Trung Dong
www.trung-dong.com
trungdv89@gmail.com

Google spreadsheet to Json Converter tool tutorial

Version 2.0
21th January 2018

WARNING

SETTINGS
- Scripting Runtime Versions
- Create data sheet
- Get sheet key
- Get permission

HOW TO USE
- Create Json files
- Download some certain sheets only
- Adding more data type

WARNING

This version use the newest (at the current time) Google APIs v4, and it require .NET 4.6.

.NET 4.6 is still a experimental option of Unity, it have **many bugs**, and this tool **requires Unity 2017.3.0 or newer** (previous Unity versions have bugs and this tool can not handle them). So if you **don't want to update** your Editor to 2017.3 or newer, or **don't want to use .NET 4.6**, please **use version 1.1 of this tool**. However, Google has stopped supporting GData and old APIs, so the version 1.1 will sometimes got strange errors like:

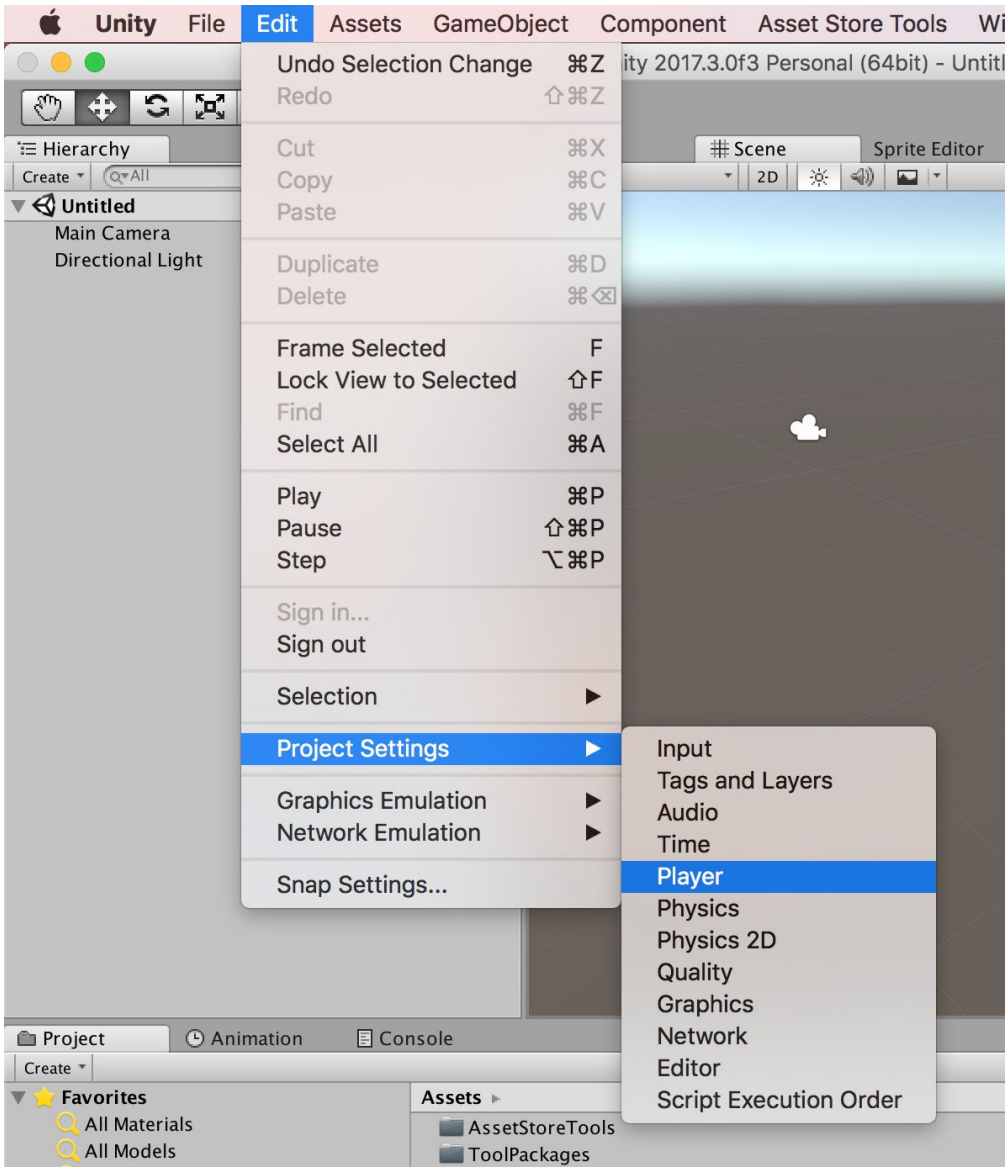
System.Net.WebException: Error writing request: The authentication or decryption has failed.

