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# Google spreadsheet to Json Converter tool tutorial

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## **SETTINGS**

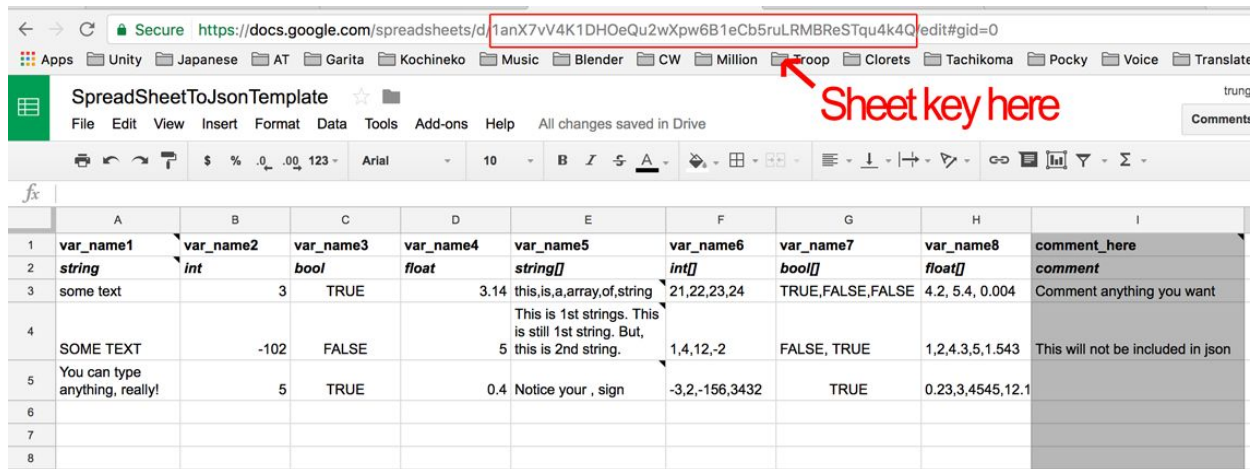
### **Create data sheet**

Use google sheet to create a data sheet, view SpreadsheetTemplate.xlsx for more information about format of the sheet.

Or get the template sheet [here](#).

### **Get sheet key**

Sheet key is a part In the url of google sheet, between “spreadsheets/d/” and “/edit” (if there is “edit”)



SpreadSheetToJsonTemplate

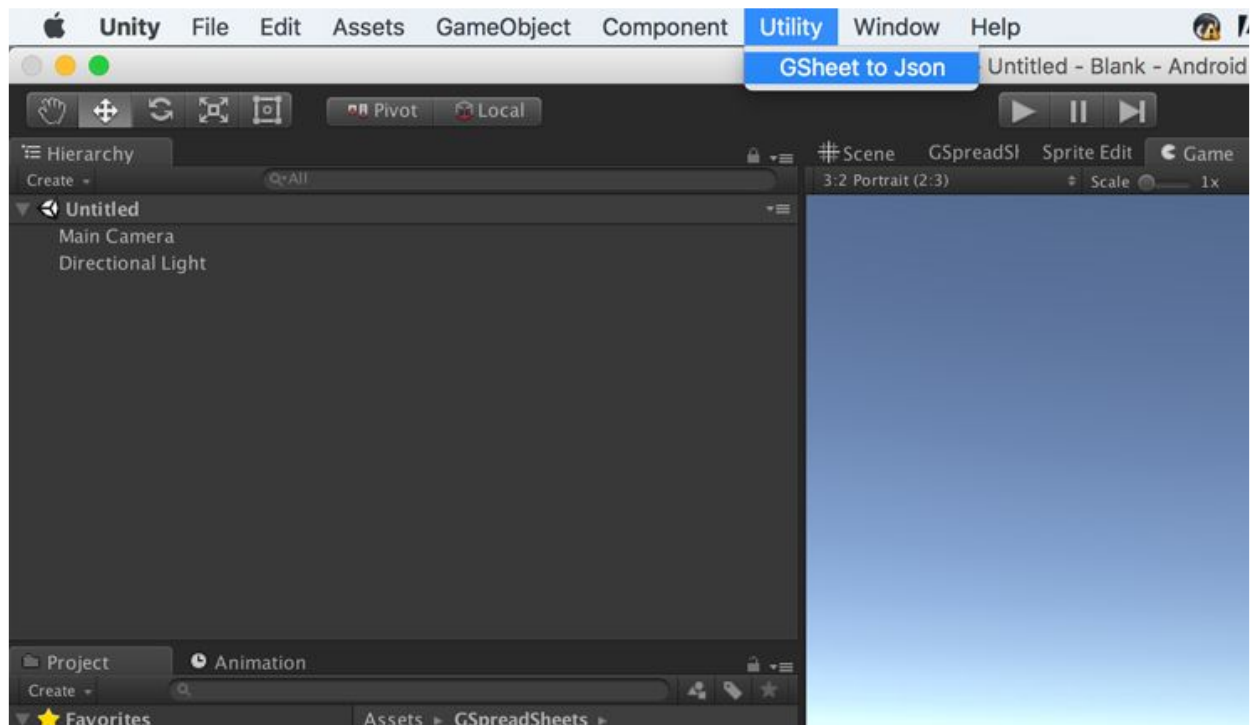
	A	B	C	D	E	F	G	H	I
1	var_name1	var_name2	var_name3	var_name4	var_name5	var_name6	var_name7	var_name8	comment_here
2	string	int	bool	float	string[]	int[]	bool[]	float[]	comment
3	some text	3	TRUE	3.14	this is, a, array, of, string	21,22,23,24	TRUE,FALSE,FALSE	4.2, 5.4, 0.004	Comment anything you want
4	SOME TEXT	-102	FALSE		This is 1st strings. This is still 1st string. But, this is 2nd string.	1,4,12,-2	FALSE, TRUE	1,2,4,3,5,1.543	This will not be included in json
5	You can type anything, really!	5	TRUE	0.4	Notice your , sign	-3,2,-156,3432	TRUE	0.23,3,4545,12.1	
6									
7									
8									

