

TSDatabase is specifically used to help game developers, both programmers and non-programmers can easily create and manage their data tables(for example, goods , scene, task)

TSDatabase is using ScriptableObject database, which is easy to alter and edit and can be used by different types project.

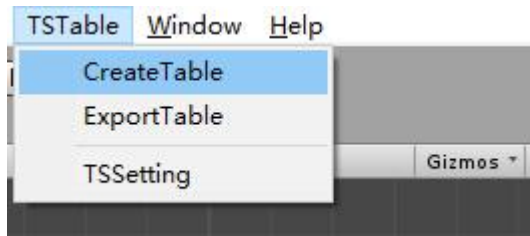
With in-depth documentation, you won't get lost.

Features:

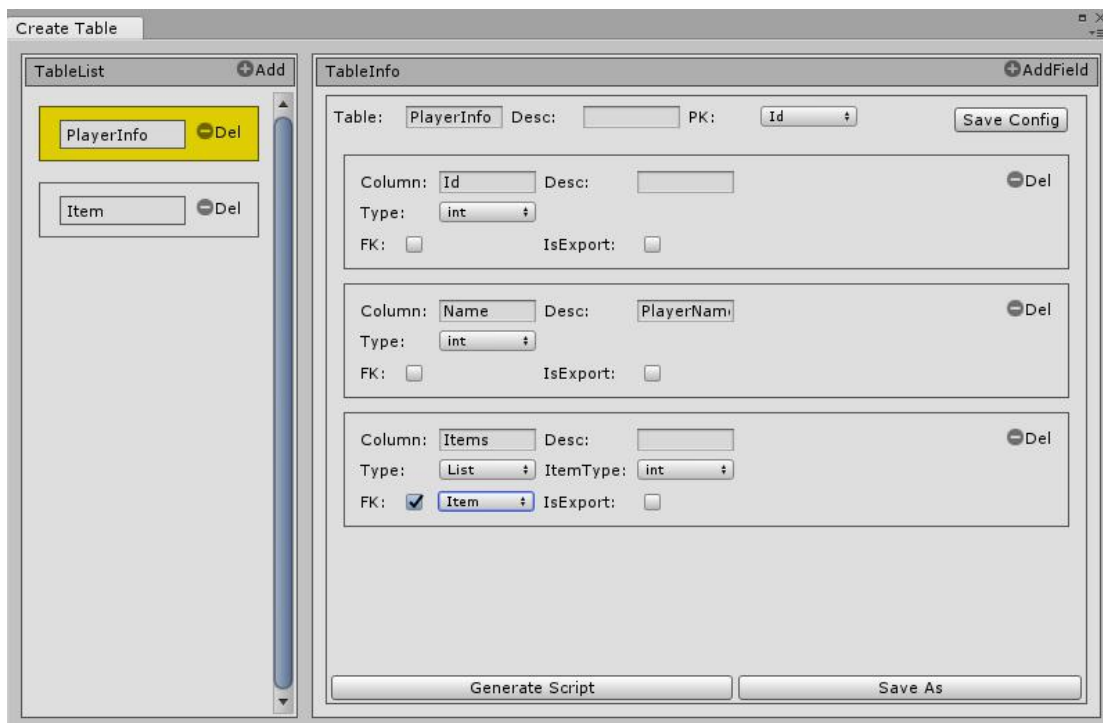
- simple to use
- support multiple types
- support of primary and foreign key validation
- support the export of CSV format files,although its suffix is TXT
- the compatibility of almost all versions above Unity5.0
- be suitable for Unity Free and Pro
- be suitable for Windows and Mac

## Instructions-

### 1.Create Panel-



Find the TSTable/CreateTable option and open the Create Panel.



You can click the Add button to add a new table and do something particular in the table on the right-

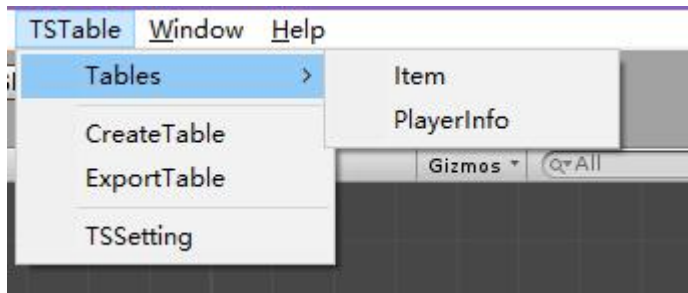
Note that each table requires a primary key field, which must be Int or String-