This error make you keep generating access code over and over but still can not download any data. You can close the tool's editor window, reopen it and hope that this problem will disappear (it's not work 100% though).

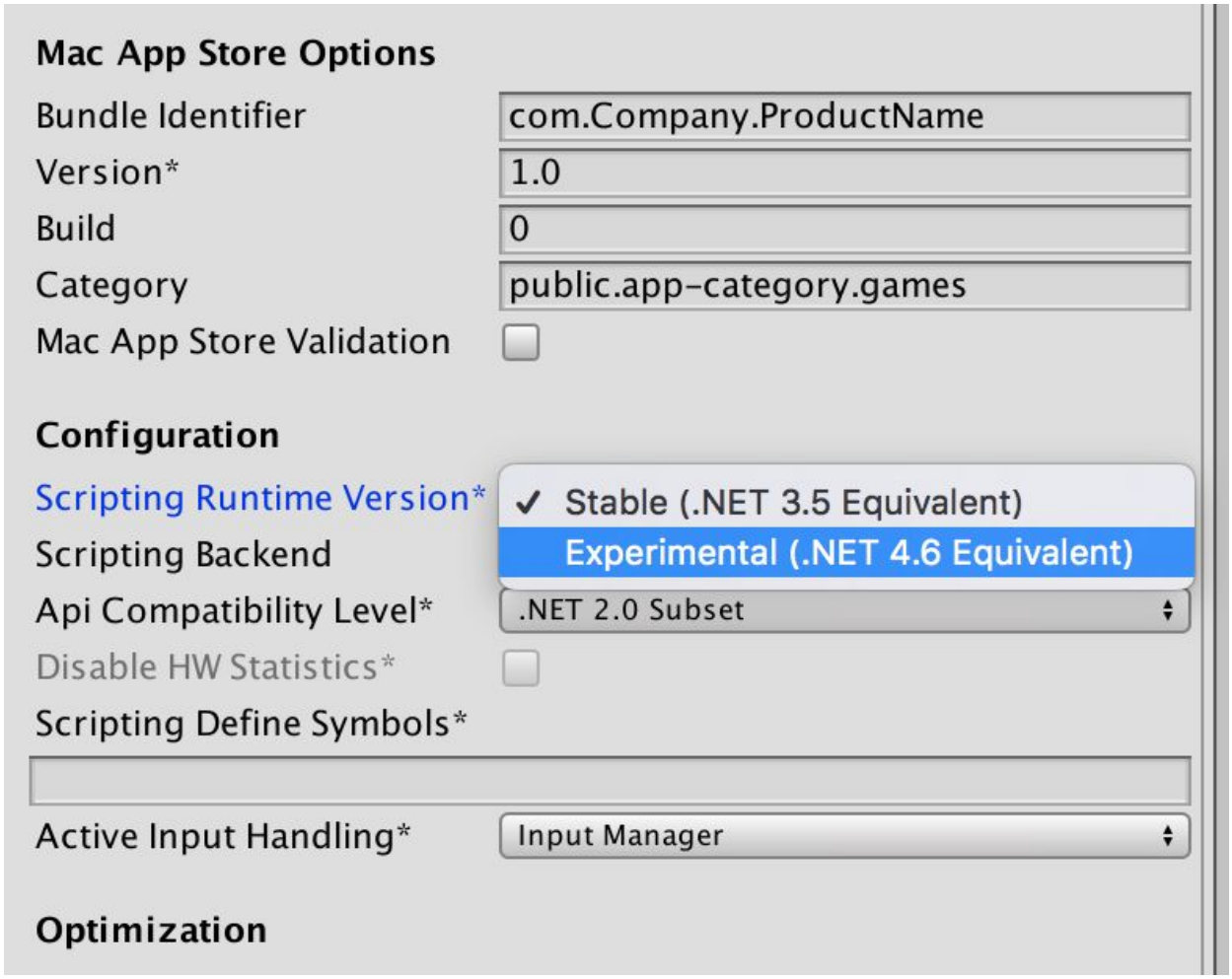
SETTINGS

Scripting Runtime Versions

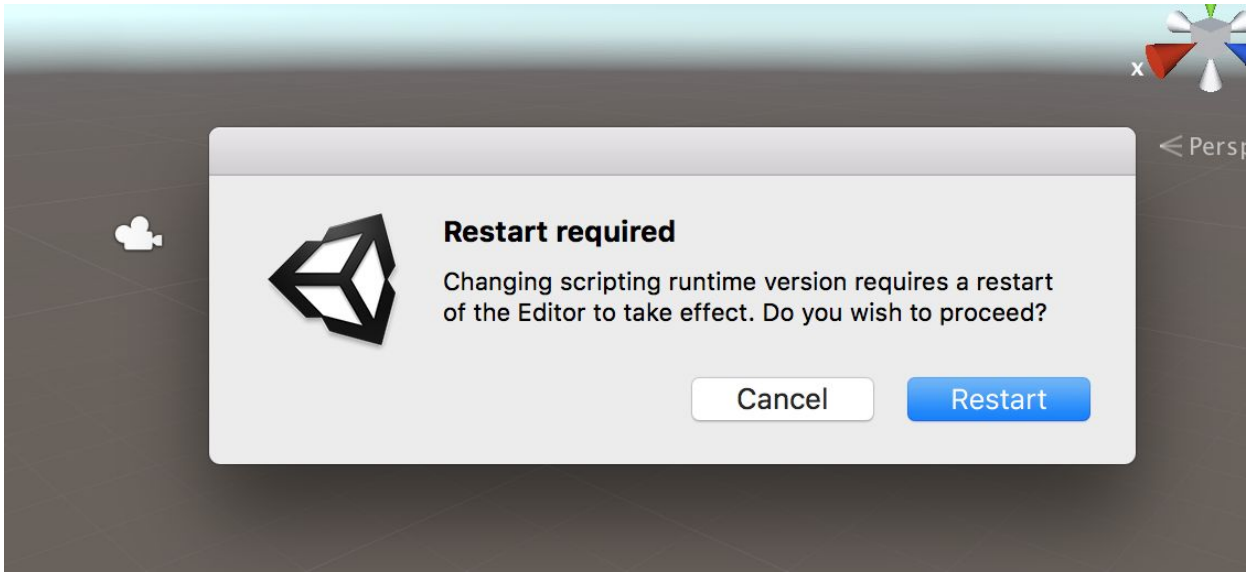
First, make sure that you are using Unity 2017.3.0 or newer. Then, open **Player Settings**:



In **Player Settings**, find **Configuration/Scripting Runtime Versions**, and change it to "**Experimental (.NET 4.6 Equivalent)**"



Then Unity want you to restart editor to apply changes, press **Restart**:



Now you have done the editor's settings.

