

# CSVManager



## Core APIs

```
manager.GetDatabase(database).GetCell(row, colName);
```

- **Source code included.**

DO NOT forget to use the namespace

```
using DCXR;
```



[Core APIs](#)



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CSV Manager upgraded from CSV Reader. CSV Manager can handle multiply CSV tables at the same time. It supports reading a CSV file from HD, creating your CSV table by C#, and output it to a CSV file to HD.

**In order to better integrate future products, the future version of the update will be packaged as a dll.**

## 100 Credits:

If you like this asset or use it for any research project, please kindly give credit to this asset. Thanks.


## Installation:

Import it to your project.

Please Download the example csv folder from:

quincyhuang/MCMCFrameworks\_Public\_Repo

MCMCFrameworks\_Public\_Repo. Contribute to quincyhuang/MCMCFrameworks\_Public\_Repo development by creating an account on GitHub.

 [https://github.com/quincyhuang/MCMCFrameworks\\_Public\\_Repo](https://github.com/quincyhuang/MCMCFrameworks_Public_Repo)

quincyhuang/  
**MCMCFrameworks\_Publ...**

MCMCFrameworks\_Public\_Repo



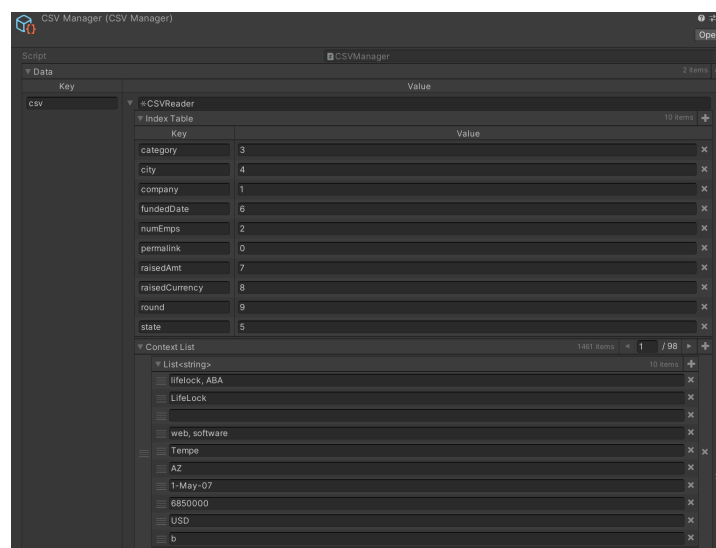
1 Contributors 0 Issues 1 Stars 0 Forks

## Requirement:

One of the following plugins must be imported:

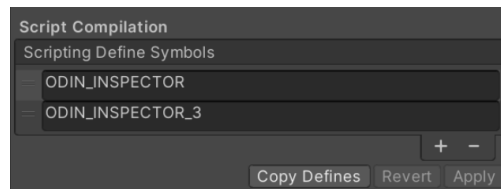
- [Odin Serializer \(Free\)](#)
- [Odin Inspector \(Money\)](#)

If you have Odin Inspector, you will get a friendly database UI in the Inspector. Otherwise, the database would be a black box for you.



## Setup:

1. Open Project Settings→Player, and set the Api Compatibility Level\* to **NET 4.x**
2. (Optional) if you do not have the Odin Inspector, then, you may need to delete the **Script Define Symbols:** **ODIN\_INSPECTOR** and **ODIN\_INSPECTOR\_3**, if any.



## UP! API:

### CSVManager

```
// Add a new database
public void AddDatabase(string key, CSVReader csv)

// Create a new database
public void CreateDatabase(string key)

// Remove a database
public void RemoveDatabase(string key)

// Has database
public bool HasDatabase(string key)

// Get database
public CSVReader GetDatabase(string key)

// Clear all database
public void ClearAllDatabase()
```

### CSVReader

```
public void Clear()

public bool LoadFromFile(string folderPath, string fileName)

public bool LoadFromRaw(string rawData)

public string GetRaw()

public void SaveToFile(string folderPath, string fileName)

public int RowCount()

public int ColCount()

public List<string> GetRow(int row)

public List<string> GetCol(string colName)

public string GetCell(int row, string colName)
```

```

public void CreateRow()

public void CreateCol(string colName)

public void UpdateCell(int row, string colName, string value)

public void RemoveRow(int row)

public void RemoveCol(string colName)

public bool HasCol(string colName)

```

For more details, please see the demo.

