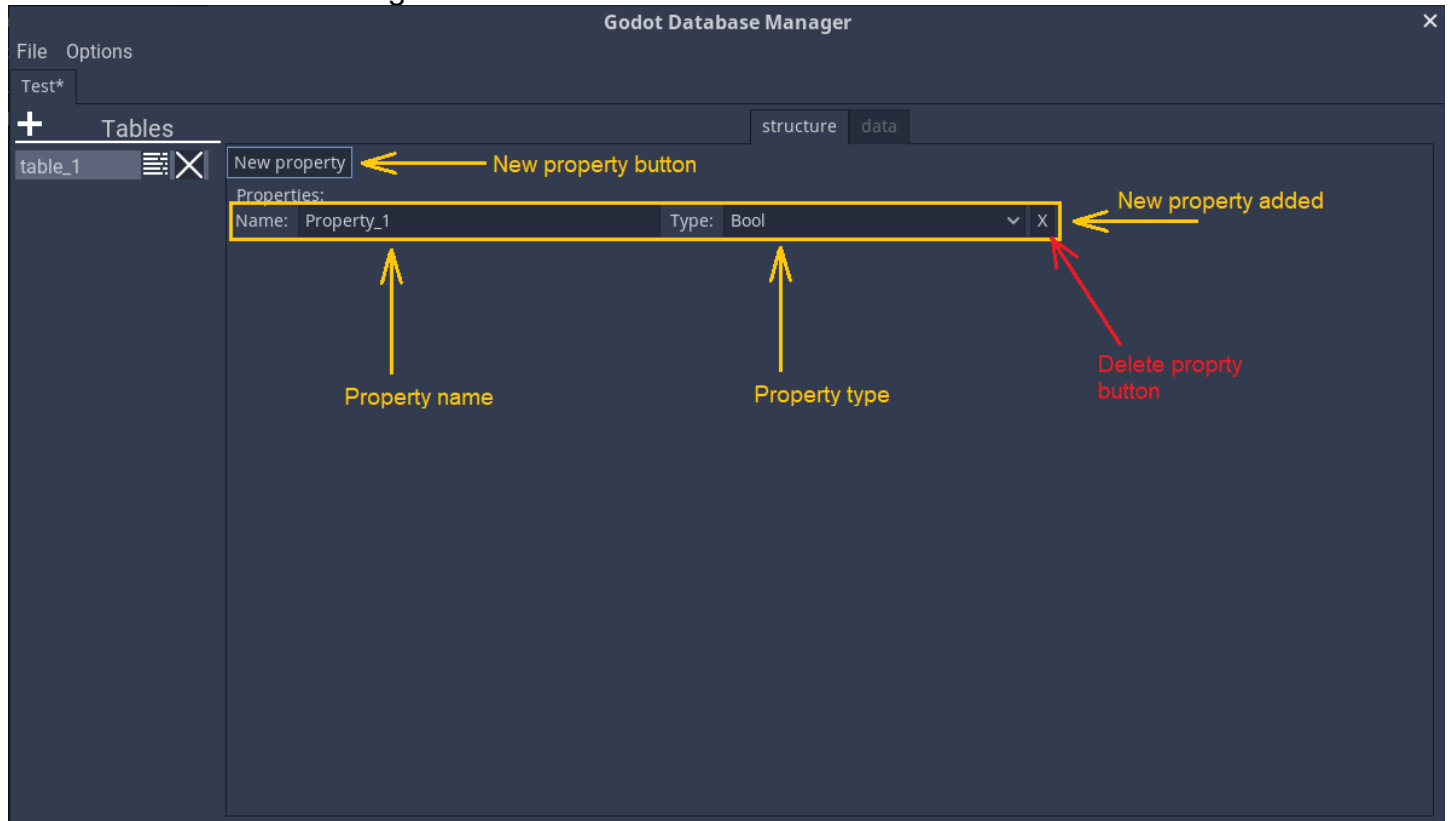
Creating, editing and deleting the properties:

Click on the "New property" button and a new property will automatically 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.