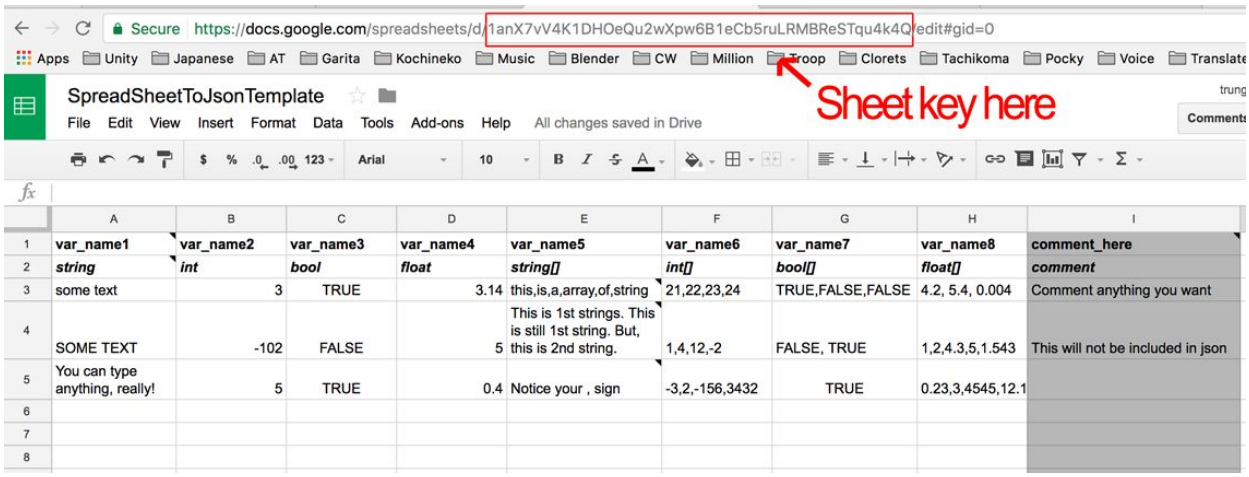
Create data sheet

Use google sheet to create a data sheet, view SpreadSheetTemplate.xlsx for more information about format of the sheet.

Or get the template sheet here.

Get sheet key

Sheet key is a part In the url of google sheet, between "spreadsheets/d/" and "/edit" (if there is "edit")



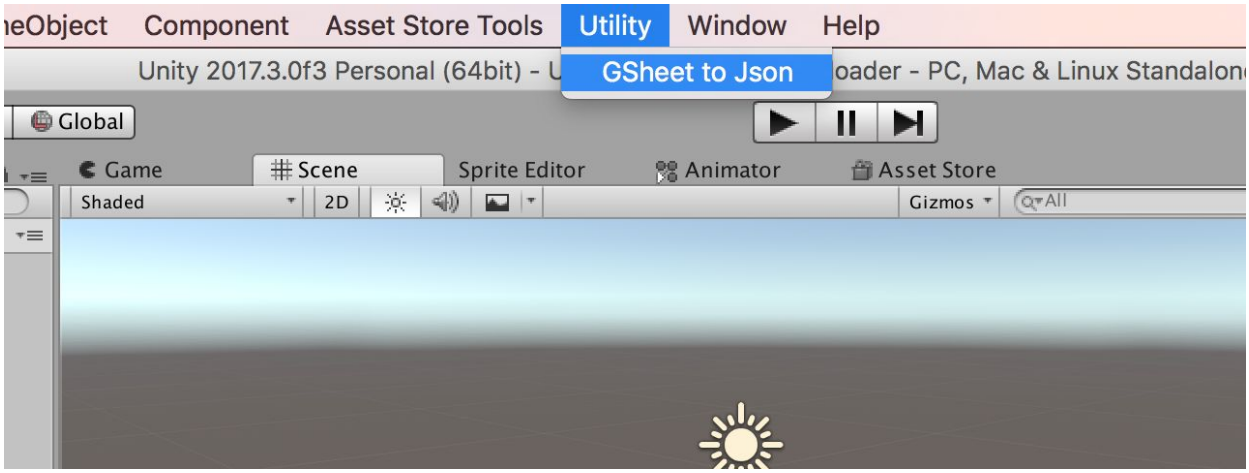
	A	B	C	D	E	F	G	H	I
1	var_name1	var_name2	var_name3	var_name4	var_name5	var_name6	var_name7	var_name8	comment_here
2	*string*	*int*	*bool*	*float*	*string[]*	*int[]*	*bool[]*	*float[]*	*comment*
3	some text	3	TRUE	3.14	this,is,a,array,of,string	21,22,23,24	TRUE,FALSE,FALSE	4.2, 5.4, 0.004	Comment anything you want
4	SOME TEXT	-102	FALSE	5	This is 1st strings. This is still 1st string. But, this is 2nd string.	1,4,12,-2	FALSE, TRUE	1,2,4.3,5,1.543	This will not be included in json
5	You can type anything, really!	5	TRUE	0.4	Notice your , sign	-3,2,-156,3432	TRUE	0.23,3,4545,12.1	
6									
7									
8									

