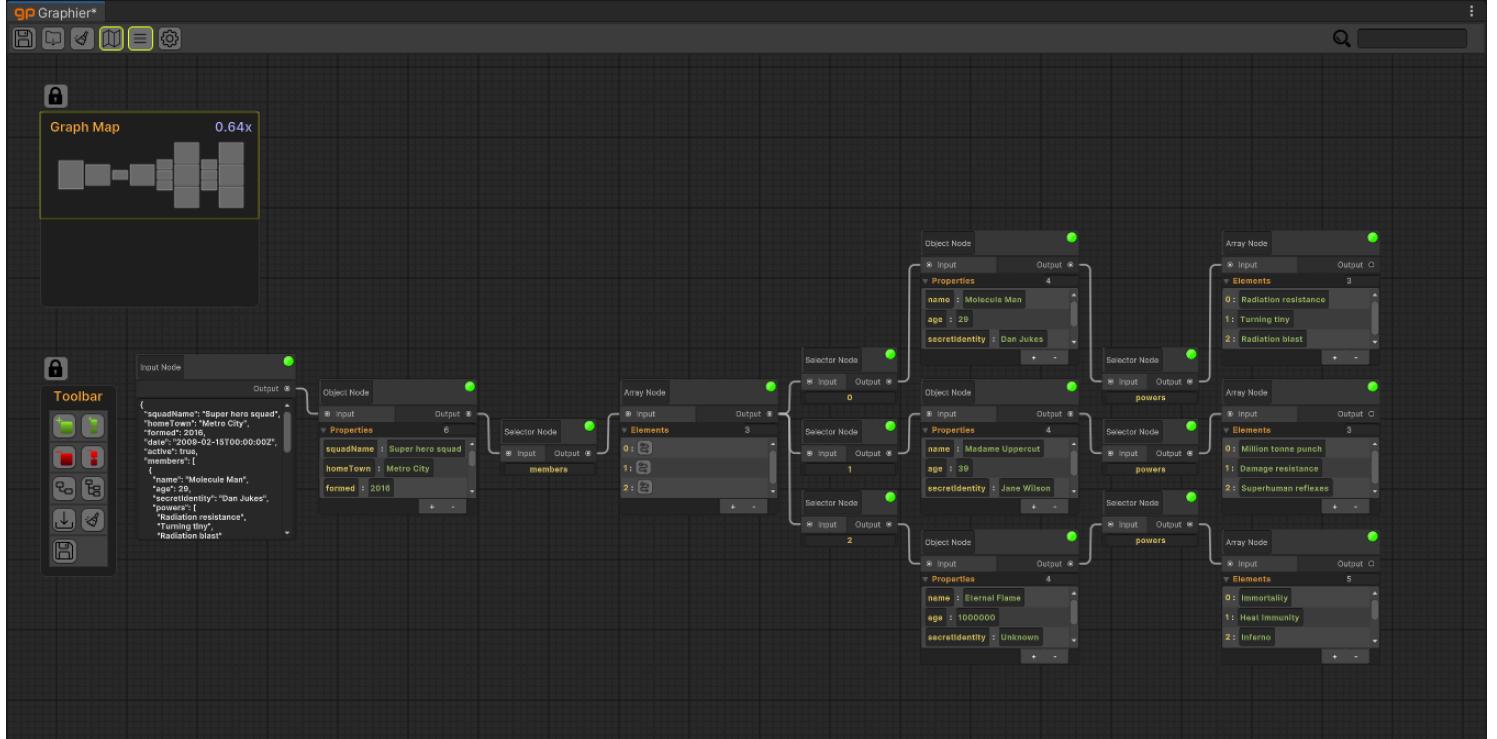


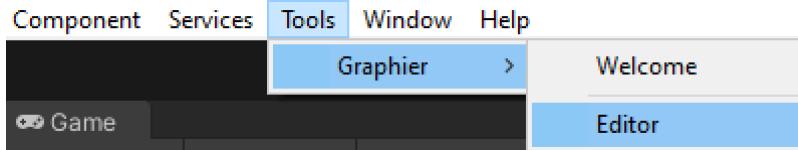
Getting Started

In this section, we will simply examine how to use **Graphier** and what can be done in it with a few examples.

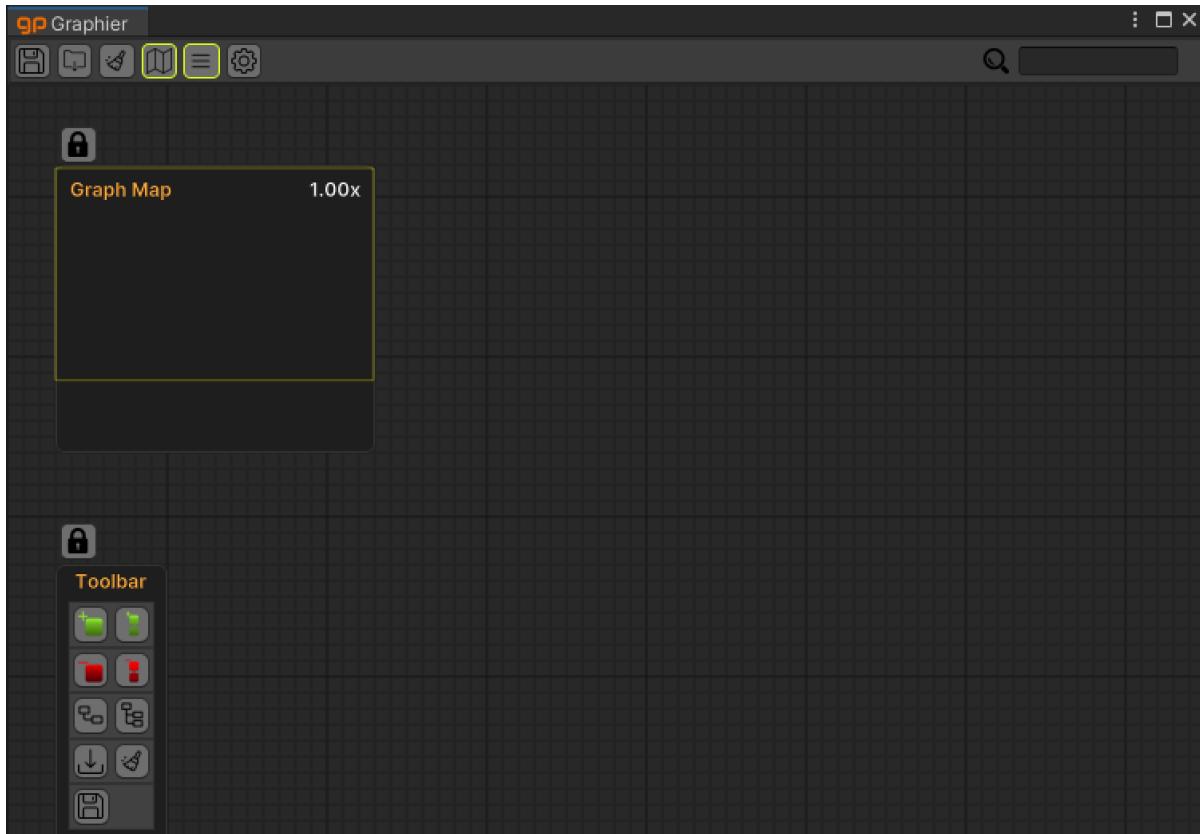


00 First Look

To open the editor for the first time, you can open it by clicking Tools/Graphier/Editor from the Unity toolbar section above after importing Graphier into your project.