You can specify the corresponding foreign key table for Int or String fields to achieve the effect of foreign key detection -

Don't forget to click the save configuration button when all your configuration is complete to save the current table information-

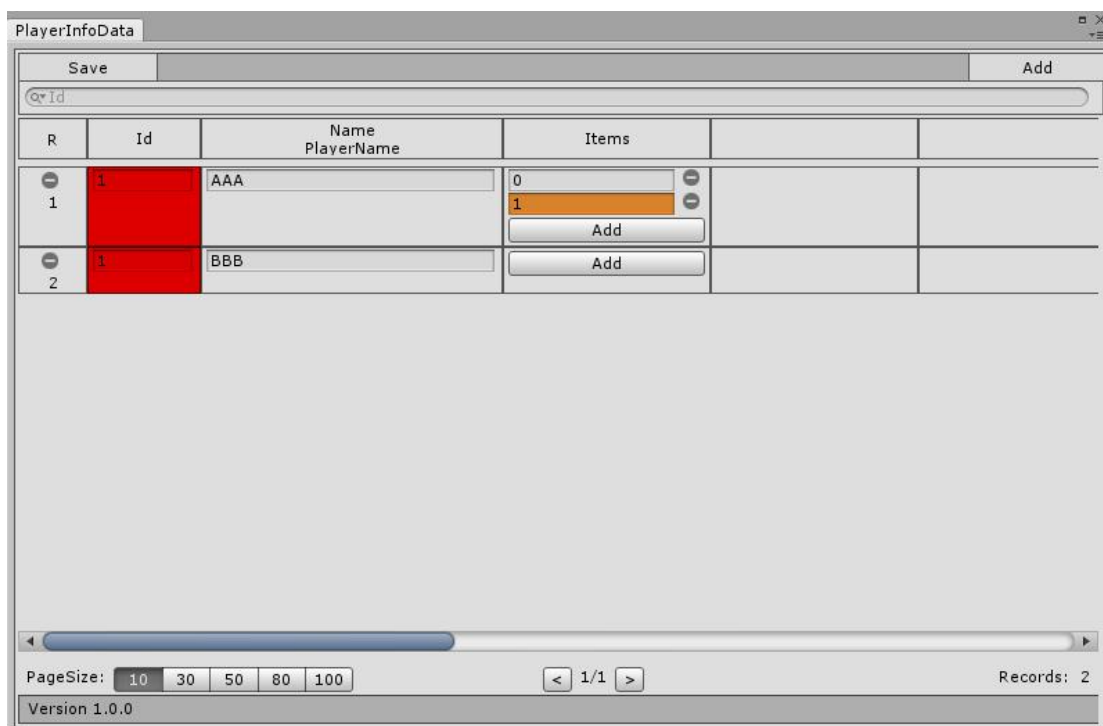
Finally, click on the build script, and the system will generate the table code you want, which will let you choose the save path, and it will generate the corresponding options on the editor -

## 2.Data Panel



When you first open a data table, you need to specify the save path for the data -