For example, with this url:

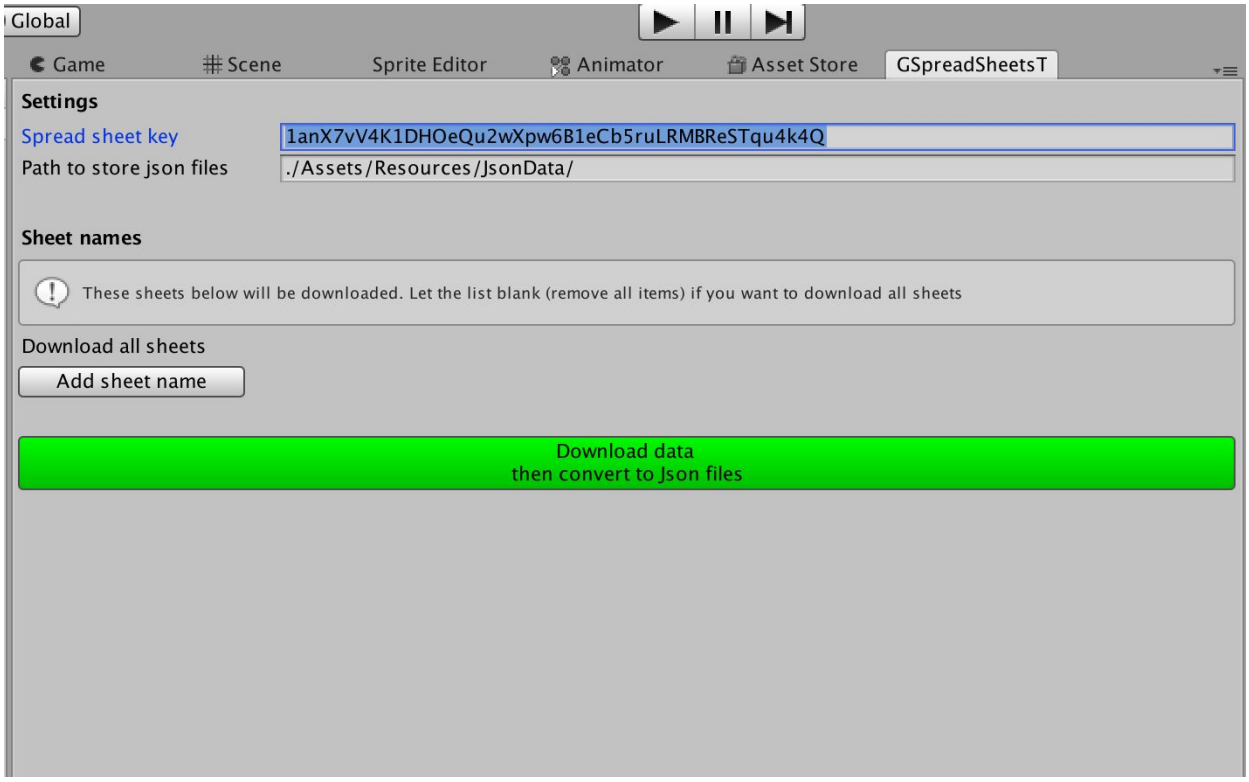
https://docs.google.com/spreadsheets/d/1anX7vV4K1DHOeQu2wXpw6B1eCb5ruLRMBReSTqu4k4Q/edit#gid=0

The sheet key will be: 1anX7vV4K1DHOeQu2wXpw6B1eCb5ruLRMBReSTqu4k4Q

Open tool windows in Unity Editor by clicking at “Utility/GSheet to Json” menu.



