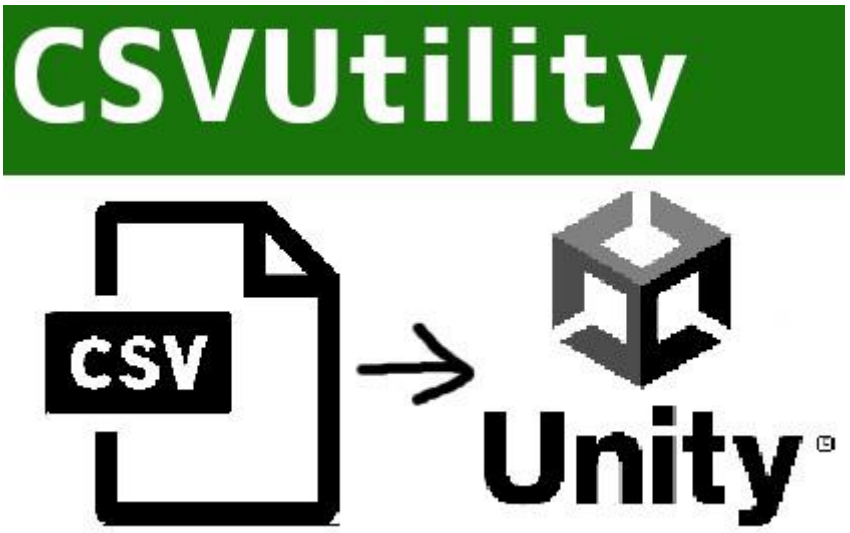
CSVUtility



このアセットに含まれるもの **3**

CSVUtilityで出来ること **4**
　扱うことが出来るデータの型 4

CSVファイルの読み込み **5**
　データの扱いを行う2つのクラスを作成 5
　CSVファイルの準備 6
　データを読み込むサンプルプログラム 6

デモシーンについて **7**

This asset includes

This asset includes a support program to be able to read CSV files and use them as data in the game. Sample scenes are also provided to help you understand how they work.

What you can do with the CSVUtility

The CSVUtility allows you to use csv files as in-game data. The main functions are as follows

- Importing CSV files
- Export and save CSV files

See next section for actual usage.

Types of data that can be handled

Data types are as follows

- int
- float
- bool
- string

Importing CSV files

The following steps are required to read CSV files.

1. Creating a model class that will be the type of data
2. CSV file with data to be used

Creating a model class that will be the type of data

For example, if you are dealing with a class that has the following data

Type	variable name
int	test_int
float	test_float

The class files required for preparation are as follows

```
using anogamelib;

public class SampleModel : CsvModelParam
{
    public int test_int;
    public float test_float;
    public override string ToString()
    {
        return $"test_int={test_int} test_float={test_float}";
    }
}
```

Note the addition of using anogamelib; and the inherited classes.
The overriding of the ToString method is for ease of viewing in debug logs and is not necessary when implementing the game.

Prepare CSV file

The following explanation is based on the csv file corresponding to the class data in the above example.
Please prepare the following data in your spreadsheet tool or text editor.

	A	B	C
1	test_int	test_float	
2	123	12.3	
3	456	45.6	
4			

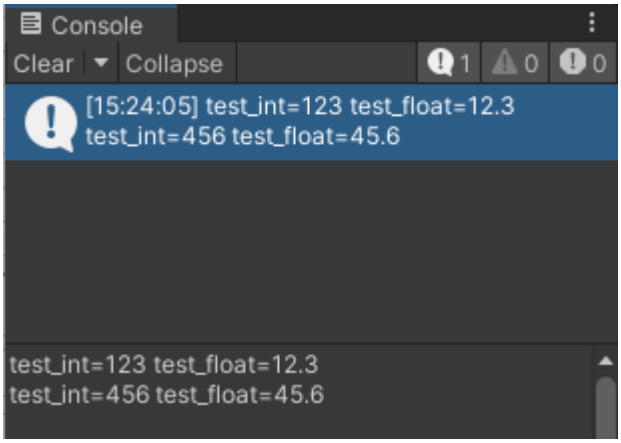
The first line should be the header information, the same text as each parameter name, and the second and subsequent lines should be used to add the data corresponding to each record. In this case, the data is for two records, but you can add as much as you like.
Also, change the extension to csv.

