Introduction

Charon is a software for managing game's data. It is used for creating data structure, editing data and accessing this data in the code.

For Unity game engine an Editor Extension is available. For other platforms standalone version should be used with a compatible web browser.

Basics

- Installation
- Creating game data file
- Launching data editor
- Setting up data structure
- Editing documents
- Generating source code (#)
- Accessing game data (C#)

Additional features

- Command Line Interface (CLI)
- Game data localization
- Supported data formats

Requirements

- Unity
- Mac OS X
- Windows
- Linux

Troubleshooting

- Reporting issues
- Working with logs
- Available versions
- Resetting user preferences