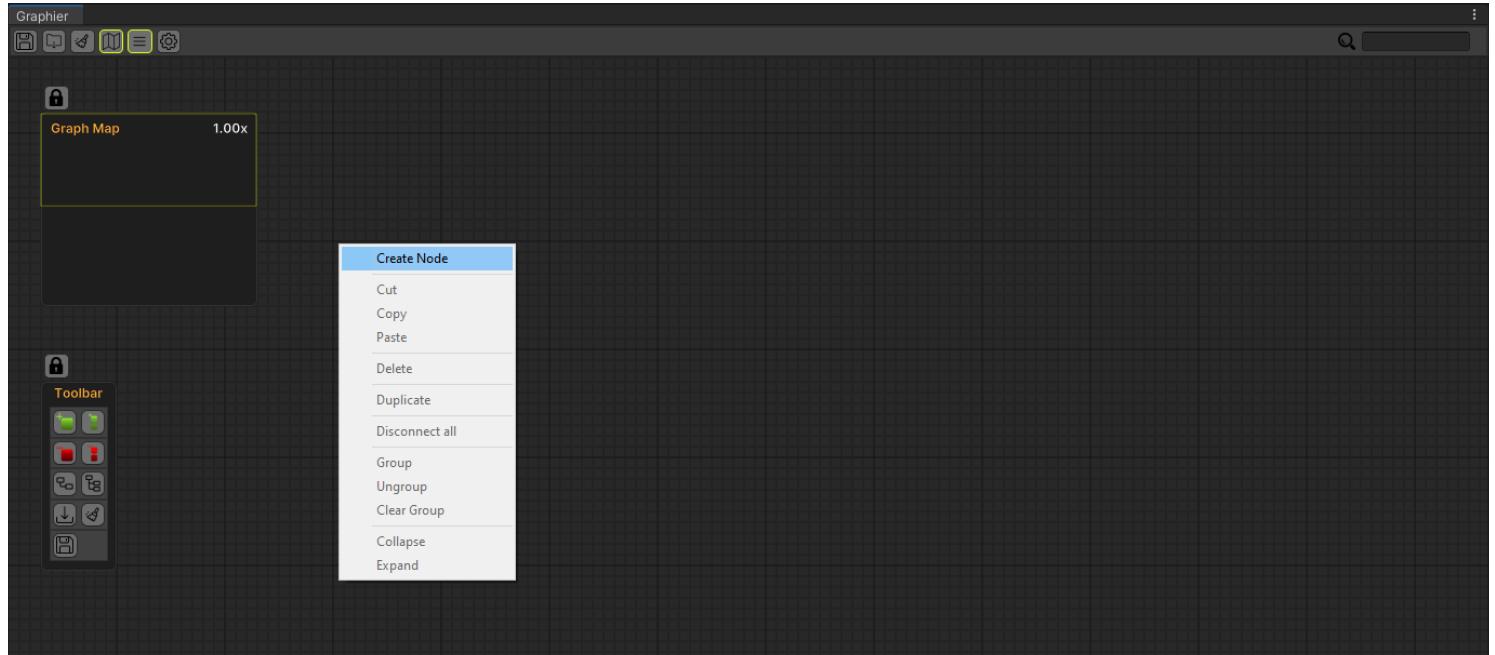


After clicking the graphier editor window will be created

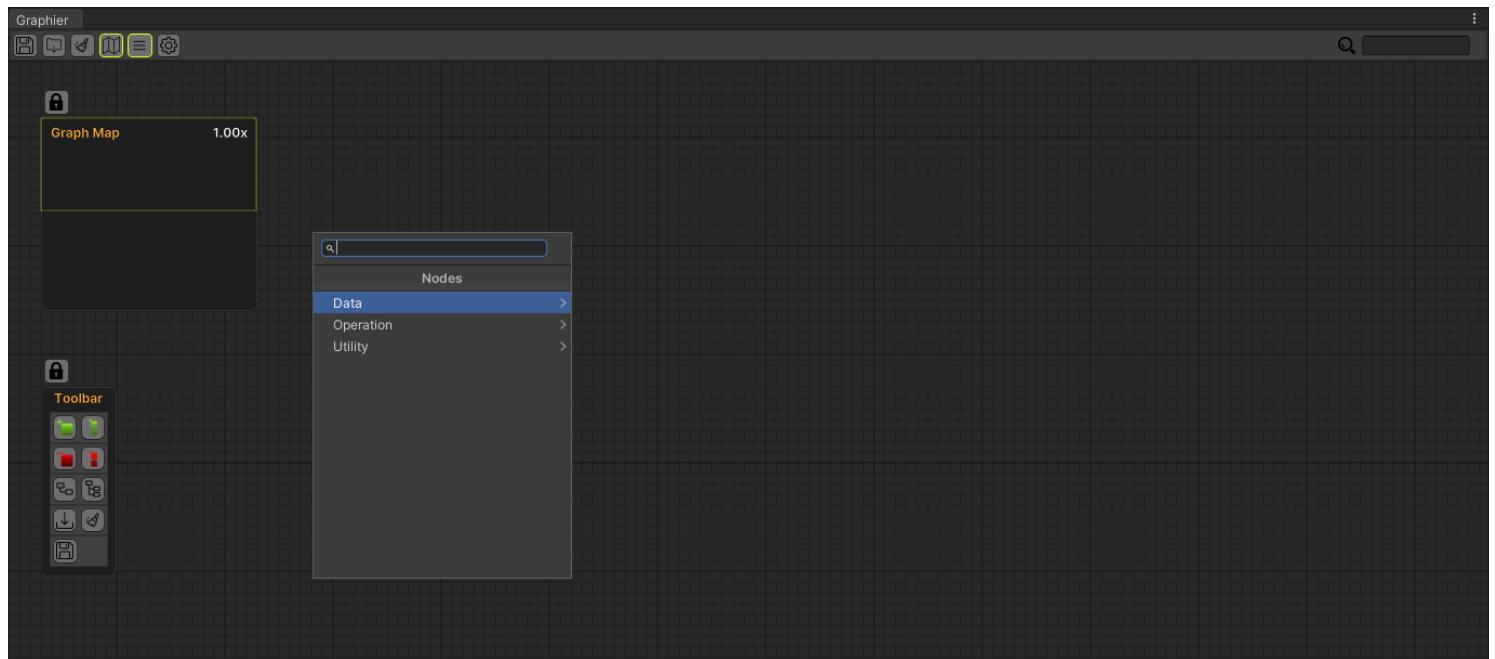


✓ Creating First Graph

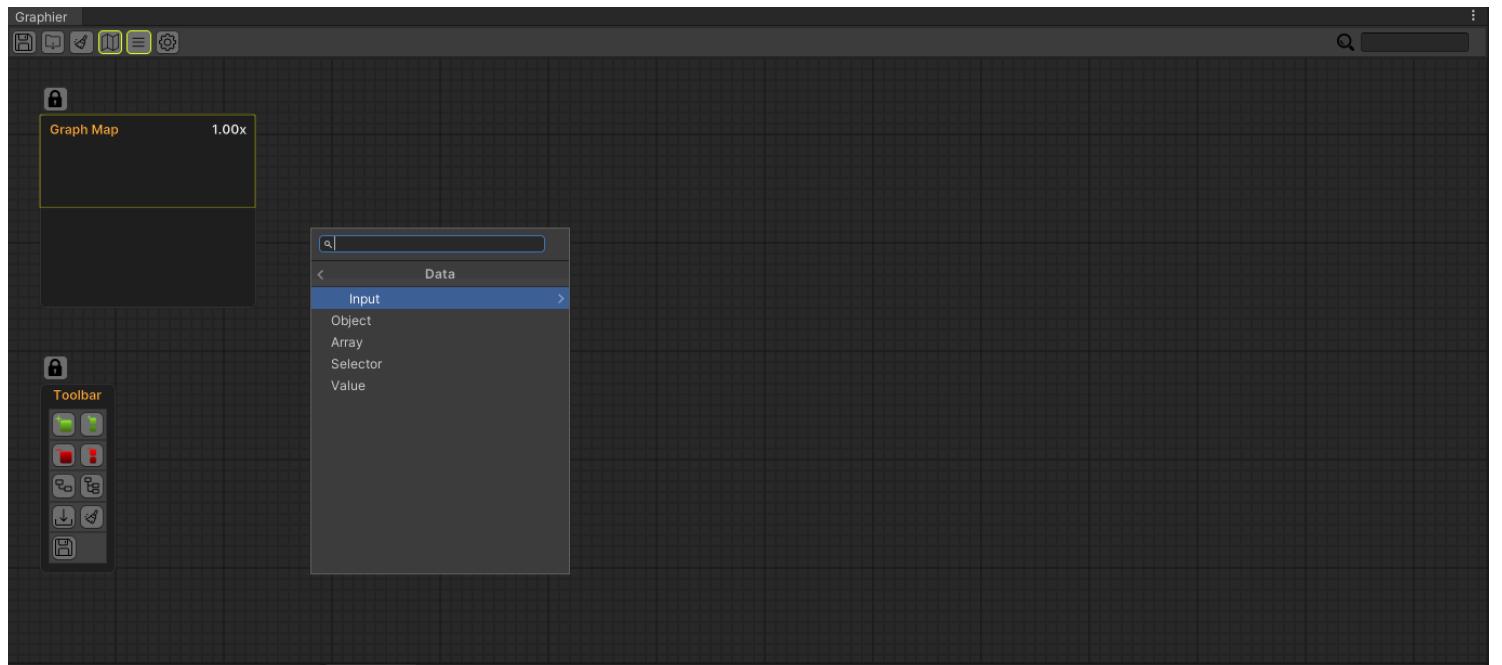
First open the **Contextual Menu** by right clicking on an empty spot in the graph. And from there open the search window by clicking on the **Create Node** tab.