You can add new data by adding the button in the top left corner -



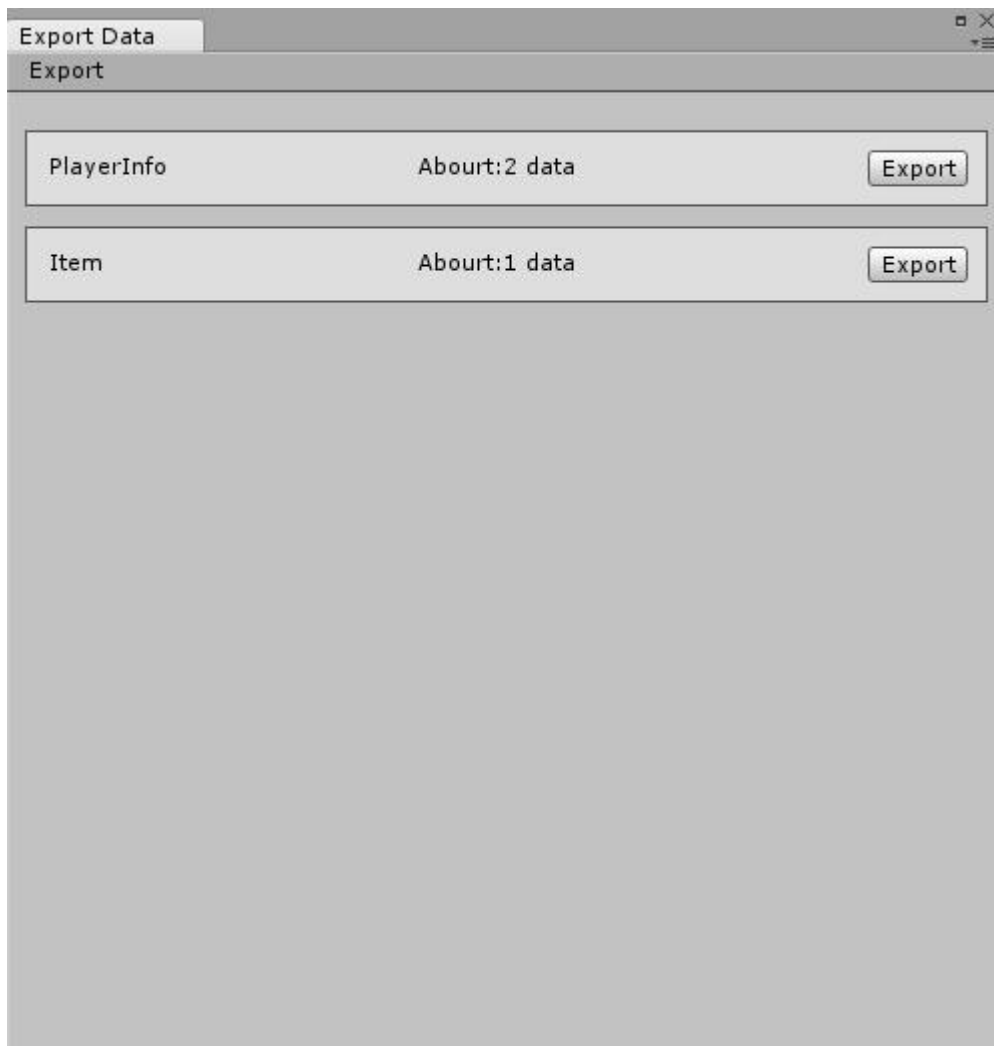
You can adjust the column width by dragging and dropping the dividing line of each column-

Data table interface will test the primary key, and when you add the same primary key, you will be given eye-catching red alert; and when you have a specified foreign key, and the foreign key doesn't exist and it gives you an orange color to remind you.

You can select the number of data items to display on a page in the lower left corner -

When you have added data, don't forget to click the save button in the upper left corner to save it, although it will save itself when it closes.

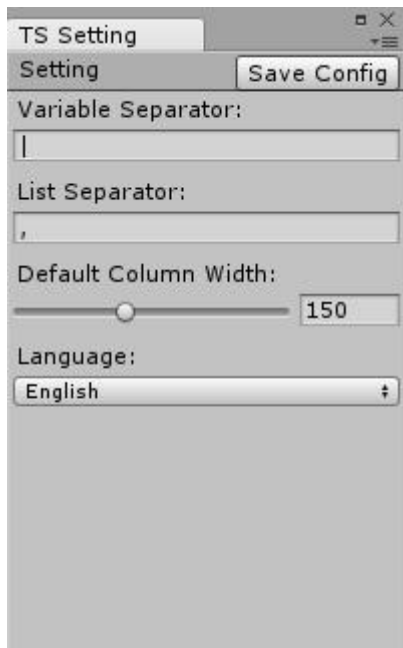
### 3.Export Panel



If your server also needs this data, you can export the CSV file for your server to use -

In the export interface, the amount of data in each table is given, and you can export the corresponding table according to your own requirements. The export file is stored in CSV format, although its suffix is .txt-.

## 4. Set Panel



When you are not accustomed to the default settings, you can have a custom setup by setting the interface -

Variable Separator: segmenting characters when exporting the complex structures such as Unity's built-in Vector2, Vector3, Color. (for example, you set it as "|", and a default Vector3 is then combined into "0|0|0" and then is exported )-

List Separator: segmenting characters when exporting List (for example, you set it as ",", then a List of Int type will be combined into "0,0,0..." and then is exported)

Column width: set the default width of a cell -

Language Setting: Language Settings for the entire edit