Table of Contents

WELCOME.

Welcome to the documentation for the Unity tools made by Hellion Cat.

Quick Start Notes:

Please make sure to go through each of our tool's documentation before using them to avoid unnecessary issues.

If you need help with any of our tools, feel free to Contact us.

Welcome to the tool documentation!

In this section, we are going to guide you on the proper way to use our tool.

Please make sure to read the doc before using the tool to avoid any problem.

Datalink Remote

This tool purpose is to allow you easily link any scriptable object to your google drive, allowing to easily edit data in a spreadsheet outside of the editor.
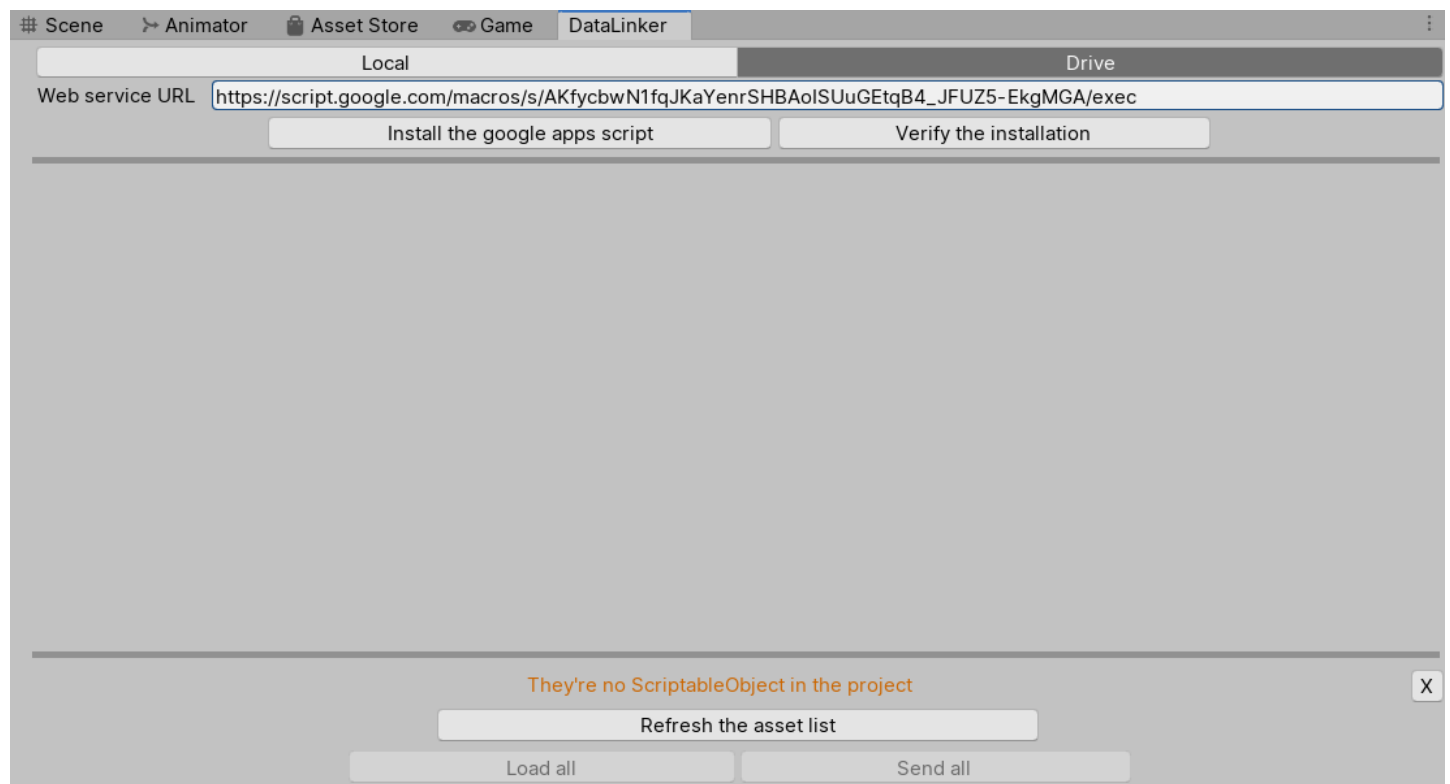
This work by creating a single spreadsheet in your google drive, and then a new sheet for each scriptable object based on their name.

How to use it

You will find the tool window in the upper menu of Unity under Window/HellionCat/DataLink.
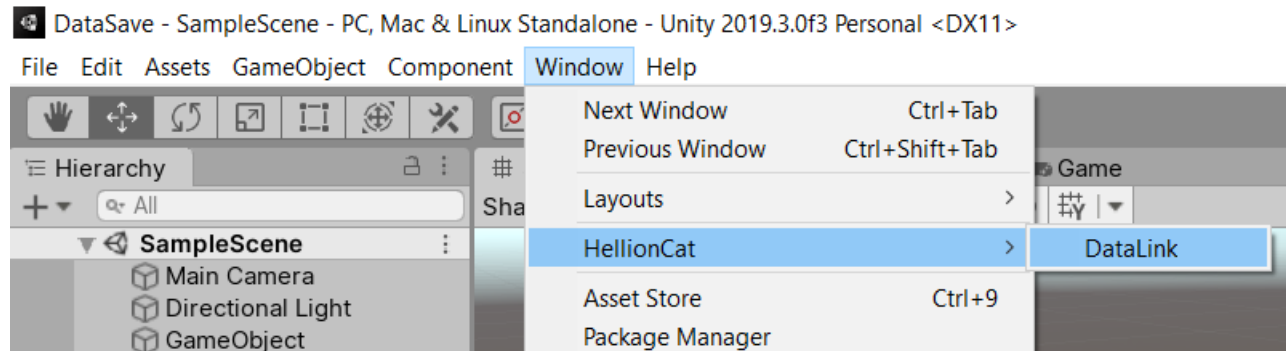
You just need to open it and dock it anywhere you like.