After the Search Window opens, click on the **Data** tab to open the nodes in the data tab.

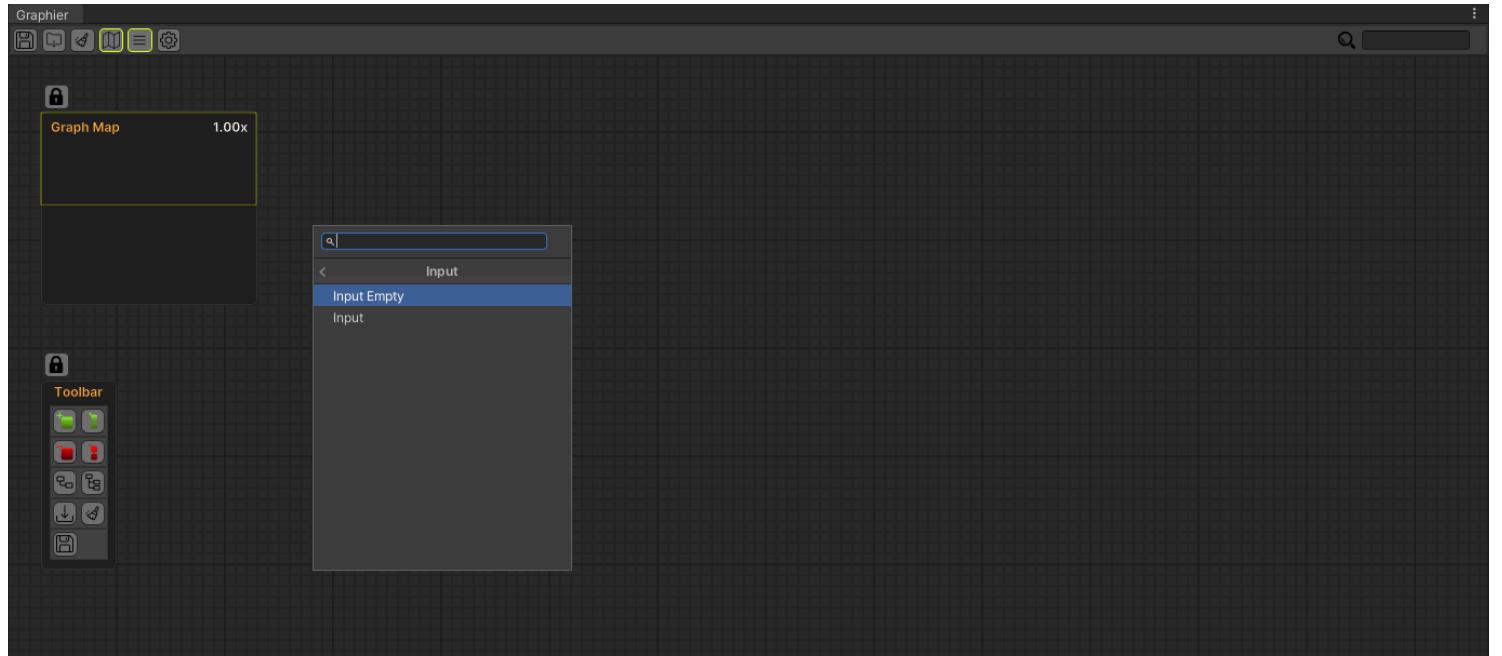


Then open input nodes by pressing the **Input** tab.

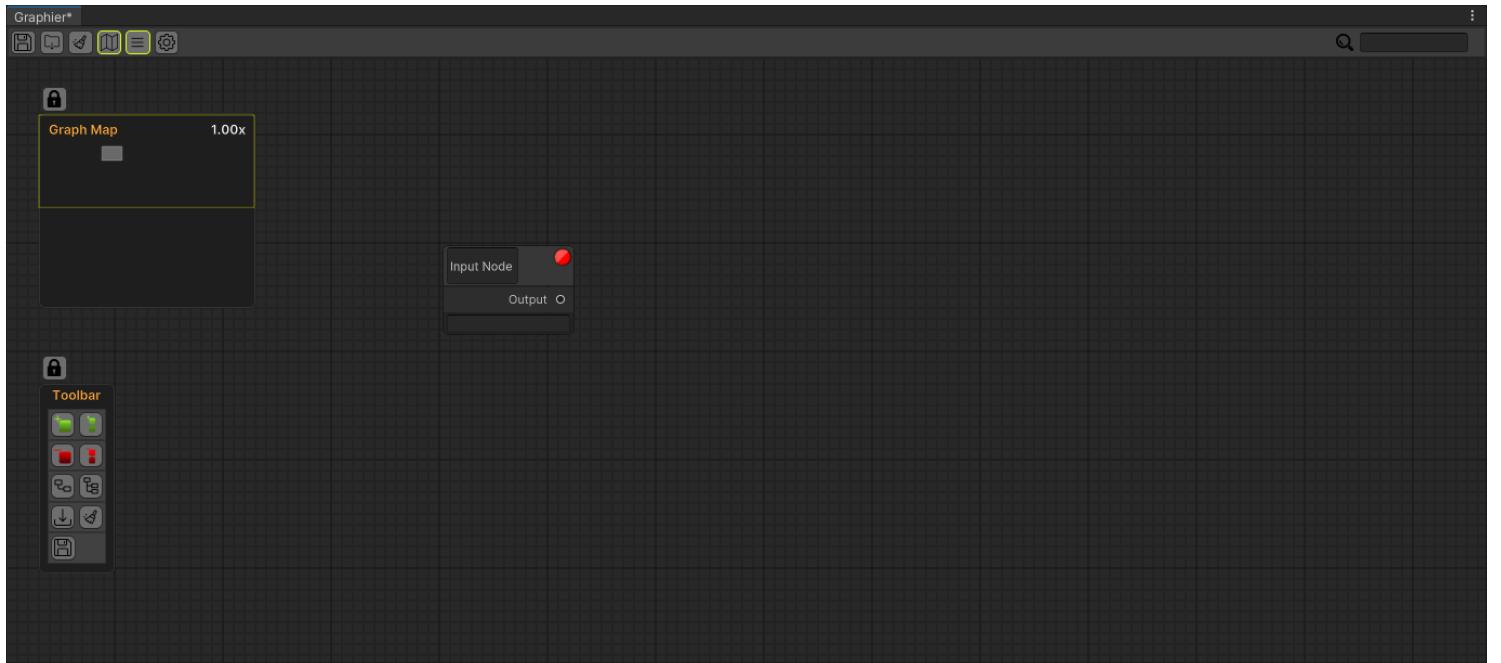


In this tab you can create an empty Input or an Input node containing a sample json data.