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

namespace DCXR.CSVManagerDemo
{
    public class Demo1 : MonoBehaviour
    {
        [SerializeField] CSVManager manager;
        // Start is called before the first frame update
        void Start()
        {
            // download the csv file if needed.
            Debug.Log("Please Download the example csv file from: https://github.com/quincyhuang/CSVManager/tree/main/CSV");
            Debug.Log($"File load from: {Application.dataPath}/../CSV/TechCrunchcontinentalUSA.csv");

            // load
            manager.GetDatabase("csv").LoadFromFile($"{Application.dataPath}/../CSV", "TechCrunchcontinentalUSA.csv");
            Debug.Log($"[{0},category] = {manager.GetDatabase("csv").GetCell(0, "category")}");

            // create a new csv file
            manager.RemoveDatabase("mycsv");
            manager.CreateDatabase("mycsv");

            // create cols
            manager.GetDatabase("mycsv").CreateCol("ID");
            manager.GetDatabase("mycsv").CreateCol("Name");
            manager.GetDatabase("mycsv").CreateCol("Age");

            // create cells
            for (int i = 0; i < 5; i++)
            {
                manager.GetDatabase("mycsv").CreateRow();
                manager.GetDatabase("mycsv").UpdateCell(i, "ID", i.ToString());
                manager.GetDatabase("mycsv").UpdateCell(i, "Name", UnityEngine.Random.Range(1000, 9999).ToString());
                manager.GetDatabase("mycsv").UpdateCell(i, "Age", UnityEngine.Random.Range(20, 50).ToString());
            }

            // remove row
            manager.GetDatabase("mycsv").RemoveRow(3);

            // remove col
            manager.GetDatabase("mycsv").RemoveCol("Name");

            // save
            manager.GetDatabase("csv").SaveToFile($"{Application.dataPath}/../CSV", "save.csv");
            Debug.Log($"File saved to: {Application.dataPath}/../CSV/save.csv");
        }
    }
}

```

```
}  
}
```



## Online Doc:

### CSV Manager

manager.GetDatabase(database).GetCell(raw, colName); DO NOT forget to use the namespace CSV Manager upgraded from CSV Reader. CSV Manager can handle multiply CSV tables at the same time. It supports reading a CSV file from HD, and create your CSV table by <https://www.notion.so/CSV-Manager-af6deb14f93a4d65ba9d42d911f6884d>

category	city	country	foundedDate	lastDate	language	population	recordCategory	record	state
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6
7	7	7	7	7	7	7	7	7	7
8	8	8	8	8	8	8	8	8	8
9	9	9	9	9	9	9	9	9	9
10	10	10	10	10	10	10	10	10	10

## Discord

<https://discord.gg/NJnf52wt4R>



## Github:

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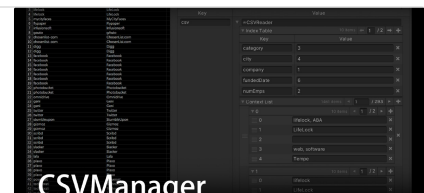
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## Unity Asset Store

### CSVManager | Integration | Unity Asset Store

Use the CSVManager from Haikun Huang on your next project. Find this integration tool & more on the Unity Asset Store.

<https://assetstore.unity.com/packages/slug/193915>



## About Me:

### Haikun Huang

Reviewer, IEEE VR 2021 Conference Reviewer, CHI 2021 Reviewer, Editorial 2020 Reviewer, Frontiers 2020 Reviewer, IEEE VR 2021 Reviewer, ACHI 2020 Reviewer, VRST 2020 Poster & Demo Reviewer, VRST 2020 Conference Paper Co-Organizer, 1st Workshop on 3D Content  
<https://quincyyhuang.github.io/Webpage/index.html>



### 🔥 Bug Report & Features Request

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