



Game Data Editor

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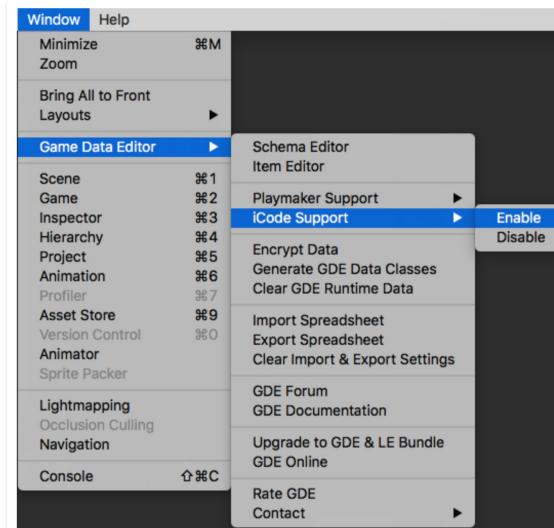
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iCode Quick Start Guide v2.6.2 (Paid Version Only)

Our custom iCode actions provide an easy way to access your Game Data in your FSMs. Here's how to get started.

1. Enable GDE iCode Support

To enable iCode Support for your target platform, go to Game Data Editor→iCode Support→Enable menu. Be sure to enable iCode support for every platform you want to build for.



2. Initialize GDE Manager

Before you can read your data, you must initialize the GDE Manager. To do this, add the GDE Manager Init action to your FSM. Set the GDEData File Name field to the name of your data file (without the extension). The default is: "gde_data"

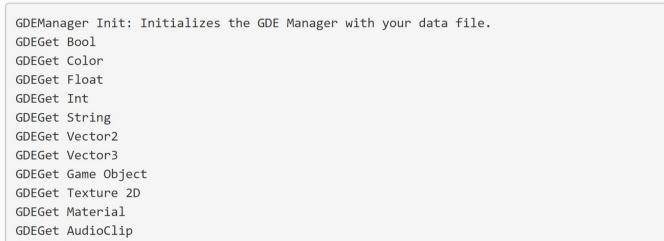


If you encrypted your data with GDE, be sure to check the Encrypted checkbox. Also, add "_enc" to the end of your file name. If your data file name is "gde_data.txt", initialize with "gde_data_enc" as the file name.



3. Reading Data

Use these actions to read data from an Item.



For example, if the Arrok Character data looked like this:



The screenshot shows the Game Data Editor interface. At the top, there are buttons for Save, Import (Source (Google Drive): GDE v2.6 Demo), Actions, and Export (Destination (Google Drive): GDE v2.6 Demo). Below that is a search bar and a message indicating 2 of 8 items displayed. A button to Show Items Containing Schema: Character is present. A blue box at the top right contains the text "Click To Rate!" and "Suggest Features in the Forum". The main area is titled "Create a New Item" and "Schema: Armor". It lists various fields for the character Arrok, including int, float, string, Texture2D, and AudioClip types. The "name" field is set to "Arrok", and the "description" field contains "A young courageous boy.". The "icon" field has three options: "None (Texture2D)", "WoodShield", and "distorted-reality". The "theme_song" field is set to "LeatherTunic". Other fields include "main_hand" (WoodSword), "off_hand" (WoodShield), "head" (ClothHat), "chest" (LeatherTunic), "pants" (ClothPants), and "shoes" (LeatherShoes). The "buffs" and "inventory" fields have size values of 0 and 1 respectively. Buttons for Clone Item and Delete are at the bottom.

Load the AudioClip for Arrok's theme song like this:

This screenshot shows a custom action configuration. The action is named "Game Data Editor.GDEGetAudioClip". The "Item Name" field is set to "Arrok", the "Field Name" field is set to "theme_song", and the "Store Result" field is set to "audioClip". There is also a checkbox checked next to the action name.

Use these custom actions read data from a Custom GDE Data Type.

This screenshot shows a list of available GDEGet Custom actions. The actions listed are: GDEGet Custom Bool, GDEGet Custom Color, GDEGet Custom Float, GDEGet Custom Int, GDEGet Custom String, GDEGet Custom Vector2, GDEGet Custom Vector3, GDEGet Custom Game Object, GDEGet Custom Texture 2D, GDEGet Custom Material, and GDEGet Custom AudioClip.

Using the same Arrok Character data from above, and the LeatherTunic data (That the Arrok Character has set for the "chest" field) like this:

This screenshot shows the character Arrok's item list again, focusing on the LeatherTunic armor. The "hit_points_delta" field has a value of 25. The "mana_power_delta" field has a value of 5. The "attack_power_delta" field has a value of 5. The "cost" field has a value of 20. The "defense_delta" field has a value of 0.1. The "name" field is set to "Leather Tunic", and the "description" field contains "Anybody who wears leather is cool.". Buttons for Clone Item and Delete are at the bottom.

Then you would use the GDEGet Custom actions to read the data for Arrok's Leather Tunic like this:

This screenshot shows a custom action configuration. The action is named "Game Data Editor.GDEGetCustomInt". The "Item Name" field is set to "Arrok", the "Field Name" field is set to "chest", the "Custom Field" field is set to "hit_points_delta", and the "Store Result" field is set to "hpDelta". There is also a checkbox checked next to the action name.

4. Saving Data

Use these actions to save data on an Item. (Unity types are read only and cannot be saved)

This screenshot shows a list of available GDESet actions. The actions listed are: GDESet Bool, GDESet Color, GDESet Float, GDESet Int, GDESet String, GDESet Vector2, GDESet Vector3, and GDESet Custom.

Using the example Character above, to modify the character's name, use an action like this:

This screenshot shows a custom action configuration. The action is named "Game Data Editor.GDESetString". The "Item Name" field is set to "Arrok", the "Field Name" field is set to "name", and the "String Value" field is set to "Celestino". There is also a checkbox checked next to the action name.

Use these custom actions to save data on a Custom GDE Data Type.
(Unity types are read only and cannot be saved)

```
GDESet Custom  
GDESet Custom Bool  
GDESet Custom Color  
GDESet Custom Float  
GDESet Custom Int  
GDESet Custom String  
GDESet Custom Vector2  
GDESet Custom Vector3
```

To modify Arrok's Armor chest item, use a GDE Set Custom Int action like this:



To change the custom chest item on Arrok, use a GDE Set Custom action. The Custom Value is the ID of the item you want to set the custom field to.



Please note GDE no longer uses PlayerPrefs to persist modified data. To persist your data, use the new **GDE Save All** action when it is convenient in your game. Be sure to save as often as you need. Web builds still use PlayerPrefs (GDE Save ALL and GDE Reset All actions have no effect).

To *persist* your GDE data, use **GDE Save All** action. To delete persisted data, use the **GDE Reset All** action.

5. Resetting Data

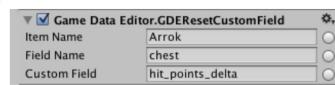
Use these actions to reset data on an Item.

```
GDEReset Field  
GDEReset Custom Field
```

To reset Arrok's name back to the original value, use the GDEReset Field action.



To reset Arrok's chest armor hit_points_delta field, use the GDEReset Custom Field action.



To *persist* your changes, use the **GDE Save All** action.

6. That's it!

You are now ready to access your data in game! If you have questions you can post a message on the [forum](#) or send me an [email](#).