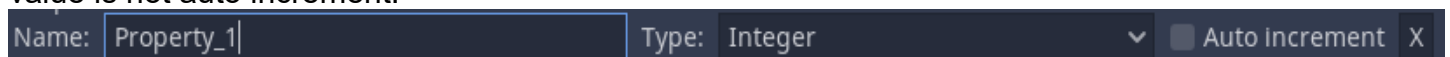
See details in the image below:



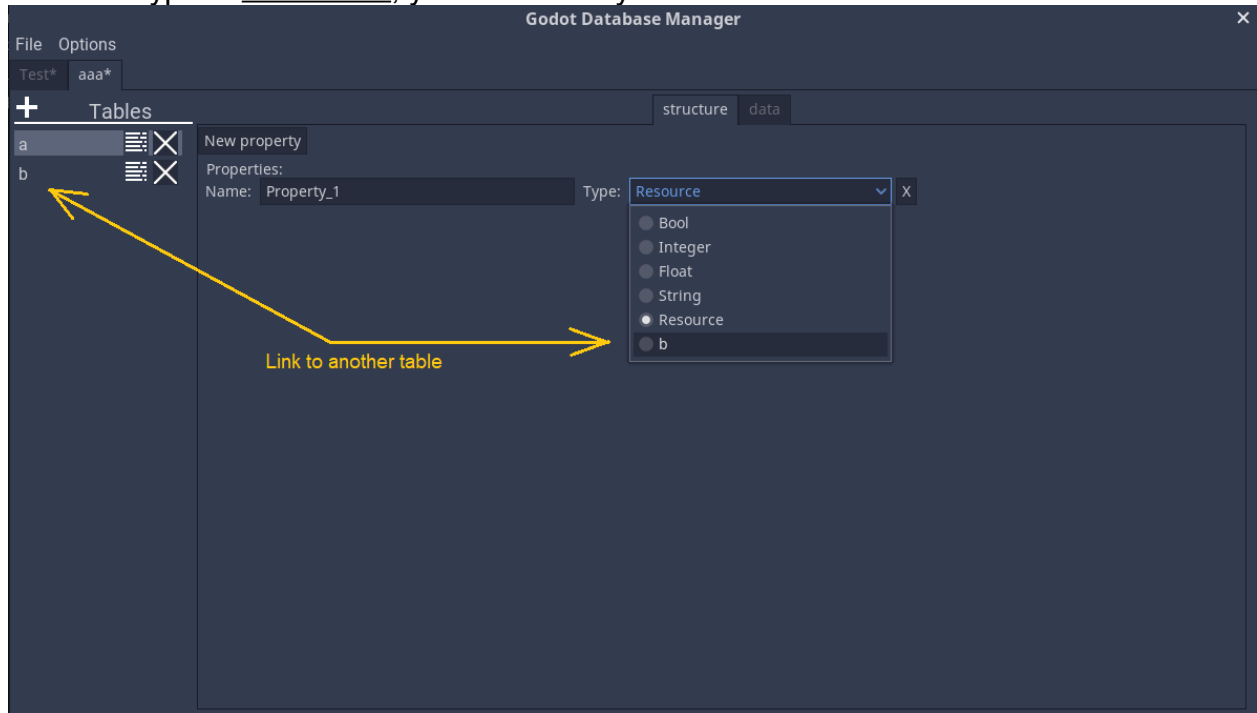
The type of the property can be:

- **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 **Integer**, you can also choose the option to auto increment the data. The default value is not auto increment.

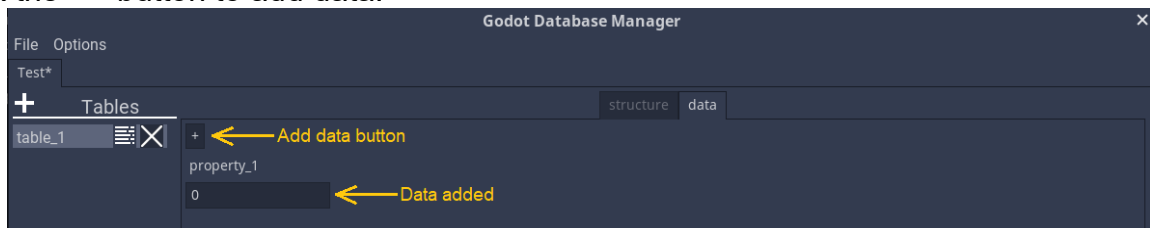


If the data type is **User Data**, you can directly choose select the table from the database.