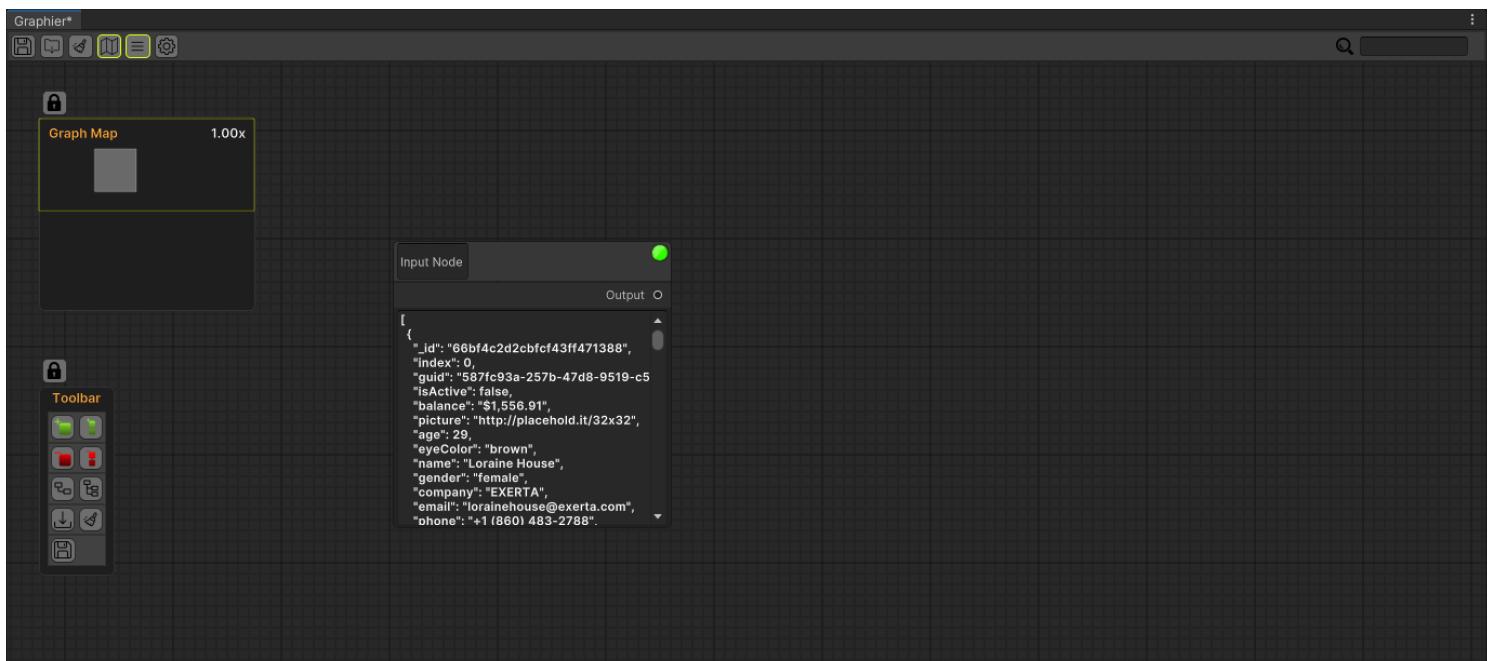
Go ahead and create an empty **Input Node**.



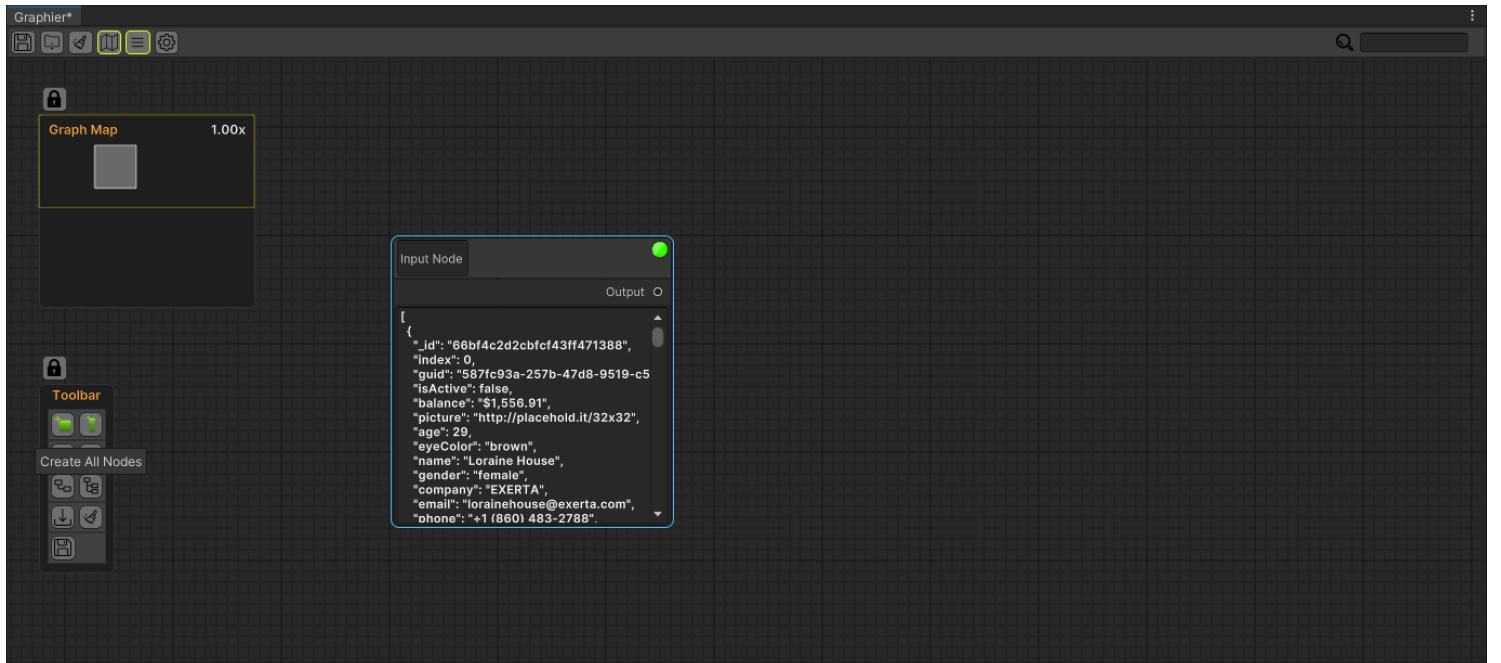
Our empty Input Node has been created, now let's fill it.



