Json Editor

User Guide

Release 1.1.0

July 2017

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Table of Contents

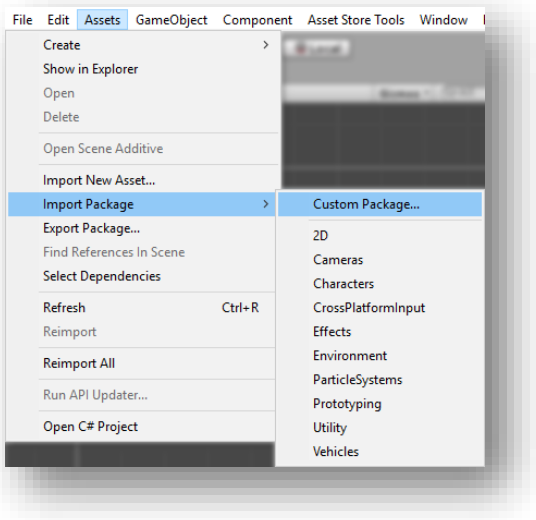
Overview 4
Installation 4
Quick Start 5
Data Types 8
Support 9

Overview

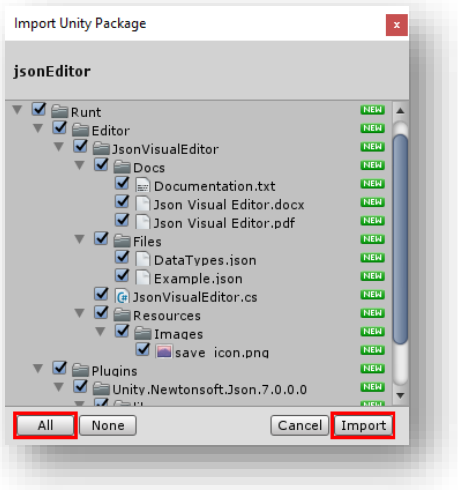
The Json Editor was designed to make Json data generation so simple your grandmother could do it. Clumsy text editors are no longer needed to add, remove or modify Json data entries. Tweak your data with the click of a mouse, save your changes and never worry about your Json being invalid again!

Installation

1. Download the Json Editor from the Asset Store.
2. Select "**Assets > Import Package > Custom Package…**" from the Unity menu.

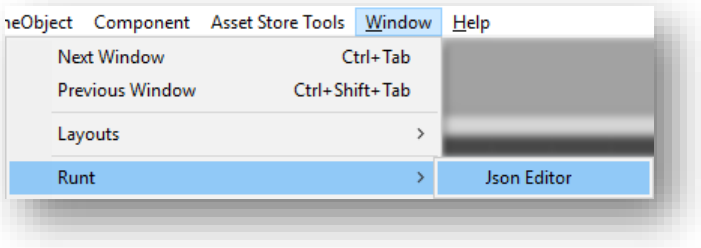


3. Find and select the "**jsonEditor.unitypackage**" file in the Import Asset window.
4. Click "**All**" to select the complete package contents and then click "**Import**".

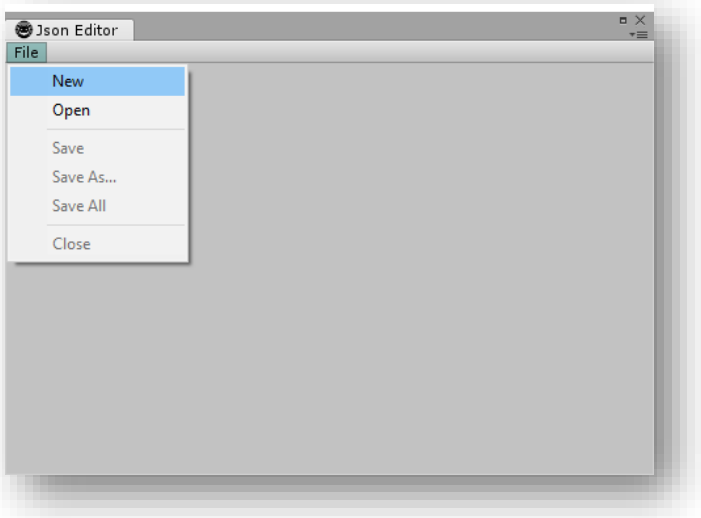


Quick Start

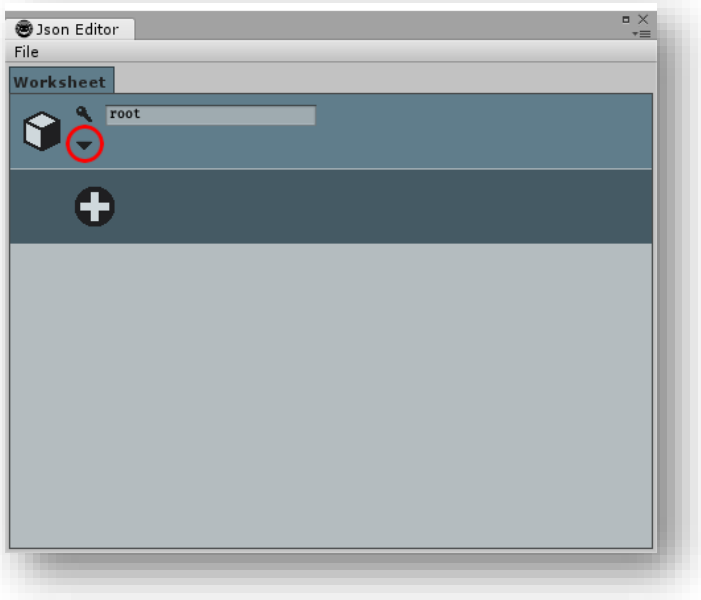
1. Launch the Json Editor by selecting “**Window > Runt > Json Editor**” in the Unity toolbar.



