CSV Manager for GameMaker: Studio

By Frostcube – Updated 21/08/2014

1 OVERVIEW

CSV manager allows you to take a commonly used .csv file and load it into a GameMaker as an array. You can then modify/use this array and then once you are finished you can save it back into csv file.
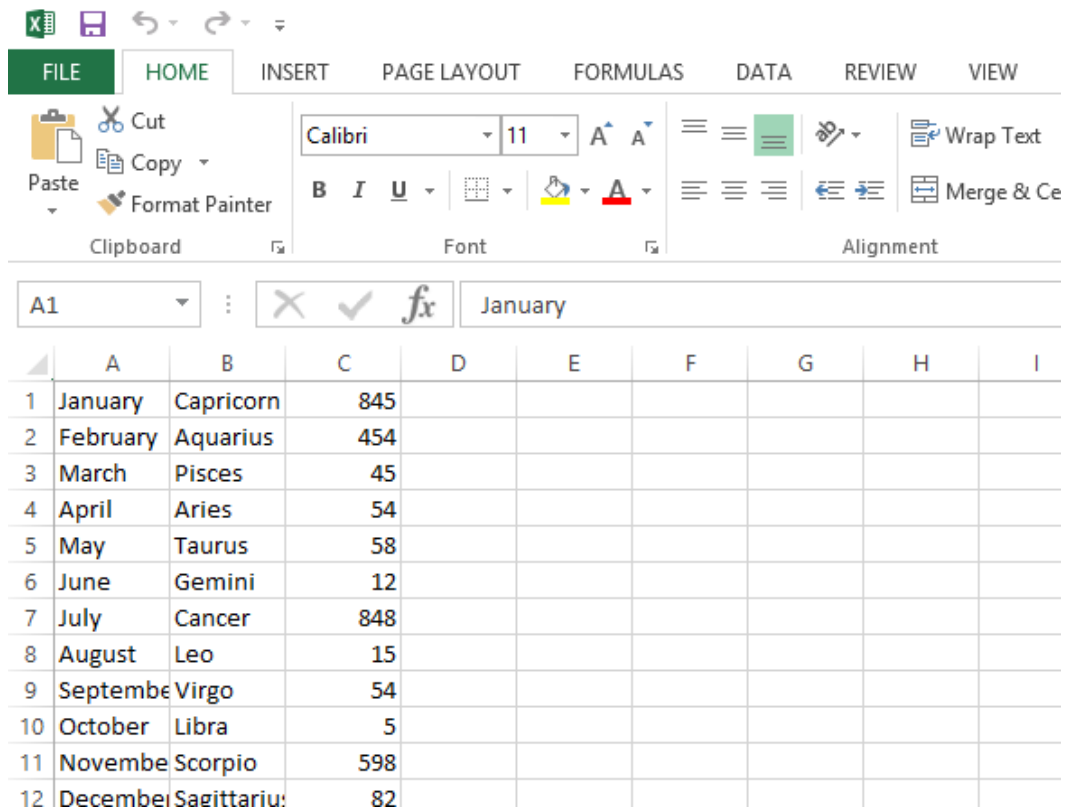
Supports:

- Multiple separator types
- Variable table sizes
- All target platforms (However not tested on console or Tizen export modules)
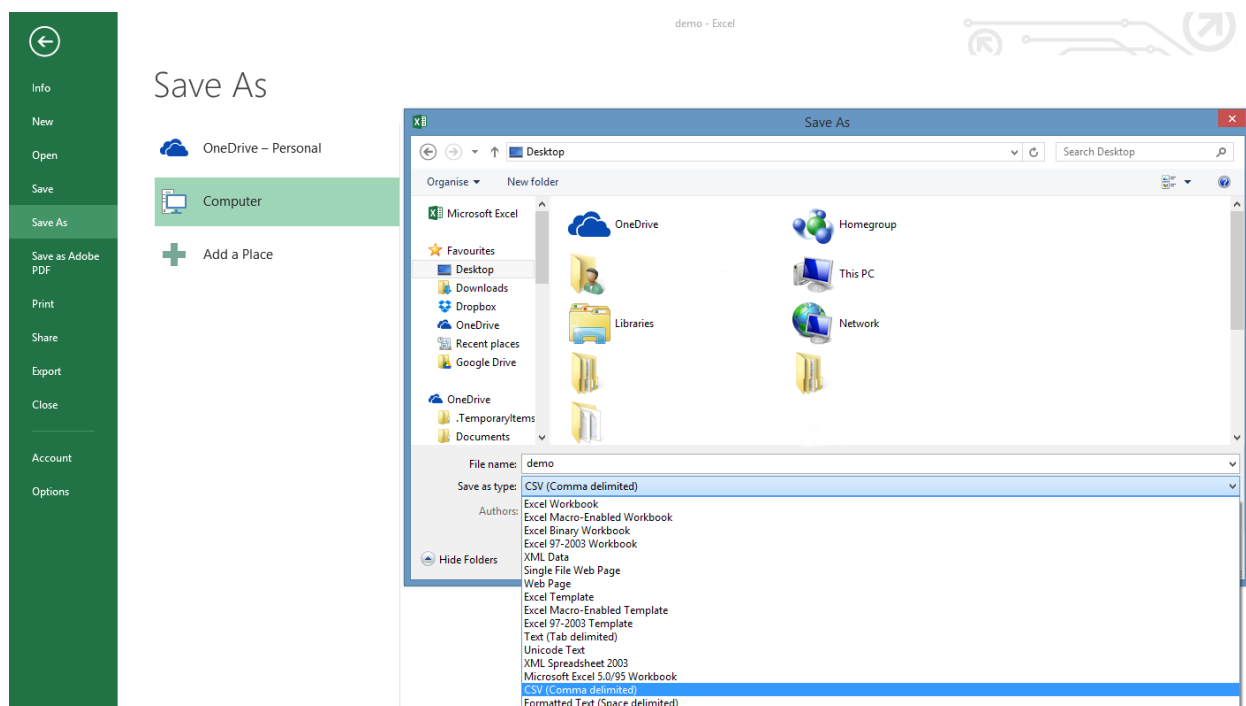
2 CONTENTS

