

File Edit Assets GameObject Component Jobs Database Window Help

ItemDataBase System

ItemData

ItemData

public class Item

{

public string name

public sprite image

public int count

public int maxStack

public vector2 damage

}

Delete

Value Name

Value Type

Int

Add

Save to File

Load from File

Write

Database Window Help

ItemDataBase System

ItemData

ItemDataBase System

Item Image

None (Sprite)

Select

Item name

Item count

Item maxStack

Item damage

X 0

Y 0









Add

Save to File

Load from File

Sort by

All

	name	image	count	maxStack	damage	
	Axe		<input type="text" value="0"/>	<input type="text" value="1"/>	X <input type="text" value="15"/> Y <input type="text" value="25"/>	Delete
	Shotgun		<input type="text" value="0"/>	<input type="text" value="1"/>	X <input type="text" value="65"/> Y <input type="text" value="85"/>	Delete
	Hammer		<input type="text" value="0"/>	<input type="text" value="1"/>	X <input type="text" value="15"/> Y <input type="text" value="25"/>	Delete
	Apple		<input type="text" value="0"/>	<input type="text" value="20"/>	X <input type="text" value="0"/> Y <input type="text" value="0"/>	Delete