

Unity-QuickSheet

Unity-QuickSheet enables you to use google and excel spreadsheet data within Unity editor. With Unity-QuickSheet, you can retrieve data from a spreadsheet and save it as an asset file with a ScriptableObject (<http://docs.unity3d.com/ScriptReference/ScriptableObject.html>) format even without writing single line of code.

Features

- No need to write any single line of code.
- It can retrieve data from excel file. (both of xls and xlsx format are supported.)
- It can retrieve data from google spreadsheet.
- No need to write a parser to retrieve data, it automatically serializes retrieved data into Unity3D's ScriptableObject (<http://docs.unity3d.com/ScriptReference/ScriptableObject.html>) , the binary format and so it is fast than to use XML which is usually ASCII format.

Saying again, you don't need to write even single line of code!

Getting Started

- Excel Howto (<http://kimsama.github.io/excel-howto/>)
- Google Spreadsheet Howto (<http://kimsama.github.io/googlehowto/>)

Usage

- Using LINQ (<https://code.msdn.microsoft.com/101-LINQ-Samples-3fb9811b>) with QuickSheet
- Enum with QuickSheet
- NGUI localization with QuickSheet
- Automation of formula calculation

Limitations

- *ScriptableObject* (<http://docs.unity3d.com/ScriptReference/ScriptableObject.html>) does not allow to save data changed on runtime. So if you need to serialize and save things that changes on runtime, you need to look at other methods of serialization such as JSON, BSON or XML, depending on your platform and/or requirements.
- Google Spreadsheet plugin does not work in the Unity web player's security sandbox. You should change the *Platform* to '*Stand Alone*' or something else such as '*iOS*' or

'Android' platform in the **Build Setting**.

References

- Unity Serialization (<http://forum.unity3d.com/threads/155352-Serialization-Best-Practices-Megapost>) on Unity's forum for details of serialization mechanism.
- GDataDB (<https://github.com/mausch/GDataDB>) is used to retrieve data from Google Spreadsheet. Note that GDataDB (<https://github.com/mausch/GDataDB>) is slightly modified to support *enum* type.
- ExposeProperties (http://wiki.unity3d.com/index.php/Expose_properties_in_inspector) is used to easily expose variables of spreadsheet on the Unity3D's inspector view and let GDataDB (<https://github.com/mausch/GDataDB>) access through get/set accessors.
- NPOI (<https://npoi.codeplex.com/>) is used to read xls and xlsx file.
- Unity-GoogleData (<https://github.com/kimsama/Unity-GoogleData>) , my previous effort to import a spreadsheet data to Unity.

License

This code is distributed under the terms and conditions of the MIT license.

Some codes are borrowed from GDataDB (<https://github.com/mausch/GDataDB>) and ExposeProperties (http://wiki.unity3d.com/index.php/Expose_properties_in_inspector) . The license of the that follow theirs.

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