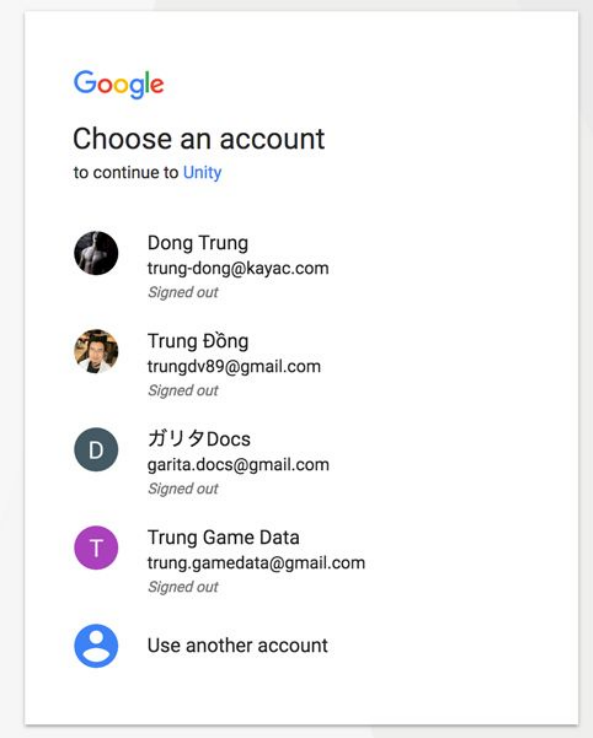
A window appears, put the sheet key to “Spread sheet key” text box.

