CSV Reader

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Unity 2019.x tested.

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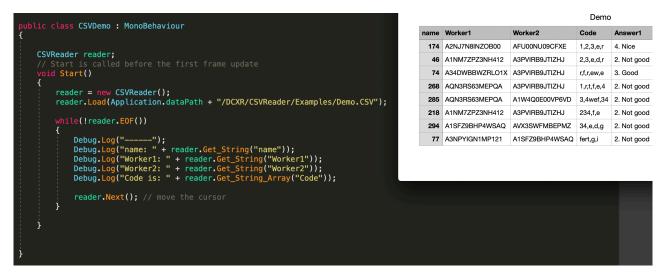
Github: Click Here

CSV Reader is a helper tool helps you to read the csv files.

It is easy and simple to use.

Quick Start

- Load a csv file.
- Read the data by the column name.
- Move the cursor to next row
- Keep reading the data, until the end of the file.



More details please see the example inside the tool.

How does it work?

CSV Reader is technically a state machine, and it handles an internal cursor to always point to the current row, which allows CSV Reader to visit.

APIs

 Load a csv file which with the header row. It is recommended to have the header row, which may easier to access the data by the column name.

public bool Load(string path, bool mapping_header = true);

How many records the csv file has.

public int Count();

• Reset the cursor to the first row.

public bool Reset_Cursor();

Move the cursor to the next row.

```
public bool Next();
```

• End of the file.

```
public bool EOF();
```

• Get the data by the given column name.

```
public string Get_String(string colName);
```

• Get the array data by the given column name.

```
public string[] Get_String_Array(string colName);
```

• Get the raw data of the current row.

```
public List Get_Origin_Record();
```

Advantages

- Easy and simple to use.
- Lite-weight tool.