We recommend you to dock it in the center part of the editor like in the above screenshot, but it is not required

Installing the google apps script

The first thing to do is to setup the google apps script, that is used as a bridge between the project and your google drive. To do so, you will need to click the "*Install the google apps script*" button.
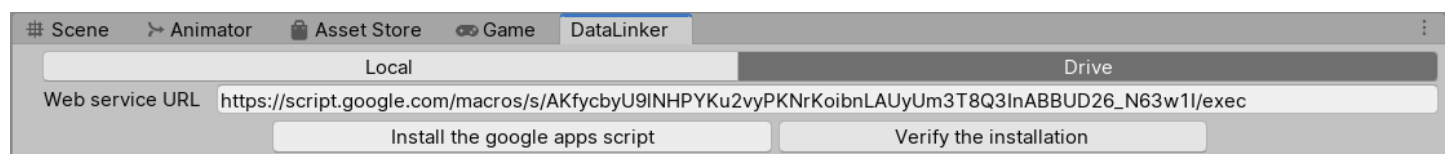
This will open a new window in your default browser with a copy of the app.

The next step is to make the app reachable by your unity project. Open the publish window by clicking on *Publish/Deploy as web app...*
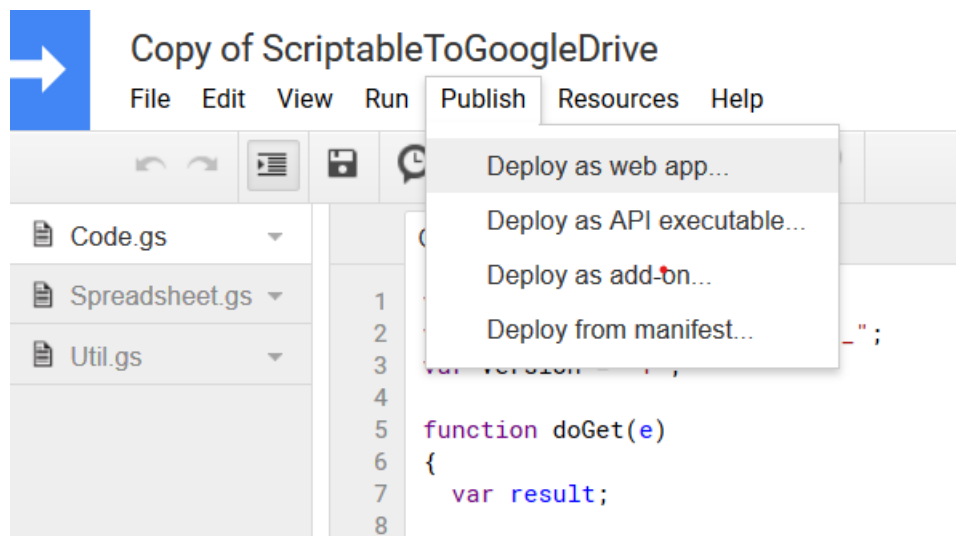
It will take some time for the window to load.

Once the window is open, make sure that the field "*Execute the app as:*" is set to "*Me*", and the field "*Who has access to the app:*" is set to "*Anyone, even anonymous*". Then, you can click on the update button to continue

A popup will ask you to authorize the app to modify files on your drive. Click on "*Review Permissions*" then select your google account, and you will arrive on a security warning. This warning only appear because the app has not been verified by google, so you can continue and ignore it.

Click on advanced and "*Go to … (unsafe)*". This will open a new window reviewing the authorization needed by the app. Click on allow to finish the configuration of the google apps script.

The web app has now been deployed, you can copy the web app url and go back into unity.

Using the tool in unity

In unity, paste the copied link into the "*Web service URL*" field. You can then click on the "*Verify the installation*" button and if a small V appear next to the url, you are good to go.

The center part of the tool will display all your scriptable objects.

You can uncheck the checkmark left to their names to make sure they are never sent to the drive if you don't want them to be. Clicking on the file icon will open the scriptable object in the inspector, and the buttons below will send/load them to/from the drive as their label suggest.

The tool also allows to load and send all scriptable objects at once. Those buttons will only affect the scriptable objects displayed in the editor, which mean that you can use the search bar to only send a specific bunch of scriptable objects to your drive.

This tool does not support duplicate name. Any duplicate name will result in a warning in the editor and may cause issues.

Datalink Local

This tool purpose is to allow you easily link any scriptable object to *.csv files, allowing to easily edit data in a spreadsheet outside of the editor.

It will create one *.csv file per scriptable objects you choose to save.