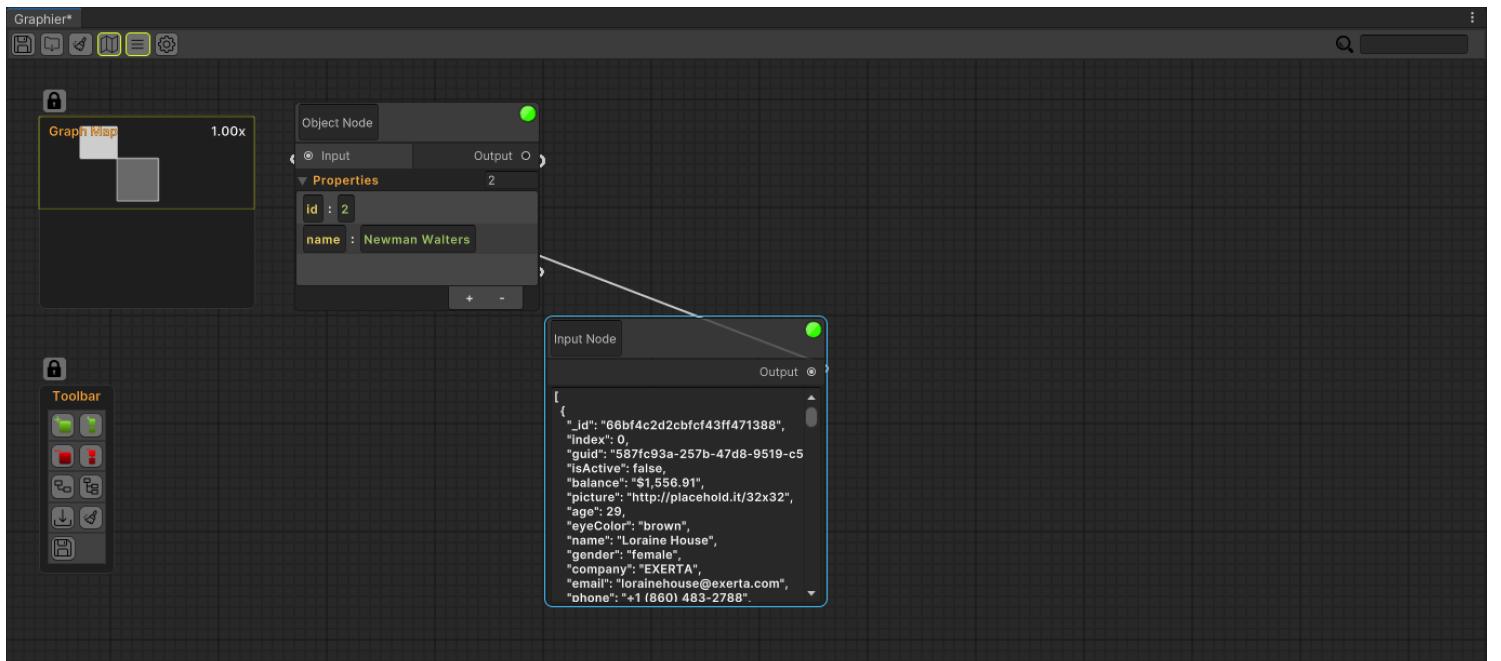
Paste any **JSON** data you want into the empty **Input Node**.



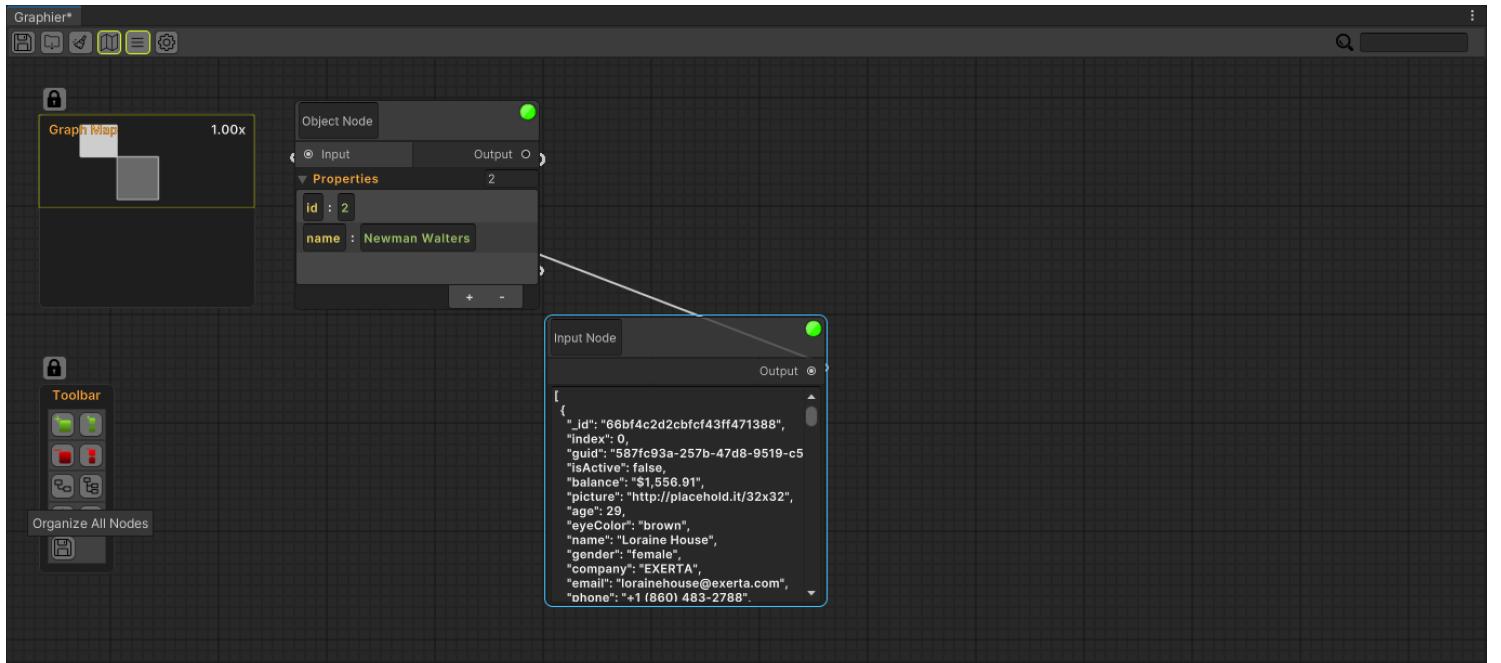
Then select the **Input Node** we created and press the **Create All Nodes** button in the **Node Toolbar**.



All nodes and property fields in our data have been created, now it's time to organize them.

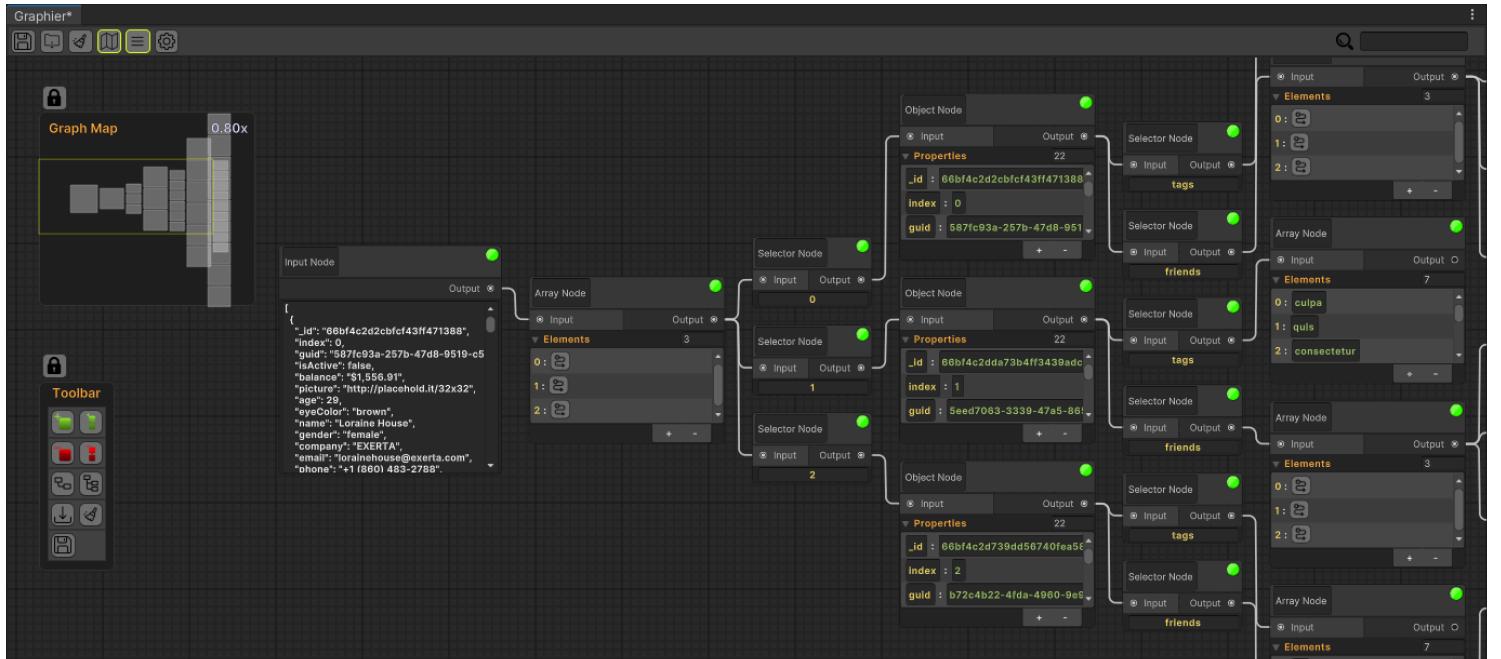


Then select the **Input Node** we created again and press the **Organize All Nodes** button in the Node Toolbar.