Sample program to read data

I would like to read the csv file created in the above item in the game. Import the saved data into Unity and prepare the following script.

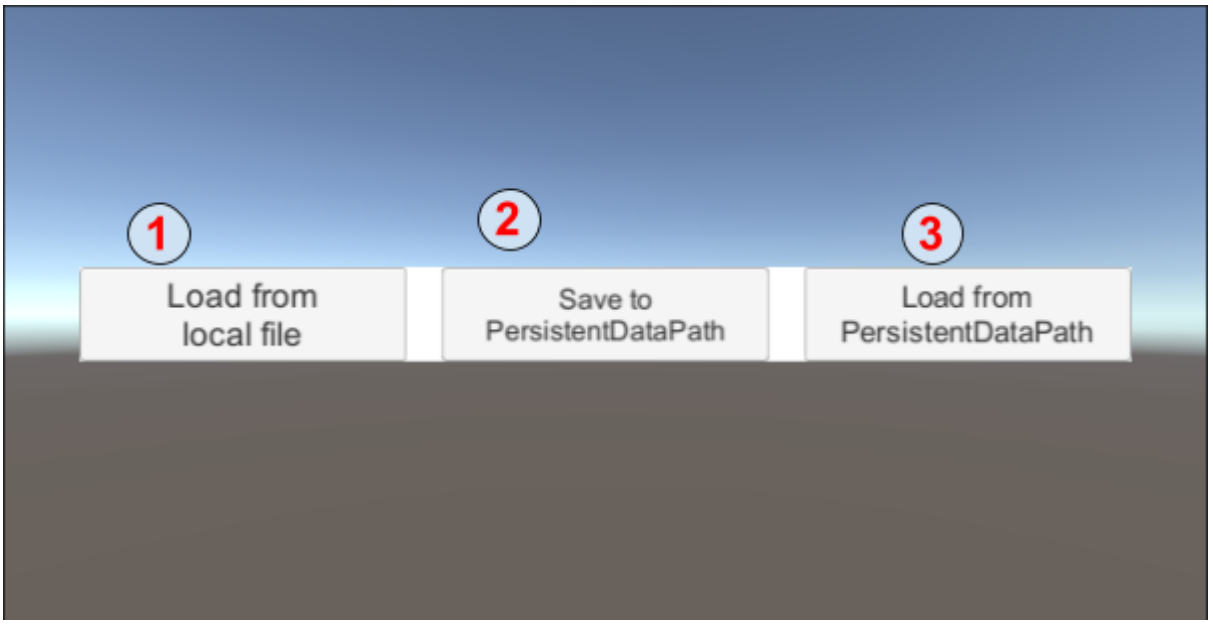
```
using UnityEngine;
using anogamelib;

public class DemoScript : MonoBehaviour
{
    [SerializeField] private TextAsset localCsvFile;
    private void Start()
    {
        CsvModel<SampleModel> sampleModel = new(localCsvFile);
        sampleModel.CheckDebugLog();
    }
}
```

When the script is ready, attach an empty game object to the scene and set the csv file you are saving to the inspector's LocalCsvFile.
If it is done well, you will see the following debug log.



About the demo scene

In the demo scene, you will see the following operations



1. Demonstration of loading a local csv file.
2. Save the loaded model to PersistentDataPath.
3. Load a csv file saved in PersistentDataPath.

By using 2 and 3 well, it is possible to save and load game data.
Please check the debug log for the save location and other information.