How to use it

You will find the tool window in the upper menu of Unity under Window/HellionCat/DataLink.
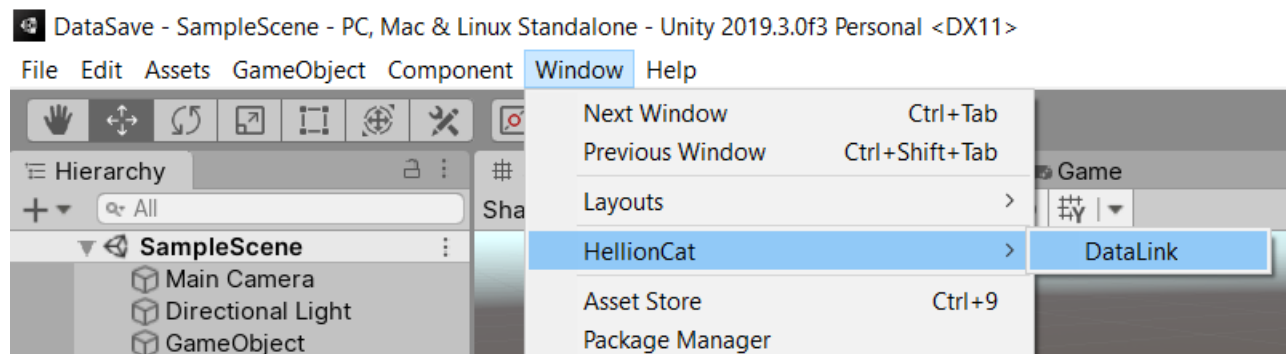
You just need to open it and dock it anywhere you like.
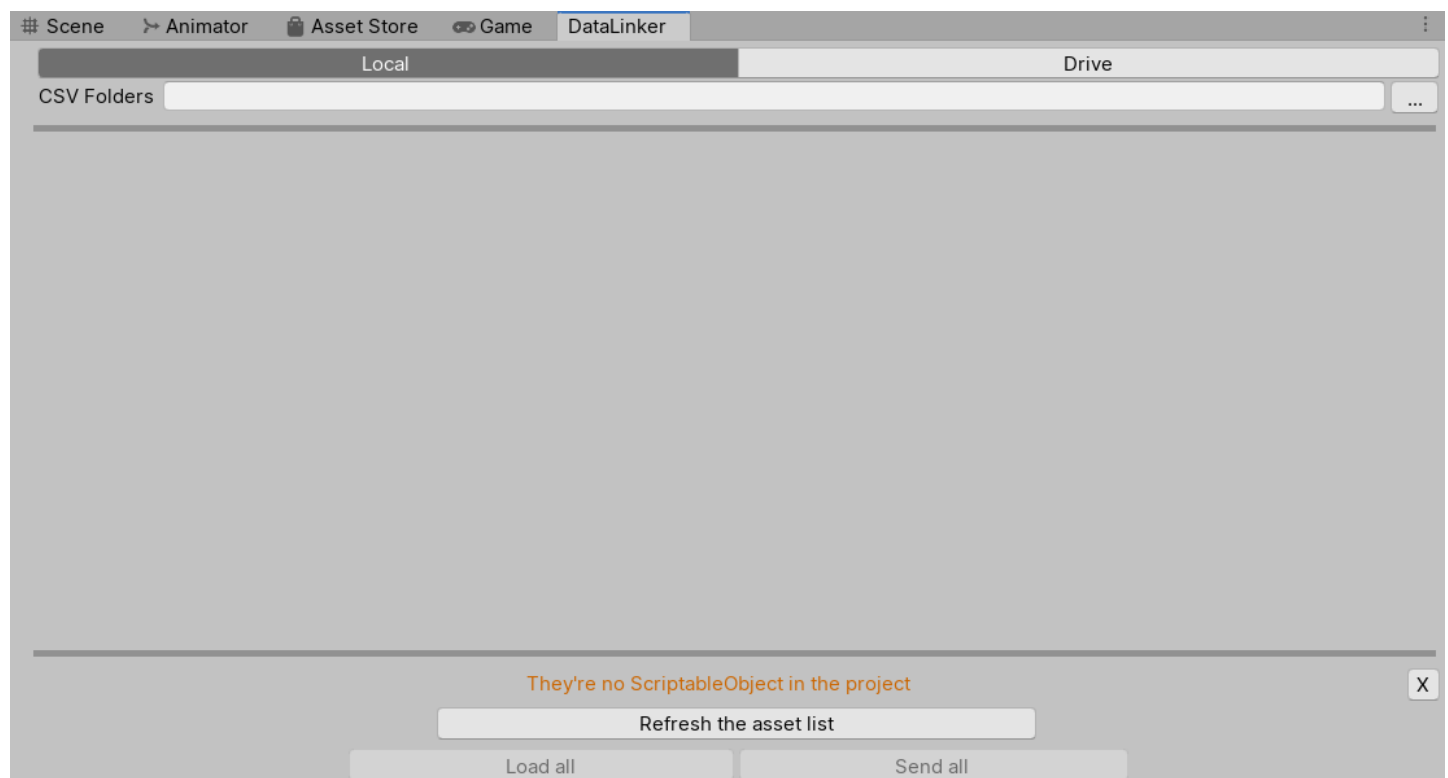
We recommend you to dock it in the center part of the editor like in the above screenshot, but it is not required