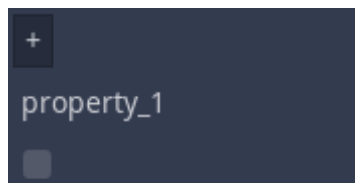


Adding and edit data

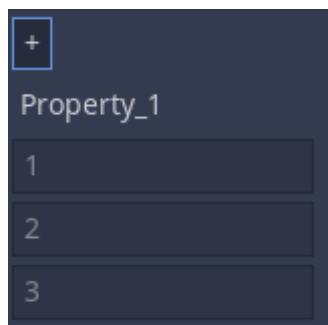
Click the “+” button to add data.



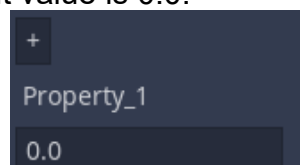
If the data type is **Boolean**, the data is represented by a checkbox and default is false (unchecked).



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.



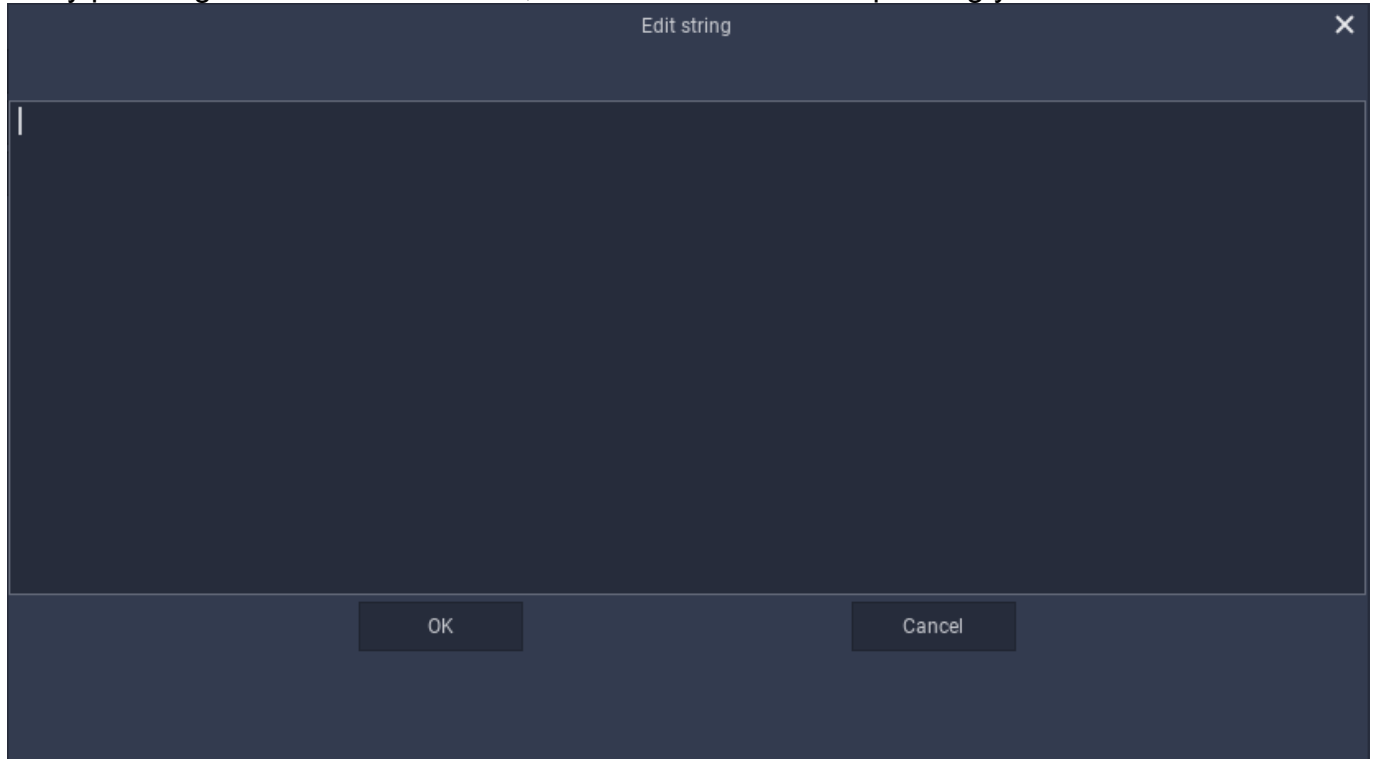
If the data type is **Float**, the default value is 0.0.