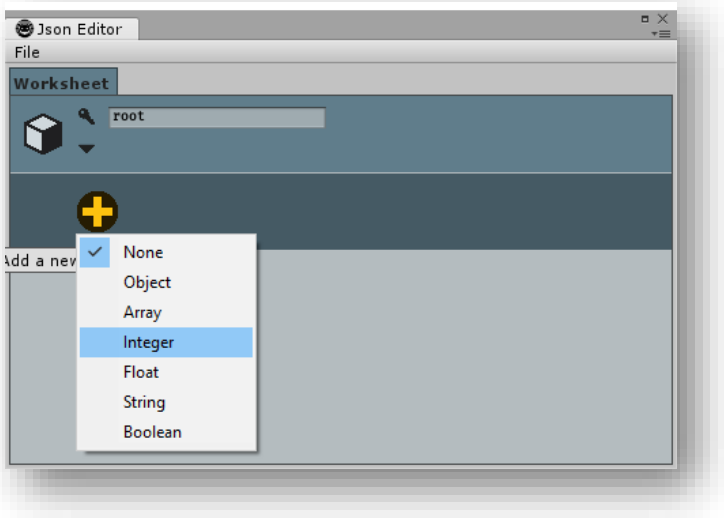
2. The file menu contains the following options:
    1. **New** - Create a new json worksheet. Multiple worksheets can be open at one time.
    2. **Open** - Open an existing json file.
    3. **Save** - Overwrite the currently selected json worksheet. If the worksheet has not been saved then a file dialogue will display requesting a user defined file name.
    4. **Save As…** - Save the currently selected json worksheet with a user defined file name.
    5. **Save All** - Save all of the open json worksheets in the json Editor.
    6. **Close** - Close the currently selected json worksheet. If the file has changed since the last save a confirmation dialogue will display before discarding changes.
3. Create a new json worksheet by selecting “**File > New**”.



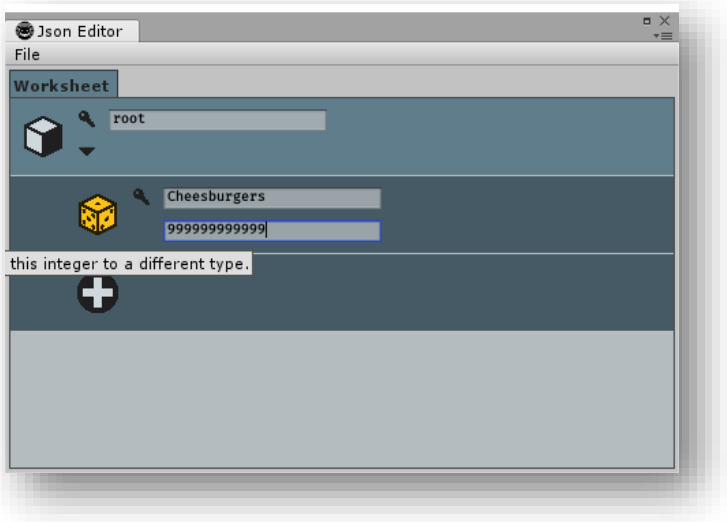
4. Expand json objects and arrays by clicking on the toggle button. You can also collapse json elements. Note that every json worksheets contains a root element that cannot be removed, changed or named.



5. Elements can be added by clicking on the plus icon. A popup will display allowing you to select what type of data you want to add to your json object. Let's add an integer as a property of our json object.



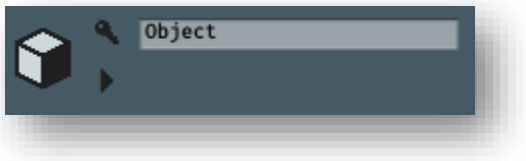
6. You can modify the property name of object elements by selecting the text field next to the key and typing in a new name. Modifying the data takes place in the field next to the database icon. At any time you can change the data type or remove it altogether by selecting the data icon on the element.



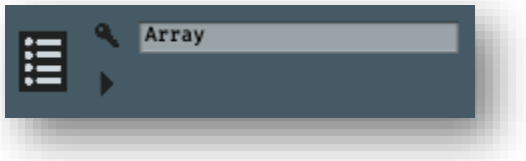
7. At any point you can save, close or open a worksheet. Creating json data has never been easier!

Data Types

1. **Object** - An entry that contains any number of key/value pairs. The key and values are both editable, and the key is always a string.



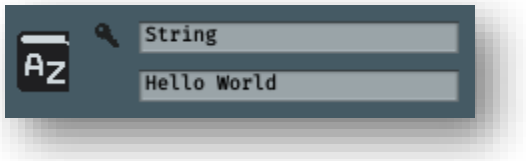
2. **Array** - An entry that contains any number of indexed values. The value is editable while the key is an ordered number and not editable.



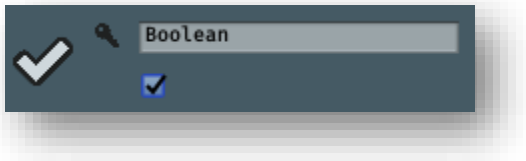
3. **Integer** - An entry containing a rational number (i.e. 1, 4578, -200).

4. **Float** - An entry containing an irrational number (i.e. 3.14, -26.0, 378.9993).

5. **String** - An entry containing text (i.e “Hello World”).



6. **Boolean** - An entry containing a value that can only be true or false.



Support

For questions or assistance please email richard@runtworkshop.com and I will get back to you as soon as possible. Thanks for purchasing the Json Editor!