The first thing you'll want to do is to select a folder in which you want to save the .csv files
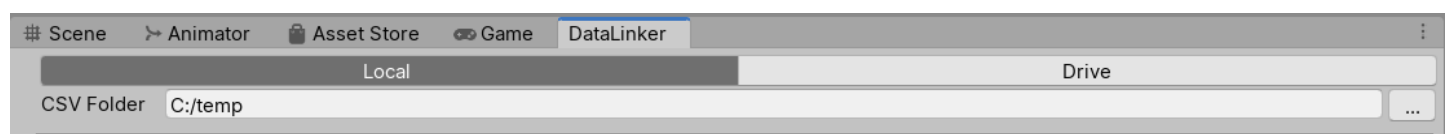
The center part of the tool will display all your scriptable objects.
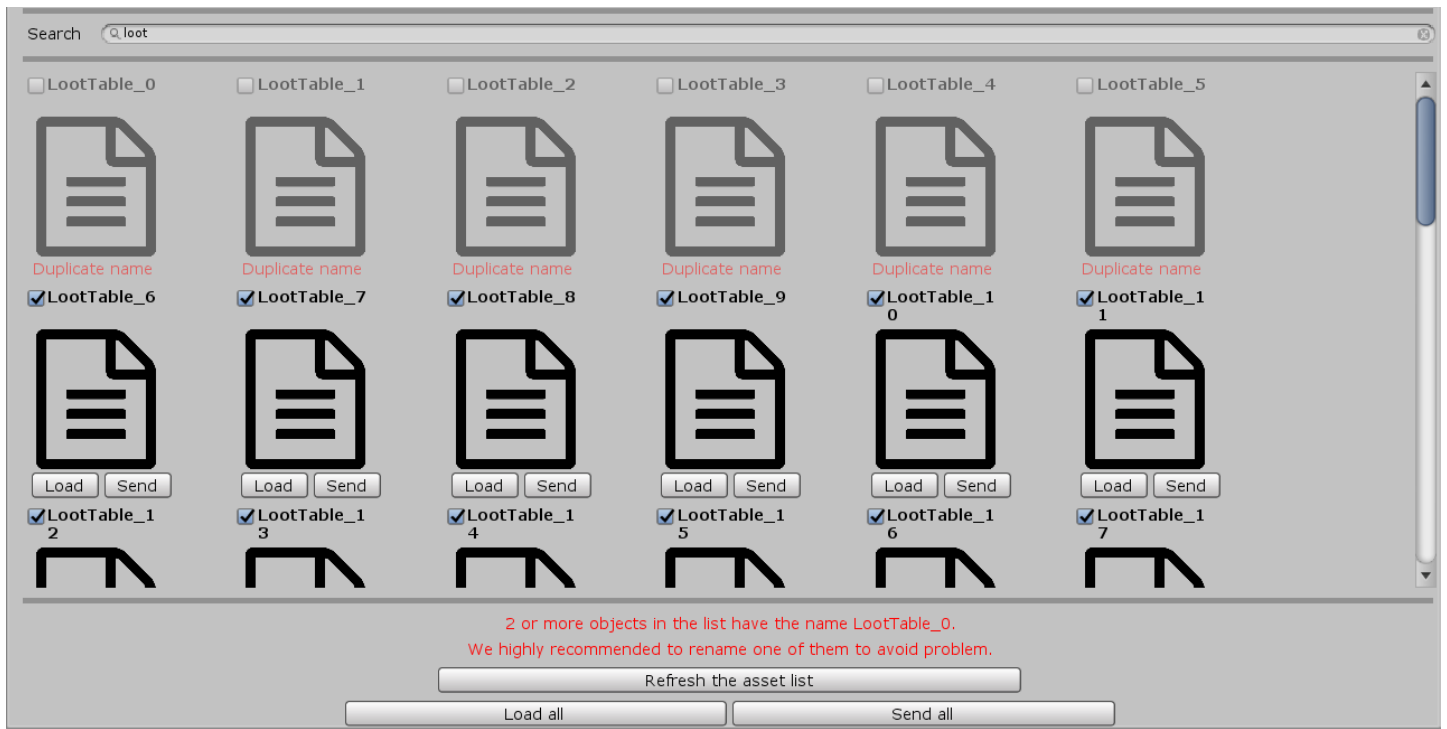
You can chack the checkmark left to their names to make sure they are never saved as files if you don't want them to be. Clicking on the file icon will open the scriptable object in the inspector, and the buttons below will send/load them to/from the drive as their label suggest.

The tool also allows to load and send all scriptable objects at once. Those buttons will only affect the scriptable objects displayed in the editor, which mean that you can use the search bar to only send a specific bunch of scriptable objects to your drive.

This tool does not support duplicate name. Any duplicate name will result in a warning in the editor and may cause issues.

Namespace HellionCat.DataLink

Classes

Bridge

Handle the logic to send and received data from the google scripts app

Datalink

GetDataInfo

Simple class holding the response for a data getting

GetTimeInfo

Simple class holding the response for a last modification request

ObjectData

This class hold data about the ScriptableObject

SendDataInfo

Simple class holding the response for a data sending

SO_EditorUpdate

SpreadsheetInfo

Simple class holding the response for a spread sheet creation

Utility

Utility class used to run ienumerator in editor

Enums

MessageType

Enumeration containing the possible types of messages

Class Bridge

Handle the logic to send and received data from the google scripts app

Inheritance

System.Object

Bridge

Syntax

```
public static class Bridge
```

Methods

CreateSpreadsheet(String, Action<SpreadsheetInfo>, Int32)

Create a new spreadsheet on your google drive using the project name.