For example, with this url:

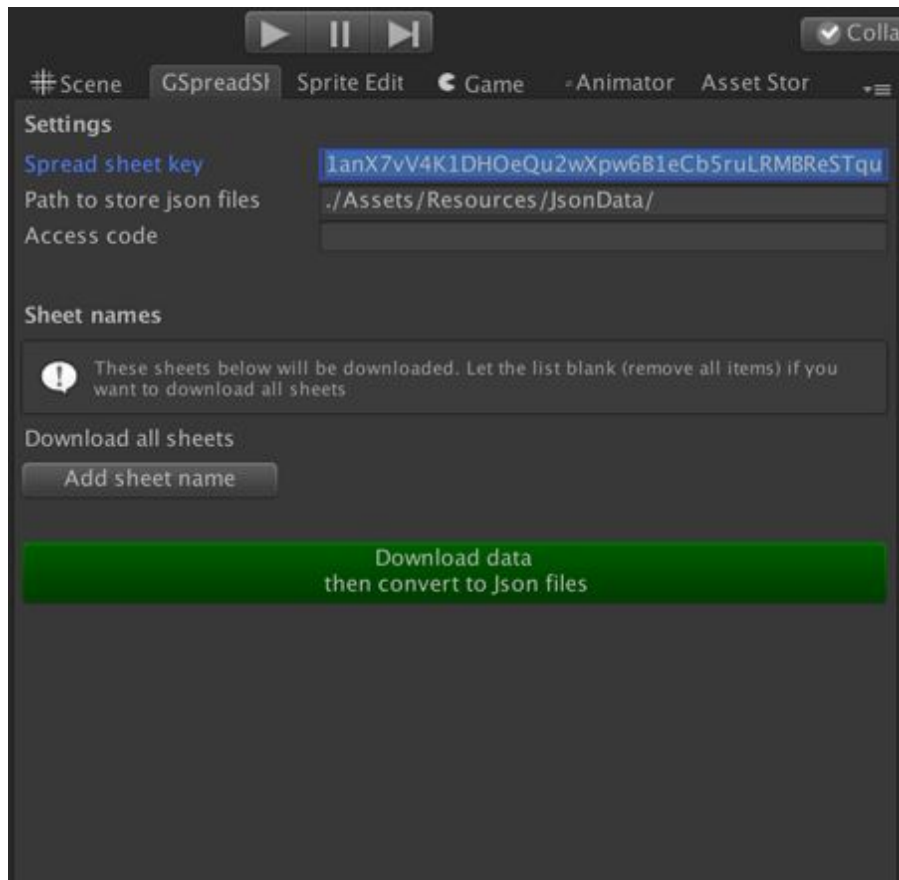
<https://docs.google.com/spreadsheets/d/1anX7vV4K1DHOeQu2wXpw6B1eCb5ruLRMBReSTqu4k4Q/edit#gid=0>

The sheet key will be: **1anX7vV4K1DHOeQu2wXpw6B1eCb5ruLRMBReSTqu4k4Q**

Open tool windows in Unity Editor by clicking at “Utility/GSheet to Json” menu.



