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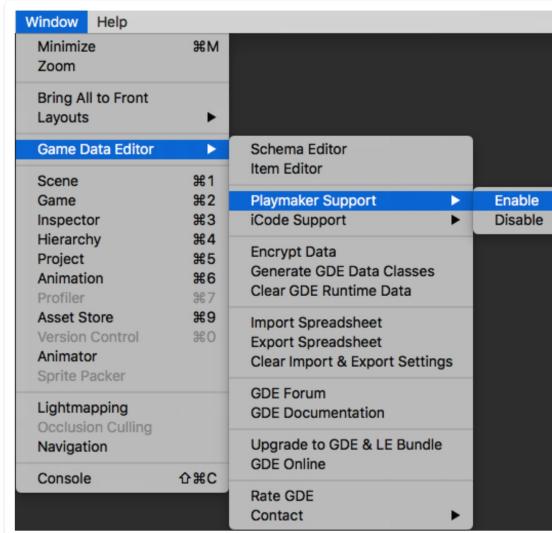
Playmaker Quick Start Guide v2.6.2 (Paid)

Version Only)

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

1. Enable GDE Playmaker Support

To enable Playmaker Support for your target platform, go to Game Data Editor→Playmaker Support→Enable menu. Be sure to enable Playmaker 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.

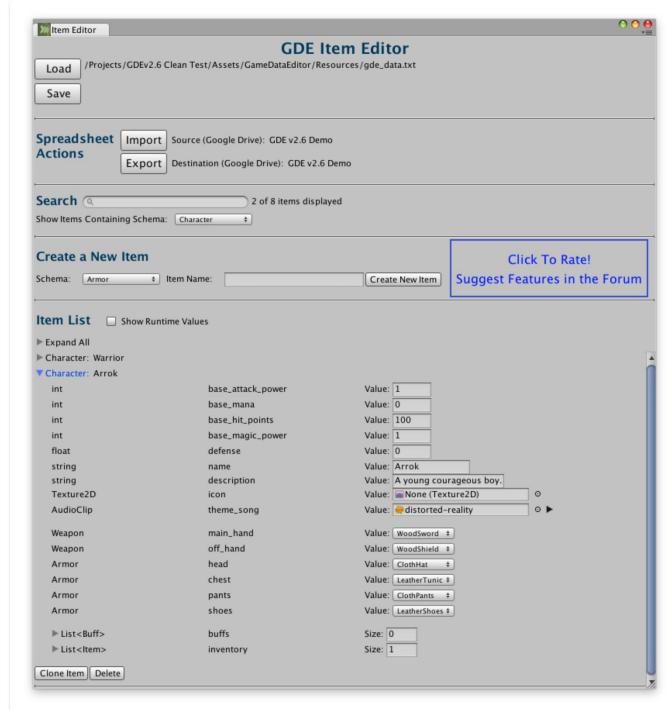
```
GDEManager Init: Initializes the GDE Manager with your data file.  
GDEGet Bool  
GDEGet Color  
GDEGet Float  
GDEGet Int  
GDEGet String  
GDEGet Vector2  
GDEGet Vector3  
GDEGet Game Object  
GDEGet Texture 2D  
GDEGet Material  
GDEGet AudioClip  
GDEGet Bool Array
```

```

GDEGet Color Array
GDEGet Float Array
GDEGet Int Array
GDEGet String Array
GDEGet Vector2 Array
GDEGet Vector3 Array
GDEGet Game Object Array
GDEGet Texture 2D Array
GDEGet Material Array
GDEGet AudioClip Array

```

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



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



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

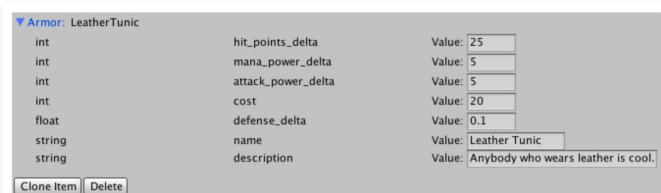
```

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
GDEGet Custom AudioClip

GDEGet Custom Bool Array
GDEGet Custom Color Array
GDEGet Custom Float Array
GDEGet Custom Int Array
GDEGet Custom String Array
GDEGet Custom Vector2 Array
GDEGet Custom Vector3 Array
GDEGet Custom Game Object Array
GDEGet Custom Texture 2D Array
GDEGet Custom Material Array
GDEGet Custom AudioClip Array

```

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



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



Custom Field	hit_points_delta
Store Result	hpDelta
Item Name	Arrok
Field Name	chest

4. Saving Data

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

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

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

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

<input checked="" type="checkbox"/> GDESet String	
String Value	Celestipoo
Item Name	Arrok
Field Name	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

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

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

<input checked="" type="checkbox"/> GDESet Custom Int	
Custom Field	hit_points_delta
Int Value	200
Item Name	Arrok
Field Name	chest

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.

<input checked="" type="checkbox"/> GDESet Custom	
Custom Value	Chainmail
Item Name	Arrok
Field Name	chest

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.

Item Name	Arrok
Field Name	name

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

Custom Field	hit_points_delta
Item Name	Arrok
Field Name	chest

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