Declaration

```
public static void CreateSpreadsheet(string p_url, Action<SpreadsheetInfo> p_callback, int p_timeout = 10)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<SpreadsheetInfo>	p_callback	The callback method called once the request is done
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

DoCreateSpreadsheet(String, Action<SpreadsheetInfo>, Int32)

Create a new spreadsheet

Declaration

```
static IEnumerator DoCreateSpreadsheet(string p_url, Action<SpreadsheetInfo> p_callback, int p_timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<SpreadsheetInfo>	p_callback	The callback method called once the request is done
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

DoGetAllData(String, Action<GetDataInfo>, String, Int32)

Get the data from the specified sheet

Declaration

```
static IEnumerator DoGetAllData(string p_url, Action<GetDataInfo> p_callback, string p_sheetsName, int p_timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<GetDataInfo>	p_callback	The callback method called once the request is done
System.String	p_sheetsName	The name of the sheet
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

DoGetData(String, Action<GetDataInfo>, String, Int32)

Get the data from the specified sheet

Declaration

```
static IEnumerator DoGetData(string p_url, Action<GetDataInfo> p_callback, string p_sheetName, int p_timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<GetDataInfo>	p_callback	The callback method called once the request is done
System.String	p_sheetName	The name of the sheet

TYPE	NAME	DESCRIPTION
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

DoGetLastUpdateTime(String, Action<GetTimeInfo>, Int32)

Get the last time the spreadsheet has been modified, used to check if updates are available

Declaration

```
static IEnumerator DoGetLastUpdateTime(string p_url, Action<GetTimeInfo> p_callback, int p_timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<GetTimeInfo>	p_callback	The callback method called once the request is done
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

DoSendAllData(String, Action<SendDataInfo>, String, Int32)

Send the data to the specified sheet

Declaration

```
static IEnumerator DoSendAllData(string p_url, Action<SendDataInfo> p_callback, string p_data, int p_timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<SendDataInfo>	p_callback	The callback method called once the request is done

TYPE	NAME	DESCRIPTION
System.String	p_data	The data of the scriptable object
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

DoSendData(String, Action<SendDataInfo>, String, String, Int32)

Send the data to the specified sheet

Declaration

```
static IEnumerator DoSendData(string p_url, Action<SendDataInfo> p_callback, string p_data, string
p_sheetName, int p_timeout)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<SendDataInfo>	p_callback	The callback method called once the request is done
System.String	p_data	The data of the scriptable object
System.String	p_sheetName	The name of the sheet
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

Returns

TYPE	DESCRIPTION
System.Collections.IEnumerator	

GetAllSpreadsheetData(String, Action<GetDataInfo>, String, Int32)

Get the data in all the given sheets

Declaration

```
public static void GetAllSpreadsheetData(string p_url, Action<GetDataInfo> p_callback, string p_sheetsName,
int p_timeout = 60)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<GetDataInfo>	p_callback	The callback method called once the request is done
System.String	p_sheetsName	The name of the sheets
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

GetLastModificationTime(String, Action<GetTimeInfo>, Int32)

Get the last time the spreadsheet has been modified, used to check if updates are available

Declaration

```
public static void GetLastModificationTime(string p_url, Action<GetTimeInfo> p_callback, int p_timeout = 10)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<GetTimeInfo>	p_callback	The callback method called once the request is done
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

GetSpreadsheetData(String, Action<GetDataInfo>, String, Int32)

Get the data in the given sheet

Declaration

```
public static void GetSpreadsheetData(string p_url, Action<GetDataInfo> p_callback, string p_sheetName, int p_timeout = 20)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<GetDataInfo>	p_callback	The callback method called once the request is done

TYPE	NAME	DESCRIPTION
System.String	p_sheetName	The name of the sheet
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

SetAllSpreadsheetData(String, Action<SendDataInfo>, String, Int32)

Change the data in the given sheet

Declaration

```
public static void SetAllSpreadsheetData(string p_url, Action<SendDataInfo> p_callback, string p_data, int
p_timeout = 60)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<SendDataInfo>	p_callback	The callback method called once the request is done
System.String	p_data	The data of the scriptable object
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

SetSpreadsheetData(String, Action<SendDataInfo>, String, String, Int32)

Change the data in the given sheet

Declaration

```
public static void SetSpreadsheetData(string p_url, Action<SendDataInfo> p_callback, string p_data, string
p_sheetName, int p_timeout = 20)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google scripts app
System.Action<SendDataInfo>	p_callback	The callback method called once the request is done
System.String	p_data	The data of the scriptable object

TYPE	NAME	DESCRIPTION
System.String	p_sheetName	The name of the sheet
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

System.String	p_sheetName	The name of the sheet
System.Int32	p_timeout	The time in second to wait for a response from the google script before cancelling

Class Datalink

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.EditorWindow

Datalink

Namespace: HellionCat.DataLink

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class Datalink : EditorWindow
```

Fields

CaseWidth

The width of a file rect in the editor window

Declaration

```
public const int CaseWidth = 100
```

Field Value

TYPE	DESCRIPTION
System.Int32	

ConfigFileName

The name of the config file

Declaration

```
const string ConfigFileName = "HC_dlink_config"
```

Field Value

TYPE	DESCRIPTION
System.String	

CSVColumnDelimiter

Delimiter used between column for the csv

Declaration

```
const string CSVColumnDelimiter = ";"
```

Field Value

TYPE	DESCRIPTION
System.String	

CSVHeader

The header to write in the csv

Declaration

```
public const string CSVHeader = "Property;Type;Value(s)"
```

Field Value

TYPE	DESCRIPTION
System.String	

CSVLineDelimiter

Delimiter used between row for the csv

Declaration

```
const string CSVLineDelimiter = "/n"
```

Field Value

TYPE	DESCRIPTION
System.String	

DriveColumnDelimiter

Delimiter used between column when sending or receiving data from the google sheets

Declaration

```
const string DriveColumnDelimiter = "|cl|"
```

Field Value

TYPE	DESCRIPTION
System.String	

DriveHeader

The header to write in the google sheets

Declaration