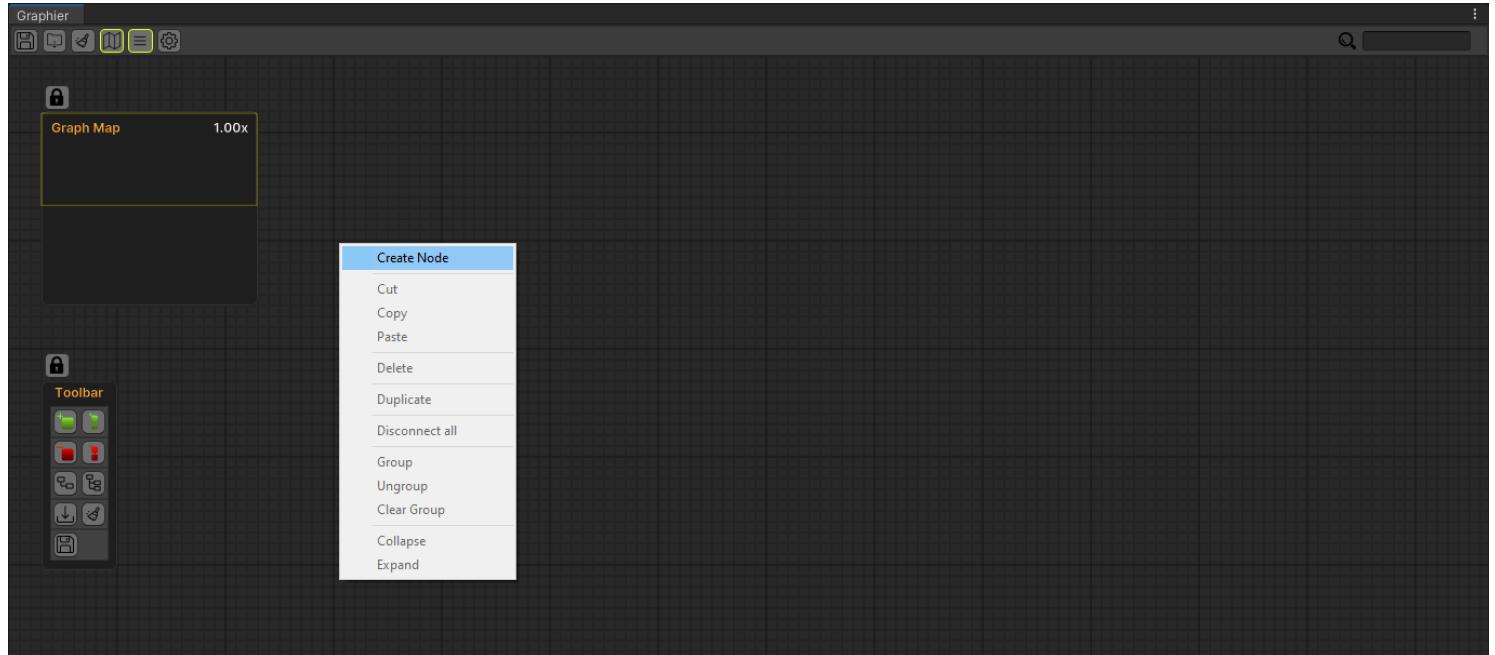
Now all our data is created and organized.

Now we can edit our data as we want from the fields created and get our outputs.