3 CREATING A CSV WITH MICROSOFT EXCEL (WINDOWS)

Start by creating a spreadsheet or opening an existing spreadsheet, keep in mind that extra formatting like text and cell styles won't be preserved.
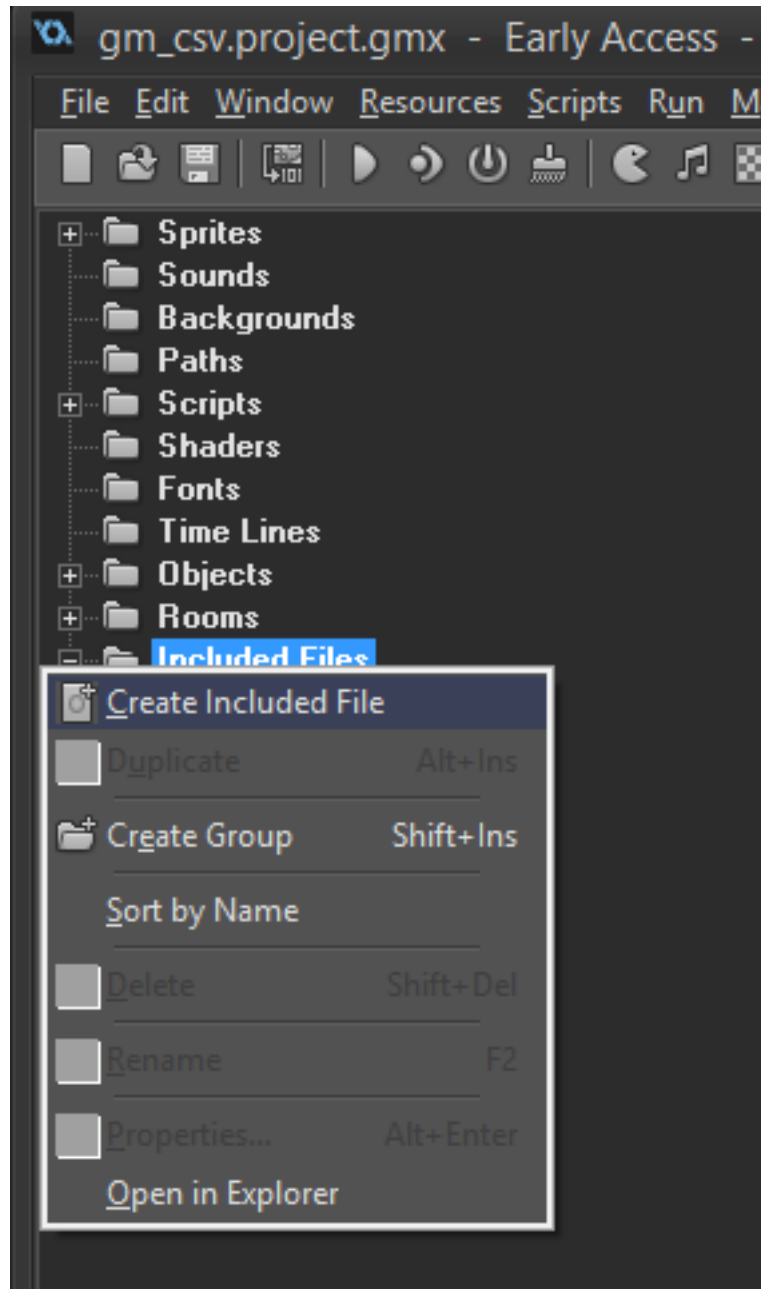

Once you have all your data in one table, go File -> Save As.. -> Select .csv (Comma Delimited)

4 USING A CSV WITH GAMEMAKER

To use a GameMaker first requires you to add it as an external file, you can do this by right-clicking included files and selecting "Create Included File".

Once you've done this you can get started loading you CSV into an array, this is done with the following line of code:

```
my_csv = csv_load("demo");
```

However if your csv doesn't use the standard comma (",") separator, you will need to include one more parameter:

```
my_csv = csv_load("demo", "|");
```

The final argument tells the script how your CSV is divided into cells, if using a CSV you created with Excel you can ignore this, but remember that the functionality is there if you need it.

Change demo to the filename of the CSV that you imported into included files, then change my_csv to whatever you wish to name your array.

You can now edit and use the array just like you normally would:

```
my_csv[2, 2] = "AWESOME"; // Edit the array
```

Once you've finished you can export the array with:

```
csv_save("testing", my_csv);
```

If you want to use a separator other than the "," character you can extend this function with:

```
csv_save("testing", my_csv, "|");
```

This creates a csv called "testing" with the contents of the array "my_csv" in the local working directory of your game, where it can be reloaded at any time with `csv_load();` function.

Finally thank you for purchasing this extension, we hope you make many incredible games with it.

If you still need help remember you can either shoot us an email at support@frostcube.org

Or tweet to us @TeamFrostcube