```
public const string DriveHeader = "Property|cl|Type|cl|Value(s)"
```

Field Value

TYPE	DESCRIPTION
System.String	

DriveLineDelimiter

Delimiter used between row when sending or receiving data from the google sheets

Declaration

```
const string DriveLineDelimiter = "|rw|"
```

Field Value

TYPE	DESCRIPTION
System.String	

FileIcon

Sprite used for representing a scriptable in the editor

Declaration

```
public static Sprite FileIcon
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Sprite	

FileIconName

The name of the icon file

Declaration

```
const string FileIconName = "file_icon"
```

Field Value

TYPE	DESCRIPTION
System.String	

m_centerLabel

A style used to get centered label in the editor

Declaration

```
GUIStyle m_centerLabel
```

Field Value

TYPE	DESCRIPTION
UnityEngine.GUIStyle	

m_config

A file containing the configuration data of this tool

Declaration

```
[SerializeField]
TextAsset m_config
```

Field Value

TYPE	DESCRIPTION
UnityEngine.TextAsset	

m_csvPath

The path of the folder than contain the CSVs files

Declaration

```
[SerializeField]
string m_csvPath
```

Field Value

TYPE	DESCRIPTION
System.String	

m_duplicateName

The duplicated name

Declaration

```
string m_duplicateName
```

Field Value

TYPE	DESCRIPTION
System.String	

m_filters

Filter used to get the files in the asset folder

Declaration

```
readonly string[] m_filters
```

Field Value

TYPE	DESCRIPTION
System.String[]	

m_isDuplicateName

USed to know if there is duplicate name for the scripables

Declaration

```
bool m_isDuplicateName
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

m_objects

Array with all information about the scriptable objects of the project

Declaration

```
[SerializeField]
ObjectData[] m_objects
```

Field Value

TYPE	DESCRIPTION
ObjectData[]	

m_scroll

The current scroll position for the scroll view

Declaration

```
Vector2 m_scroll
```

Field Value

TYPE	DESCRIPTION
UnityEngine.Vector2	

m_search

The string containing the content of the search bar

Declaration

```
string m_search
```

Field Value

TYPE	DESCRIPTION
System.String	

m_testResult

Result of the request "Verify installation"

Declaration

```
int m_testResult
```

Field Value

TYPE	DESCRIPTION
System.Int32	

m_timer

The number of frame to wait before saving changes in the config file

Declaration

```
float m_timer
```

Field Value

TYPE	DESCRIPTION
System.Single	

m_toolBar

Titles of the toolbar

Declaration

```
readonly string[] m_toolBar
```

Field Value

TYPE	DESCRIPTION
System.String[]	

m_url

The url of the google scripts app

Declaration

```
[SerializeField]
string m_url
```

Field Value

TYPE	DESCRIPTION
System.String	

OriginGoogleScriptsAppUrl

This is the link to the original copy of the google app scripts. DO NOT MODIFY THIS, or else you will break the install button.

Declaration

```
const string OriginGoogleScriptsAppUrl =
"https://script.google.com/d/1GQw6tctCmyhfXIEFsDVuVqGHnZJs4JV6wFFY4X8ciBFWHoTGnWKo6Dsq/newcopy"
```

Field Value

TYPE	DESCRIPTION
System.String	

s_additionalInformation

Additional information to send with the message

Declaration

```
static string s_additionalInformation
```

Field Value

TYPE	DESCRIPTION
System.String	

s_messageType

The type of message we are sending to the user

Declaration

```
static MessageType s_messageType
```

Field Value

TYPE	DESCRIPTION
MessageType	

s_testing

Determine if the request "Verify installation" has been launched

Declaration

```
static bool s_testing
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

s_waitingCallback

Prevent some action if we are waiting for a callback

Declaration

```
static bool s_waitingCallback
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SendInDrive

Declaration

```
public static bool SendInDrive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

SheetDataDelimiter

Delimiter used between the sheet name and data when sending or receiving data from the google sheets

Delimiter used between the sheet name and data when sending or receiving data from the google sheets

Declaration

```
public const string SheetDataDelimiter = "|shD|"
```

Field Value

TYPE	DESCRIPTION
System.String	

SheetDelimiter

Delimiter used between sheets when sending or receiving data from the google sheets

Declaration

```
public const string SheetDelimiter = "|sh|"
```

Field Value

TYPE	DESCRIPTION
System.String	

Properties

WaitingCallback

Declaration

```
public static bool WaitingCallback { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

DrawUiLine(Color, Int32, Int32)

Draw a line in the ui

Declaration

```
static void DrawUiLine(Color p_color, int p_thickness = 2, int p_padding = 10)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Color	p_color	The color of the line
System.Int32	p_thickness	The thickness of the line

TYPE	NAME	DESCRIPTION
System.Int32	p_padding	the padding before and after the line

GetColumnDelimiter(Boolean)

Declaration

```
public static string GetColumnDelimiter(bool p_drive = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	p_drive	

Returns

TYPE	DESCRIPTION
System.String	

GetLineDelimiter(Boolean)

Declaration

```
public static string GetLineDelimiter(bool p_drive = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	p_drive	

Returns

TYPE	DESCRIPTION
System.String	

LoadAll()

Load all the scriptable object from the google scripts app If a search has been done, only load the found scriptable object

Declaration

```
void LoadAll()
```

LoadAllCb(GetDataInfo)

Handle the response from load all

Declaration

```
void LoadAllCb(GetDataInfo p_obj)
```

Parameters

TYPE	NAME	DESCRIPTION
GetDataInfo	p_obj	The result of the request

OnDisable()

Save the config file when closing the editor

Declaration

```
void OnDisable()
```

OnEnable()

Initialize the editor

Declaration

```
void OnEnable()
```

OnGUI()

Handle the drawing of the editor on screen

Declaration

```
void OnGUI()
```

OnInspectorUpdate()

Automatically repaint the editor ~10 times per seconds, Avoiding the need for the user to move te mouse to repaint it.