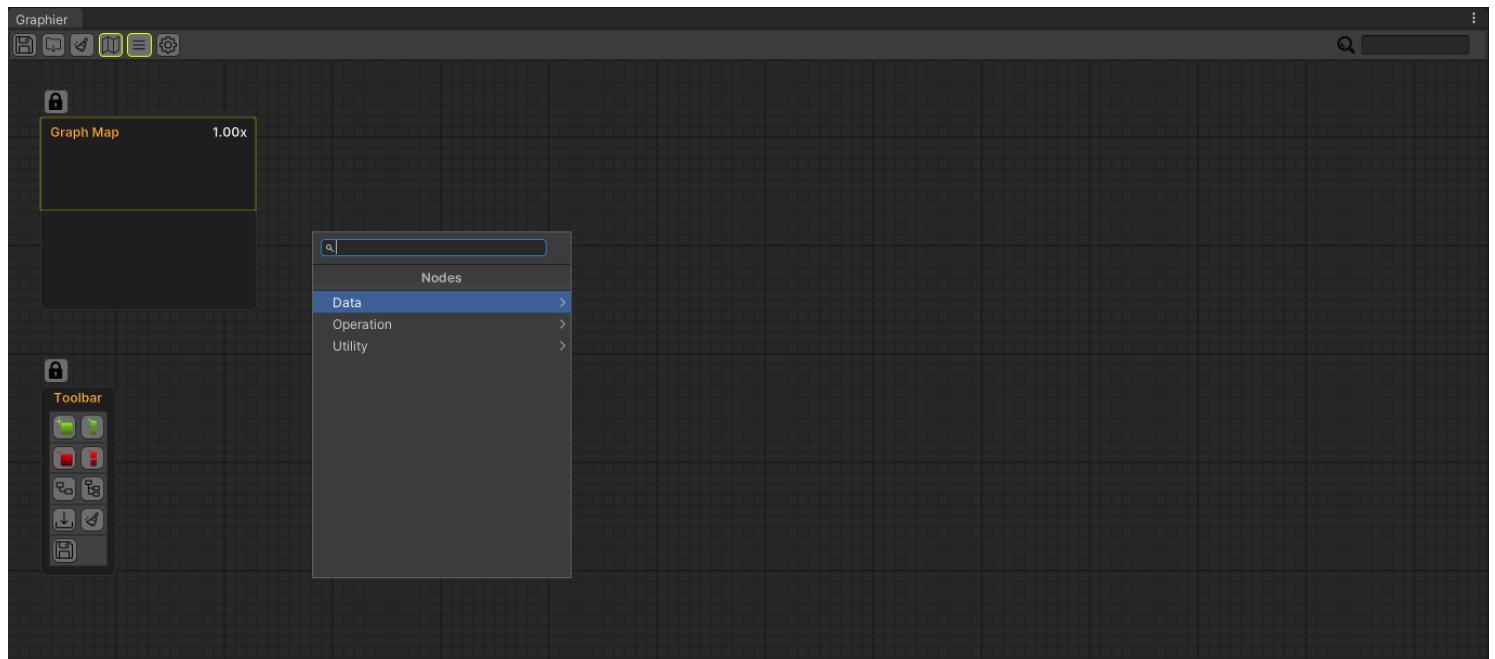


✓ Save & Load Graph

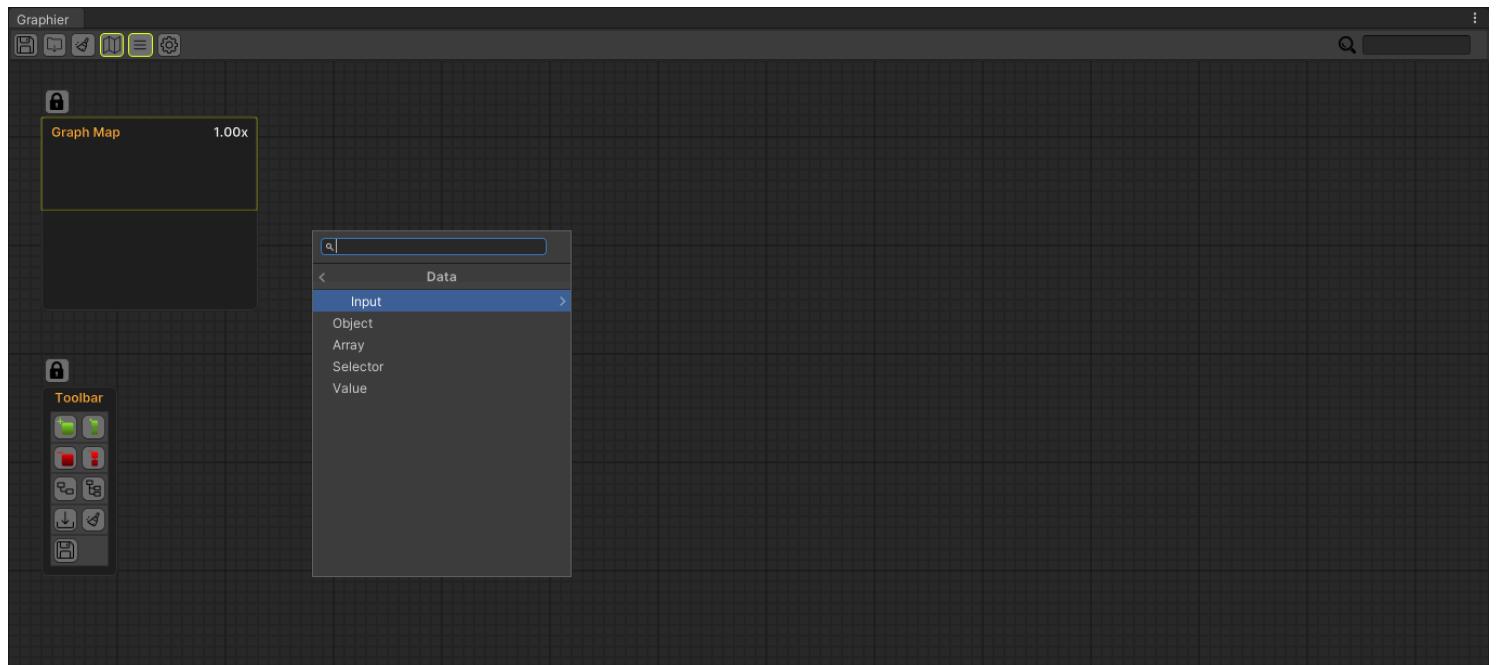
First open the **Contextual Menu** by right clicking on an empty spot in the graph. And from there open the search window by clicking on the **Create Node** tab.



After the Search Window opens, click on the **Data** tab to open the nodes in the data tab.

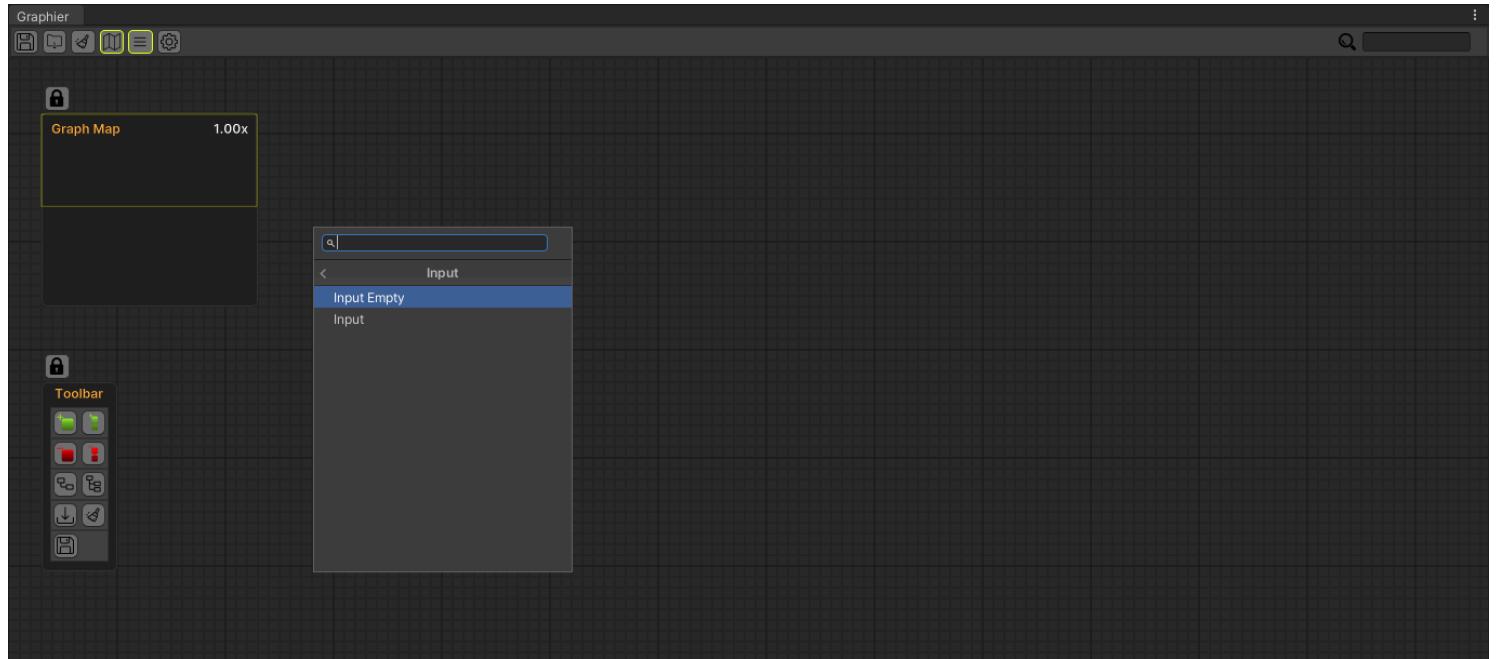


Then open input nodes by pressing the **Input** tab.