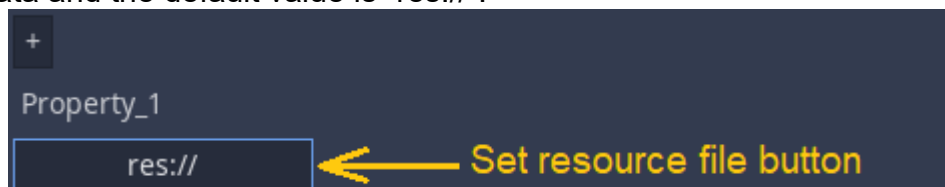
If the data type is **String**, the default data is "" (an empty string). The data can be edited via "Edit data" button or simply editing the text in the LineEdit control.



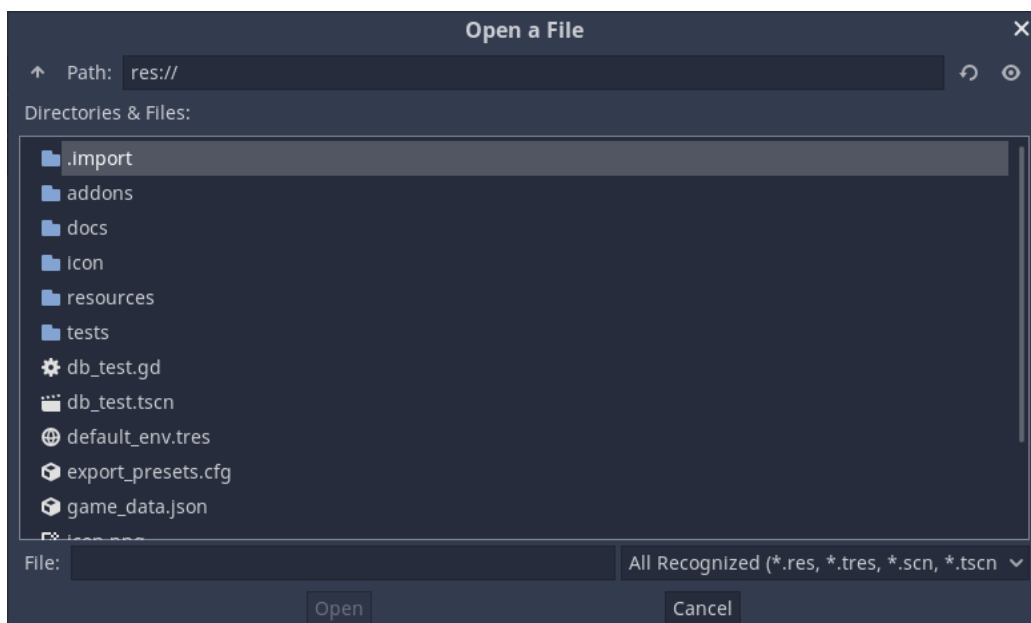
By pressing the "Edit Data" button, a text editor will show up letting you know to edit the data.



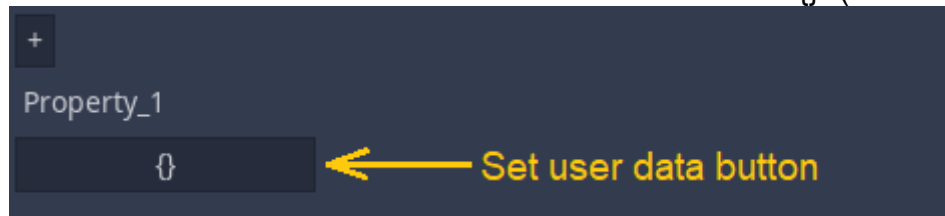
If the data type is **Resource**, editing the data is done via a button. The name of the button represents the data and the default value is "res://".