Declaration

```
void OnInspectorUpdate()
```

OnProjectChange()

Ensure to save the config file when the project has been changed

Declaration

```
void OnProjectChange()
```

OnSelectionChange()

Ensure to save the config file when the selection has been changed

Declaration

```
void OnSelectionChange()
```

Reload_SO()

Reload the scriptable objects to refresh to editor

Declaration

```
void Reload_SO()
```

SaveAllCb(SendDataInfo)

Handle the response from save all

Declaration

```
void SaveAllCb(SendDataInfo p_obj)
```

Parameters

TYPE	NAME	DESCRIPTION
SendDataInfo	p_obj	The result of the request

SaveConfig()

Write the configs to the disk

Declaration

```
void SaveConfig()
```

SendAll()

Send all the scriptable object to the google scripts app If a search has been done, only send the result of it

Declaration

```
void SendAll()
```

SetMessage(MessageType, String)

Display a message in the editor

Declaration

```
public static void SetMessage(MessageType p_message, string p_additional = "")
```

Parameters

TYPE	NAME	DESCRIPTION
MessageType	p_message	The type of the message
System.String	p_additional	Eventual additional info to display on the editor

SetMessage(Boolean, Boolean, String)

Display a message in the editor

Declaration

```
public static void SetMessage(bool p_success, bool p_timeout, string p_additional = "")
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.Boolean	p_success	Has the connexion succeeded ?
System.Boolean	p_timeout	Has the request timed out ?
System.String	p_additional	Eventual additional info to display on the editor

ShowWindow()

Show the editor window

Declaration

```
[MenuItem("Window/HellionCat/DataLink")]
public static void ShowWindow()
```

TestCb(GetTimeInfo)

Handle the response from a get last update time request

Declaration

```
void TestCb(GetTimeInfo p_ti)
```

Parameters

TYPE	NAME	DESCRIPTION
GetTimeInfo	p_ti	The result of the request

Class GetDataInfo

Simple class holding the response for a data getting

Inheritance

System.Object

GetDataInfo

Syntax

```
public class GetDataInfo
```

Fields

data

Declaration

```
public string data
```

Field Value

TYPE	DESCRIPTION
System.String	

lastModification

Declaration

```
public string lastModification
```

Field Value

TYPE	DESCRIPTION
System.String	

lastModificationTime

Declaration

```
public DateTime lastModificationTime
```

Field Value

TYPE	DESCRIPTION
System.DateTime	

success

Declaration

```
public bool success
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

timedOut

Declaration

```
public bool timedOut
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class GetTimeInfo

Simple class holding the response for a last modification request

Inheritance

System.Object

GetTimeInfo

Namespace: HellionCat.DataLink

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class GetTimeInfo
```

Fields

lastModification

Declaration

```
public string lastModification
```

Field Value

TYPE	DESCRIPTION
System.String	

lastModificationTime

Declaration

```
public DateTime lastModificationTime
```

Field Value

TYPE	DESCRIPTION
System.DateTime	

success

Declaration

```
public bool success
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

timedOut

Declaration

```
public bool timedOut
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Enum MessageType

Enumeration containing the possible types of messages

Namespace: HellionCat.DataLink

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public enum MessageType
```

Fields

NAME	DESCRIPTION
Empty	
Fail	
Loading	
None	
Success	
Timeout	

Class ObjectData

This class hold data about the ScriptableObject

Inheritance

System.Object

ObjectData

Namespace: HellionCat.DataLink

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[Serializable]
public class ObjectData
```

Constructors

ObjectData(String)

Constructor

Declaration

```
public ObjectData(string p_id)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_id	The id of the scriptable object

ObjectData(ScriptableObject)

Constructor

Declaration

```
public ObjectData(ScriptableObject p_object)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.ScriptableObject	p_object	The scriptable object to represent

Fields

m_duplicate

Whether this scriptable object has a duplicate name

Declaration

```
public bool m_duplicate
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

m_itemId

The itemId of the Object

Declaration

```
public string m_itemId
```

Field Value

TYPE	DESCRIPTION
System.String	

m_object

The object to synchronize

Declaration

```
public ScriptableObject m_object
```

Field Value

TYPE	DESCRIPTION
UnityEngine.ScriptableObject	

m_sendOnline

Whether the object is to be synchronized

Declaration

```
public bool m_sendOnline
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

m_serializedObject

The serialized object linked to the scriptable object

Declaration

```
SerializedObject m_serializedObject
```

Field Value

TYPE	DESCRIPTION
UnityEditor.SerializedObject	

m_waitingCallback

Block the options about the file if a request is pending

Declaration

```
public bool m_waitingCallback
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Methods

ConvertObjectIntoSingleString()

Convert the properties of the object into a simple string

Declaration

```
public string ConvertObjectIntoSingleString()
```

Returns

TYPE	DESCRIPTION
System.String	The properties in a string format

ConvertObjectIntoStringArray()

Convert the properties of the object into an array of strings

Declaration

```
public string[] ConvertObjectIntoStringArray()
```

Returns

TYPE	DESCRIPTION
System.String[]	The properties in a string array format

ConvertPropertyIntoString(SerializedProperty)

Convert the data of the property into a string (or an array) depending to its type

Declaration