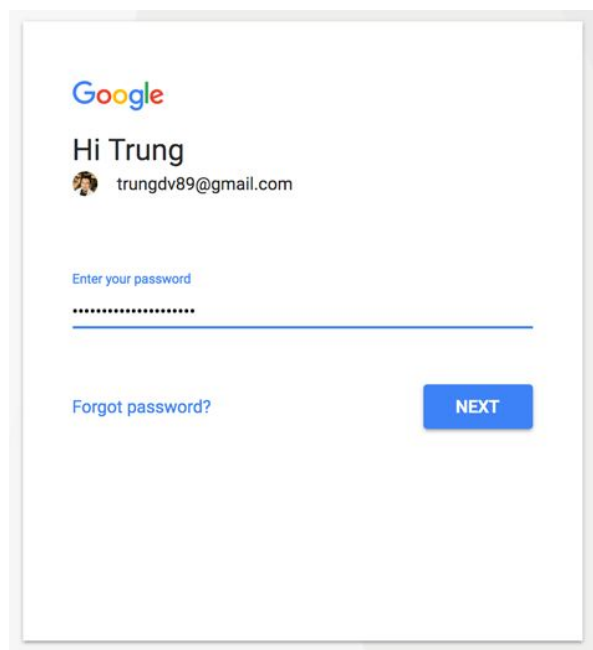
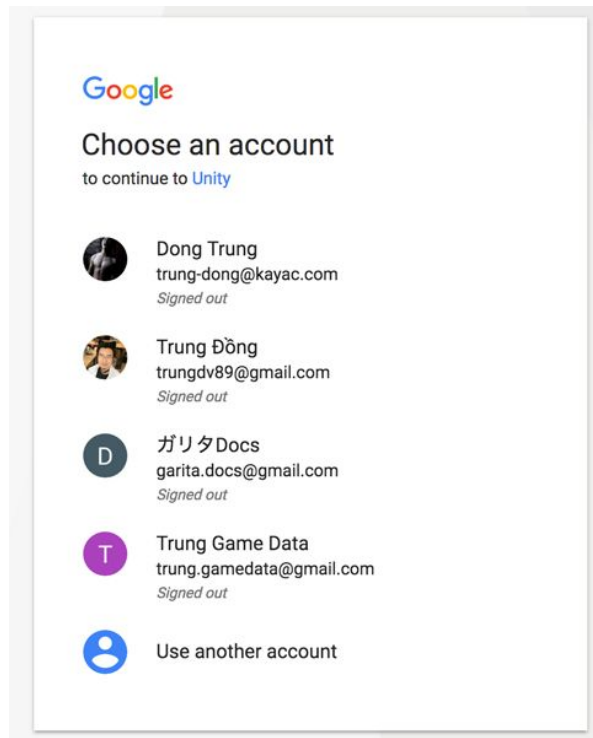
Put the sheet key to “Spread sheet key” text box.