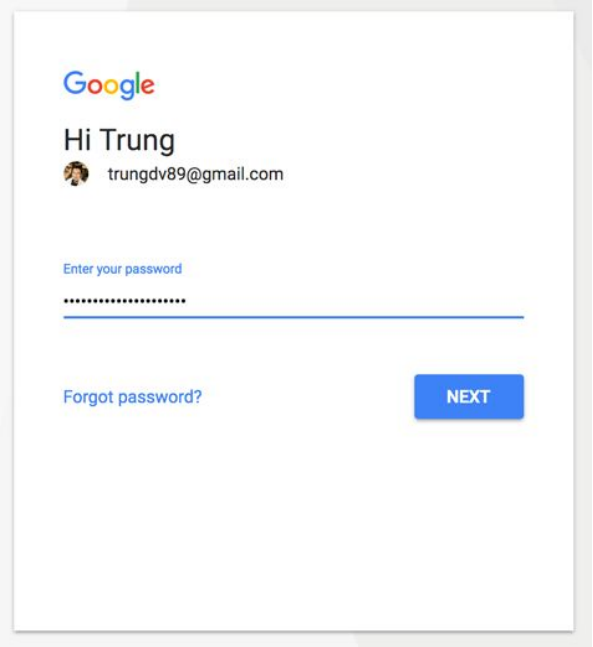


Get permission

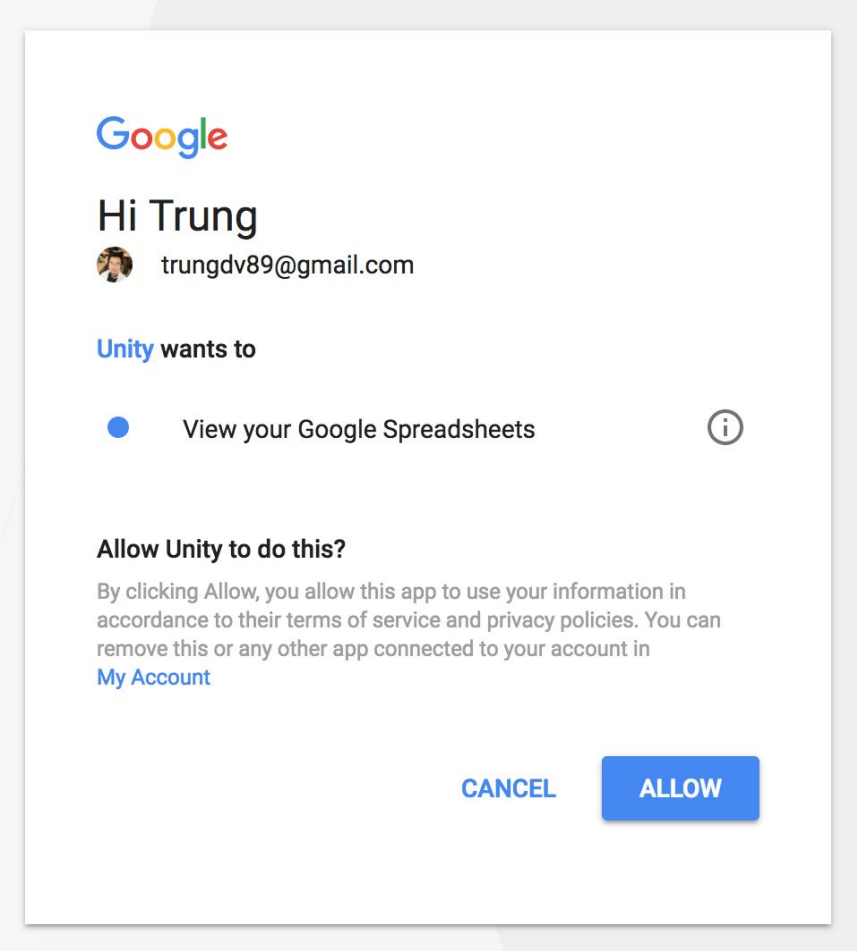
After putting the sheet key, click the green button "Download data then convert to json files"

When browser is opened, log in an account which have permission to access data sheet.

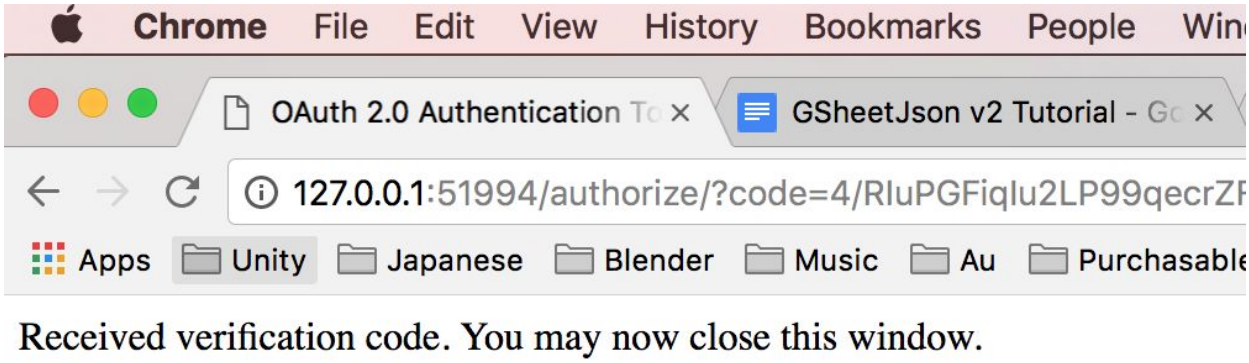




Then allow “Unity” to access data sheet.



After you click “Allow” button, this message appears, now you can close your browser. (The tool will automatically download data)