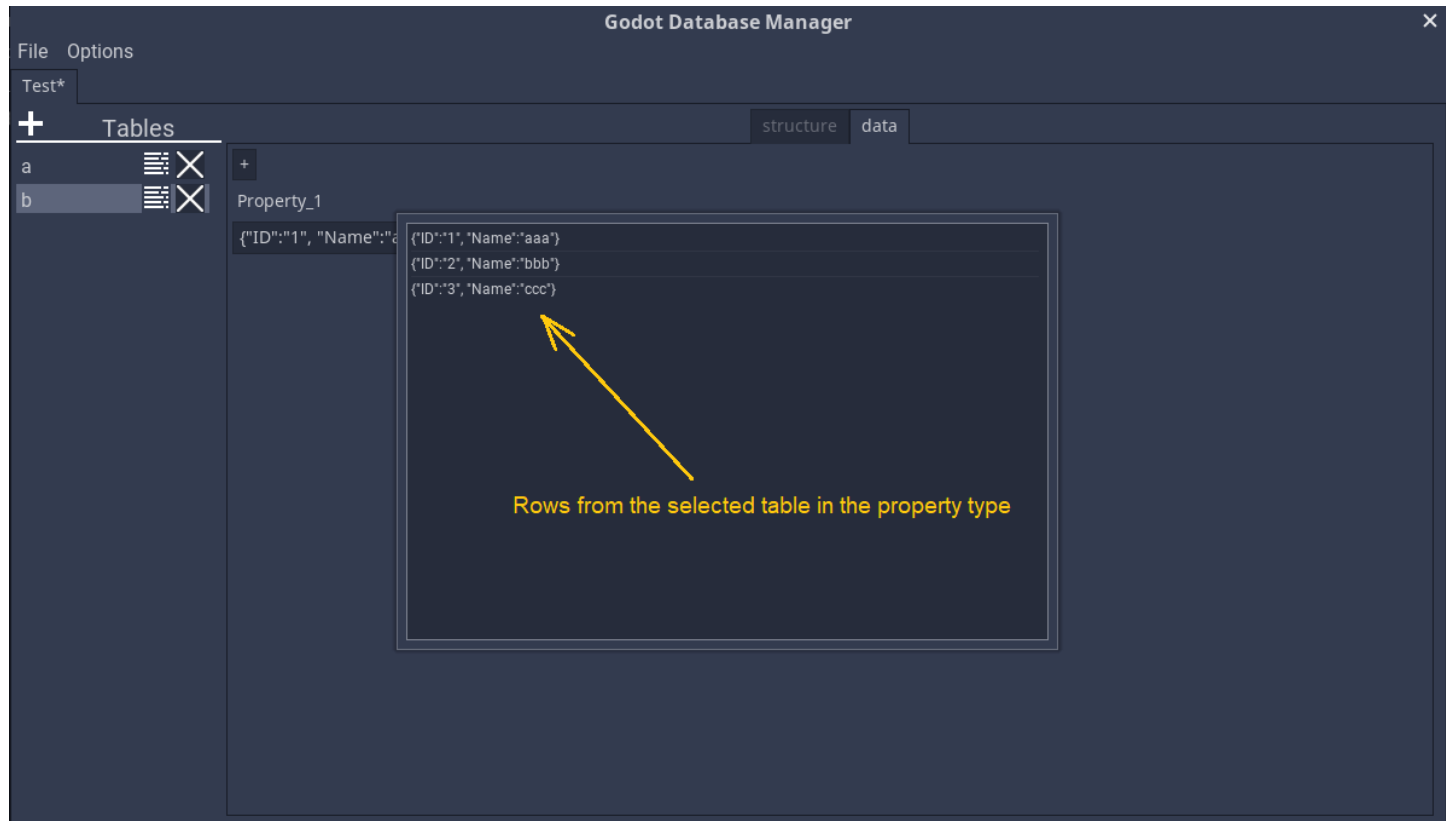
By clicking the button, a dialog will shown up letting you to choose a resource file from the project files.



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.



GDScript files and classes

Constants

File: /addons/godot_db_manager/core/GDDBConstants.gd

c_gddb_signature = "GDDB_ver"

- Godot Database Manager file signature.
- A constant for recognize the GDDB files.
- Type: String

c_gddb_ver = "_current_version_"

- Current API version
- Type: String

c_invalid_id = -1

- A constant used to recognize an integer that is not initialized.
- Type: int

c_max_db_name_len = 16

- A constant that represents the maximum length of a database name.
- Type: int

c_max_table_name_len = 16

- A constant that represents the maximum length of a table name.
- Type: int

c_invalid_characters = "~!@#\$\$%^&*()=+[]{}\\|;:\"\",<.>/?"