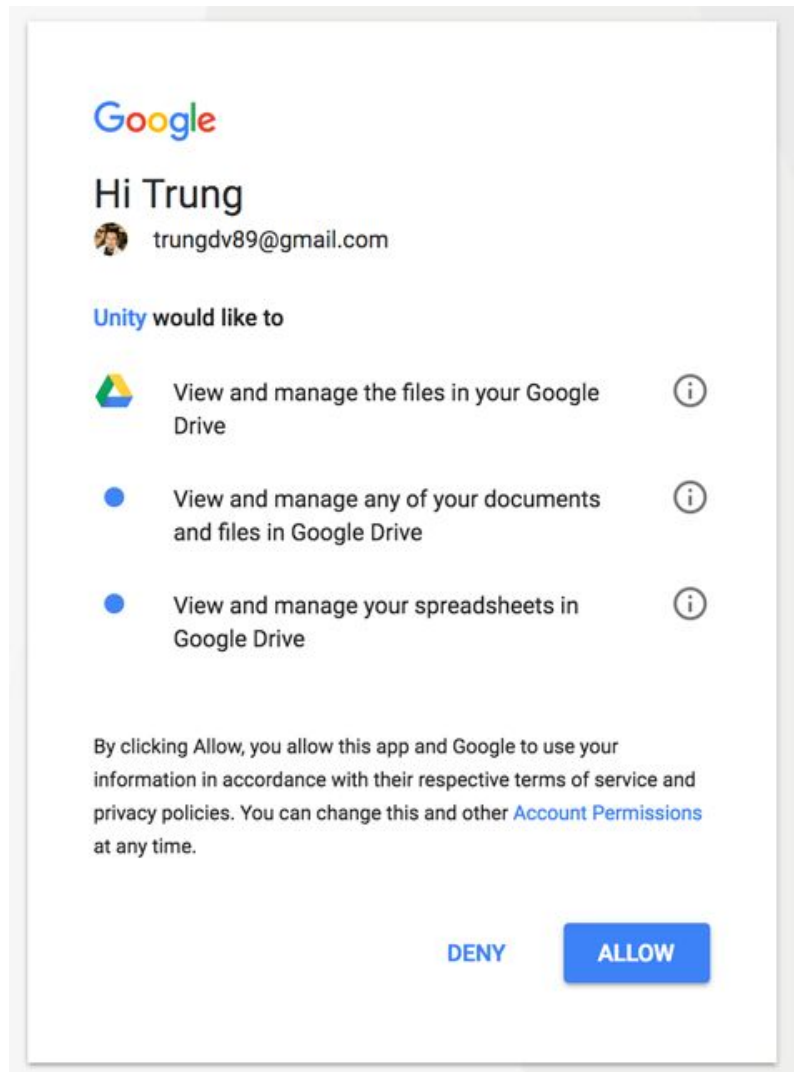
## Get access code

After putting the sheet key, click the green button “Download data then convert to json files”

When browser is opened, log in an account which have permission to access data sheet.



Then allow "Unity" to access data sheet.



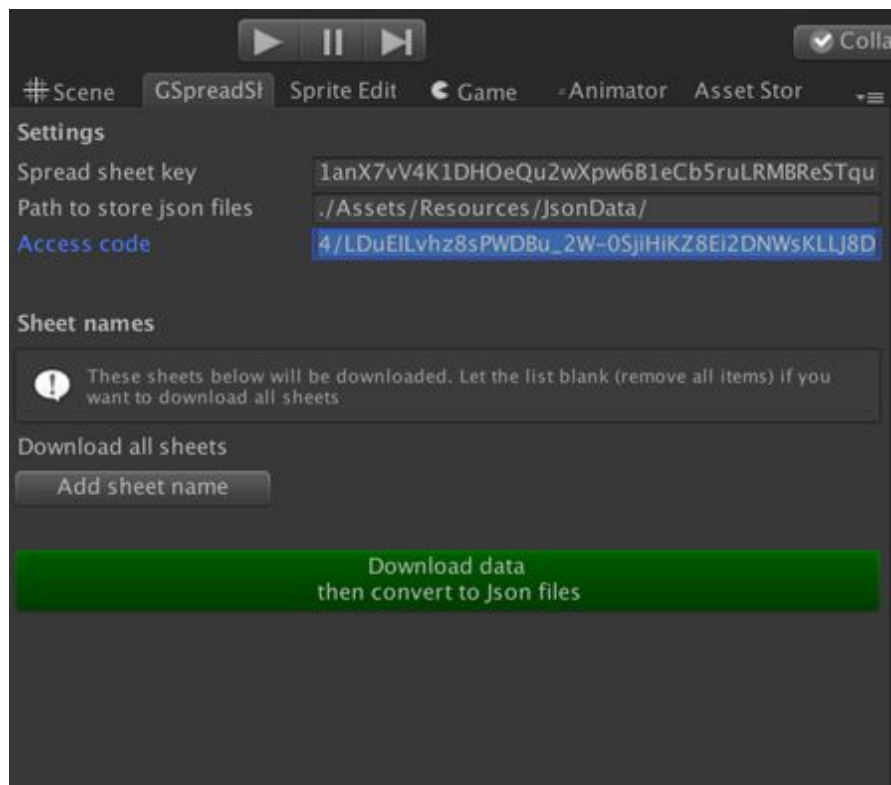
After you click “Allow” button, access code will be displayed, copy it.