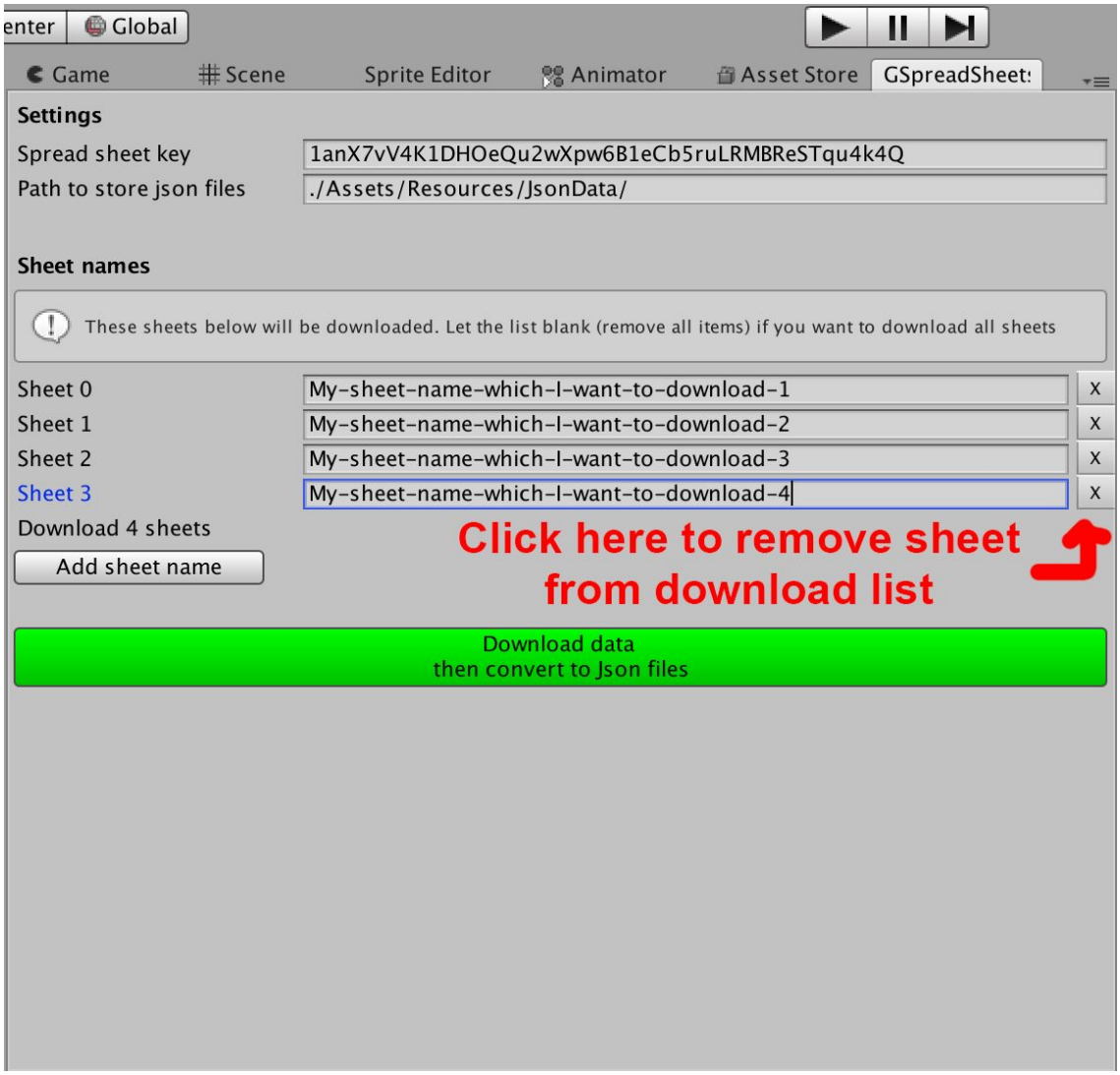
HOW TO USE

Create Json files

Click the download button and all sheets will be converted to json files, which will be stored at Assets/Resources/JsonData folder in your project. You can change this store path by modifying “Path to store json files” text box.

Download some certain sheets only

In the case you don’t want to download all sheets (too many sheets cost very long time), you can use “Add sheet name” button to add the sheets which you want to download. Remove all sheet names will switch this tool to download-all-sheets mode again.



Adding more data type

This version support only 8 types of data:

string	***int***	***bool***	***float***	***string[]***	***int[]***	***bool[]***	***float[]***

If you want more, you can add type(s) by modifying GSpreadSheetsToJson.cs in GSpreadSheets/Editor/

In this script, find “switch(dataTypes[columnId])”. This switch block handles how to convert string to data type. Add your own type’s handler here.