- A constant containing all the invalid characters when naming a database.
- Type: String

c_addon_main_path = "res://addons/godot_db_manager/"

- A constant used for easy access the plugin's path.
- Type: String

Types

File: /addons/godot_db_manager/core/GDDBTypes.gd

Database loading errors.

These are returned when loading a database.

e_db_invalid_file – Loading file is not a valid GDDB database file.

e_db_invalid_ver – The version of the loading database file is not the current one.

e_db_valid – The database has been loaded without errors.

Property types.

These are used to recognize the property types.

e_prop_type_bool – Boolean

e_prop_type_int – Integer

e_prop_type_float – Floating point

e_prop_type_string – String

e_prop_type_resource – Resource

e_data_types_count – Used for counting the property types

Data filters.

Used when querying the database for data.

e_data_filter_equal – the value of the data must be equal

e_data_filter_not_equal – the value of the data must be different

e_data_filter_less – the value of the data must be less

e_data_filter_greater – the value of the data must be greater

e_data_filter_lequal – the value of the data must be less or equal

e_data_filter_gequal – the value of the data must be greater or equal

Global functions

File: /addons/godot_db_manager/core/GDDBGlobals.gd

get_data_name(data_type : int) -> String

Description: returns the name of the data type

– Arguments:

–**data_type**: the type of the data. See **property type** enum for more info.

get_data_filter_name(data_filter_type : int) -> String

Description: returns the name of the data filter

– Arguments:

–**data_filter_type**: the type of the data filter. See **data filter** enum for more info.

check_db_name(db_name : String) -> bool

Description: checks name of a database. Returns **true** if the name of the database contains valid characters, otherwise **false**. See **c_invalid_characters** constant for more details.

– Arguments:

–**db_name**: the name of the database

get_json_from_row(table : Object, row_idx : int) -> String

Description: returns a json out of a row data from a table

– Arguments:

–**table**: the table in the database

–**row_idx**: the index of the row in the table

get_digits_count(number : int) -> int

Description: returns the count of the digits out of a number

– Arguments:

–**number**: an arbitrary number

handle_string(text : String) -> String

Description: replace special characters in a string to handle properly saving it into a database.

– Arguments:

–**text**: the original text

Classes

class GDDBMan

Description: Godot database manager

Extends: Object

Members:

m_databases – array of databases

Methods:

add_database(db_name : String) -> int

Description: adds a database. Returns the id of the database just inserted or **c_invalid_id** if the database cannot be added.

– Arguments:

–**db_name**: the name of the database to be added. The name must be unique.

load_database(filepath : String) -> int

Description: loads a database from a file. Returns the id of the database or an error code. See “Database Loading Errors” for more details.

– Arguments:

–**filepath**: the path of the database file.

erase_db_at(idx : int) -> void

Description: deletes a database at a given index.

– Arguments:

–**idx**: the index of the database.

erase_db_by_id(db_id : int) -> void

Description: deletes a database by an id.

– Arguments:

–**db_id**: the id of the database.

erase_db_by_name(db_name : String) -> void

Description: deletes a database by a name.

– Arguments:

–**db_name**: the name of the database.

get_databases_count() -> int

Description: returns the databases count.

get_db_at(idx : int) -> Object

Description: returns a database at a given index.

– Arguments:

–**idx**: the index of the database.

get_db_by_id(db_id : int) -> Object

Description: returns a database by an id.

– Arguments:

–**db_id**: the id of the database.

get_db_by_name(db_name : String) -> Object

Description: returns a database by a name.

– Arguments:

–**db_name**: the name of the database.

generate_new_db_id() -> int

Description: generates a new database id. Internal usage.

can_add_db(db_name : String) -> bool

Description: checks if a database with the same name already exists. Returns **true** if the name is unique, otherwise **false**.

– Arguments:

–**db_name**: the name of the database.

clear() -> void

Description: clears all databases and the array.

dump(to_console : bool = false) -> String

Description: dumps the content of the database. Returns a string containing the dump.

– Arguments:

–**to_console**: if true, the dump will also be added to the debug console.