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Sign in

Please copy this code, switch to your application and paste it there:  
4/LDuEILvhz8sPWDBu\_2W-0SjiHiKZ8Ei2DNWsKLLJ8DA

Paste it to “Access code” text box in tool windows (Unity Editor).



Now the settings have been completed!

## HOW TO USE

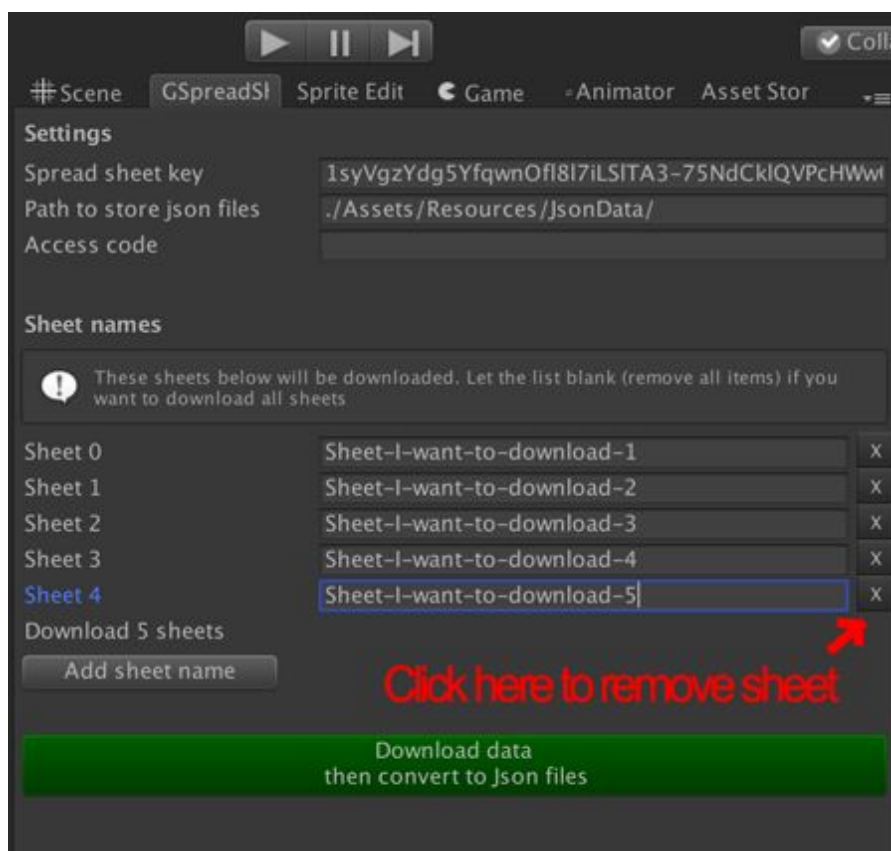
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## Create Json files

Click the download button and all sheets will be converted to json files, which will be stored at Assets/Resources/JsonData folder in your project. You can change this store path by modifying “Path to store json files” text box.

## Download some certain sheets only

In the case you don't want to download all sheets (too many sheets cost very long time), you can use “Add sheet name” button to add the sheets which you want to download. Remove all sheet names will switch this tool to download-all-sheets mode again.



## Adding more data type

This version support only 8 types of data:

<i>string</i>	<i>int</i>	<i>bool</i>	<i>float</i>	<i>string[]</i>	<i>int[]</i>	<i>bool[]</i>	<i>float[]</i>
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If you want more, you can add type(s) by modifying GSpreadsheetsToJson.cs in GSpreadsheets/Editor/

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In this script, find “switch(dataTypes[columnId])”. This switch block handles how to convert string to data type. Add your own type’s handler here.

## Notes

Your access token will expires after a certain time.

If you click Download button when access token has already expired, console will display error code 400, browser will open and you need to login your google account and allow Unity to access data sheet again to get a new access token.

(See [Get access code](#) part of this document)