```
string[] ConvertPropertyIntoString(SerializedProperty p_property)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.SerializedProperty	p_property	The property to convert

Returns

TYPE	DESCRIPTION
System.String[]	The properties in a string format

ConvertStringToProperty(SerializedProperty, IReadOnlyList<String[]>, Int32)

Set the property with the info of a string array

Declaration

```
int ConvertStringToProperty(SerializedProperty p_prop, IReadOnlyList<string[]> p_data, int p_line)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.SerializedProperty	p_prop	The property to set
System.Collections.Generic.IReadOnlyList<System.String[]>	p_data	Array with all info
System.Int32	p_line	The line(s) to read to set up the property

Returns

TYPE	DESCRIPTION
System.Int32	Return the index number of this property

Display(String)

Display the information and options for this object

Declaration

```
public void Display(string p_url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google apps script

DisplayInObject(String)

Display the information and options for this object

Declaration

```
public void DisplayInObject(string p_url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	The url of the google apps script

GetBtnStyle()

GUIStyle used to display a button like a label

Declaration

```
GUIStyle GetBtnStyle()
```

Returns

TYPE	DESCRIPTION
UnityEngine.GUIStyle	The GUIStyle

Load(String)

Load the data for the scriptable object from the google apps scripts

Declaration

```
public void Load(string p_url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	the url of the google apps scripts

LoadCallback(GetDataInfo)

Handle the response for a load request

Declaration

```
public void LoadCallback(GetDataInfo p_info)
```

Parameters

TYPE	NAME	DESCRIPTION
GetDataInfo	p_info	The response for the request

LoadCallback(String)

Handle the load from a load all request

Declaration

```
public void LoadCallback(string p_info)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_info	The data for this object

Send(String)

Convert the properties of the object into a simple string and send them to the google apps scripts

Declaration

```
public void Send(string p_url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	p_url	

SendCallback(SendDataInfo)

Handle the result of a send request

Declaration

```
public void SendCallback(SendDataInfo p_data)
```

Parameters

TYPE	NAME	DESCRIPTION
SendDataInfo	p_data	the result of the request

SetProperties(String[][])

Use the data of the google sheet to setup the scriptableObject

Declaration

```
public void SetProperties(string[][] p_data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[][]	p_data	The data from the google sheet split to be usable

SplitArray(SerializedProperty)

Convert all entities of a SerializedProperty array into an array of strings

Declaration

```
string[] SplitArray(SerializedProperty p_array)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.SerializedProperty	p_array	The SerializedProperty array to convert

Returns

TYPE	DESCRIPTION
System.String[]	The string representing the SerializedProperty array

SplitObject(SerializedProperty)

Convert all properties of a SerializedProperty object into an array of strings

Declaration

```
string[] SplitObject(SerializedProperty p_object)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.SerializedProperty	p_object	the SerializedProperty object to convert

Returns

TYPE	DESCRIPTION
System.String[]	The string representing the SerializedProperty object

Class SendDataInfo

Simple class holding the response for a data sending

Inheritance

System.Object

SendDataInfo

Namespace: HellionCat.DataLink

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class SendDataInfo
```

Fields

lastModification

Declaration

```
public string lastModification
```

Field Value

TYPE	DESCRIPTION
System.String	

lastModificationTime

Declaration

```
public DateTime lastModificationTime
```

Field Value

TYPE	DESCRIPTION
System.DateTime	

success

Declaration

```
public bool success
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

timedOut

Declaration

```
public bool timedOut
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class SO_EditorUpdate

Inheritance

System.Object

UnityEngine.Object

UnityEngine.ScriptableObject

UnityEditor.Editor

SO_EditorUpdate

Namespace: HellionCat.DataLink

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[CustomEditor(typeof(ScriptableObject), true)]
public class SO_EditorUpdate : Editor, IPreviewable, IToolModeOwner
```

Fields

m_this

Declaration

```
ObjectData m_this
```

Field Value

TYPE	DESCRIPTION
ObjectData	

m_url

the url of the googlesheet

Declaration

```
string m_url
```

Field Value

TYPE	DESCRIPTION
System.String	

Methods

OnEnable()

Declaration

```
void OnEnable()
```

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.Editor.OnInspectorGUI()

Class SpreadsheetInfo

Simple class holding the response for a spread sheet creation

Inheritance

System.Object

SpreadsheetInfo

Namespace: HellionCat.DataLink

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class SpreadsheetInfo
```

Fields

id

Declaration

```
public string id
```

Field Value

TYPE	DESCRIPTION
System.String	

lastModification

Declaration

```
public string lastModification
```

Field Value

TYPE	DESCRIPTION
System.String	

lastModificationTime

Declaration

```
public DateTime lastModificationTime
```

Field Value

TYPE	DESCRIPTION
System.DateTime	

name

Declaration

```
public string name
```

Field Value

TYPE	DESCRIPTION
System.String	

timedOut

Declaration

```
public bool timedOut
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

timedOut

Declaration

```
public bool timedOut
```

Class Utility

Utility class used to run ienumerator in editor

Inheritance

System.Object

Utility

Syntax

```
public static class Utility
```

Methods

StartBackgroundTask(IEnumerator, Action)

Start an ienumerator and run it in editor

Declaration

```
public static void StartBackgroundTask(IEnumerator p_update, Action p_end = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.IEnumerator	p_update	The ienumerator to run
System.Action	p_end	An eventual callback for when the ienumerator end