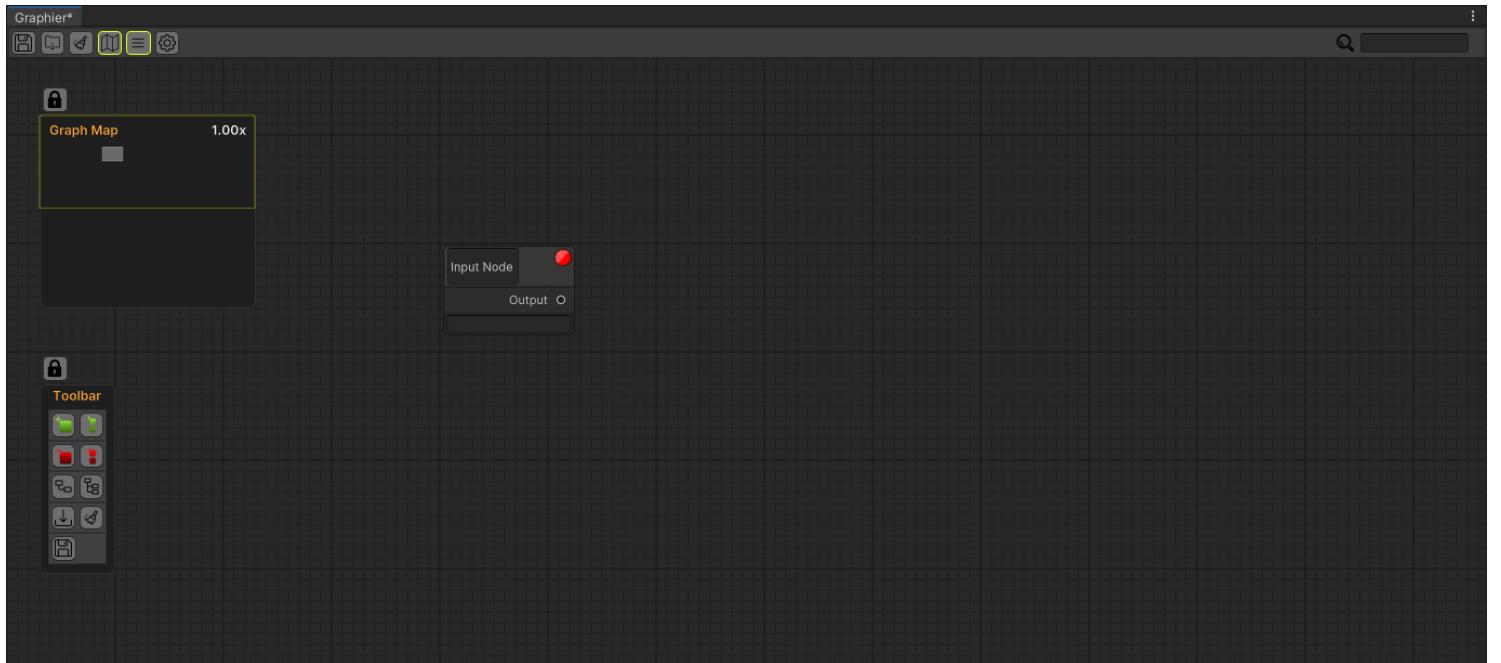


In this tab you can create an empty Input or an Input node containing a sample json data.

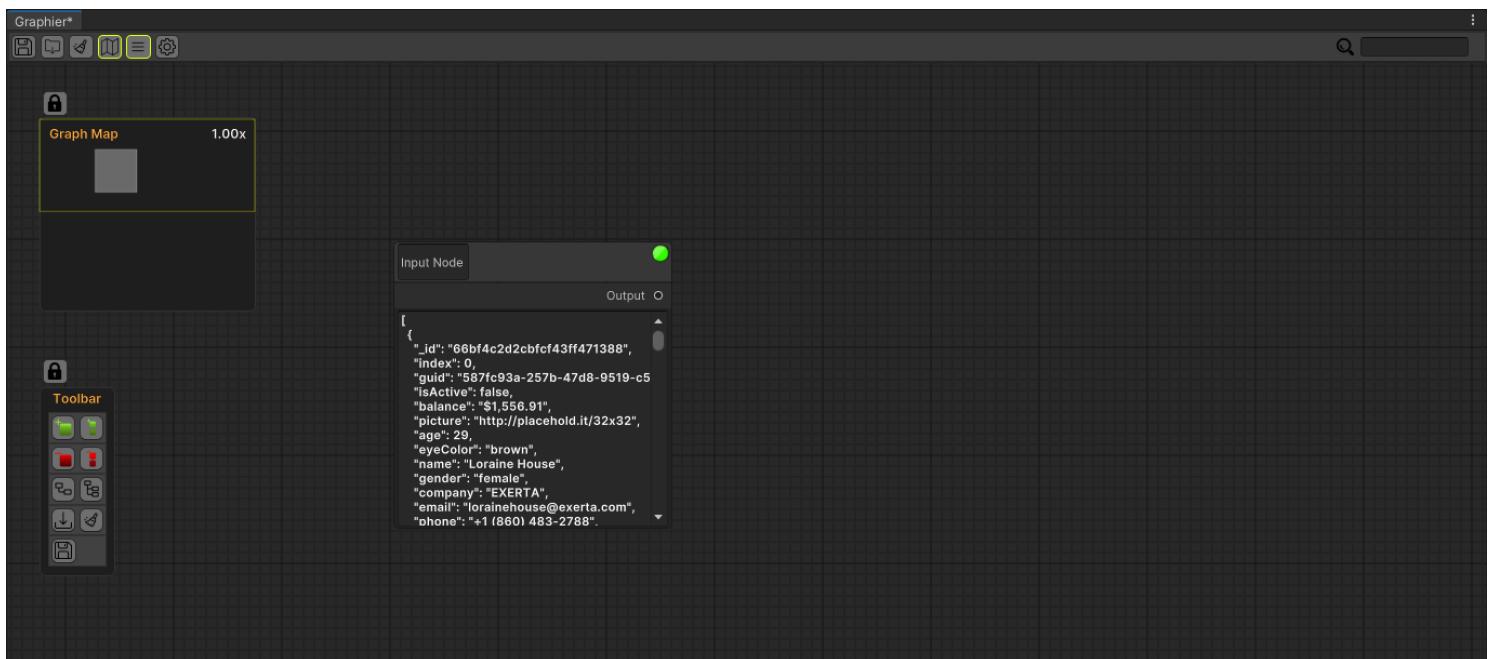
Go ahead and create an empty **Input Node**.



Our empty **Input Node** has been created, now let's fill it.

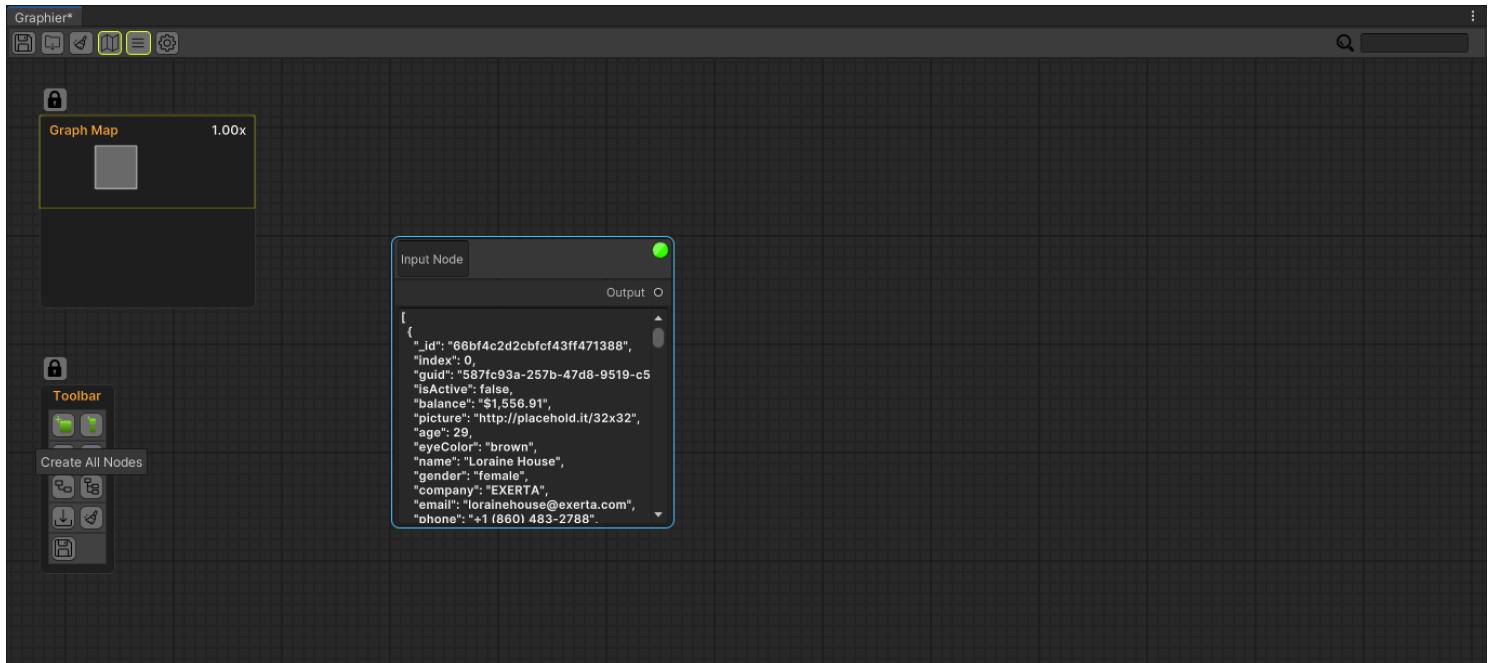


Paste any **JSON** data you want into the empty **Input Node**.

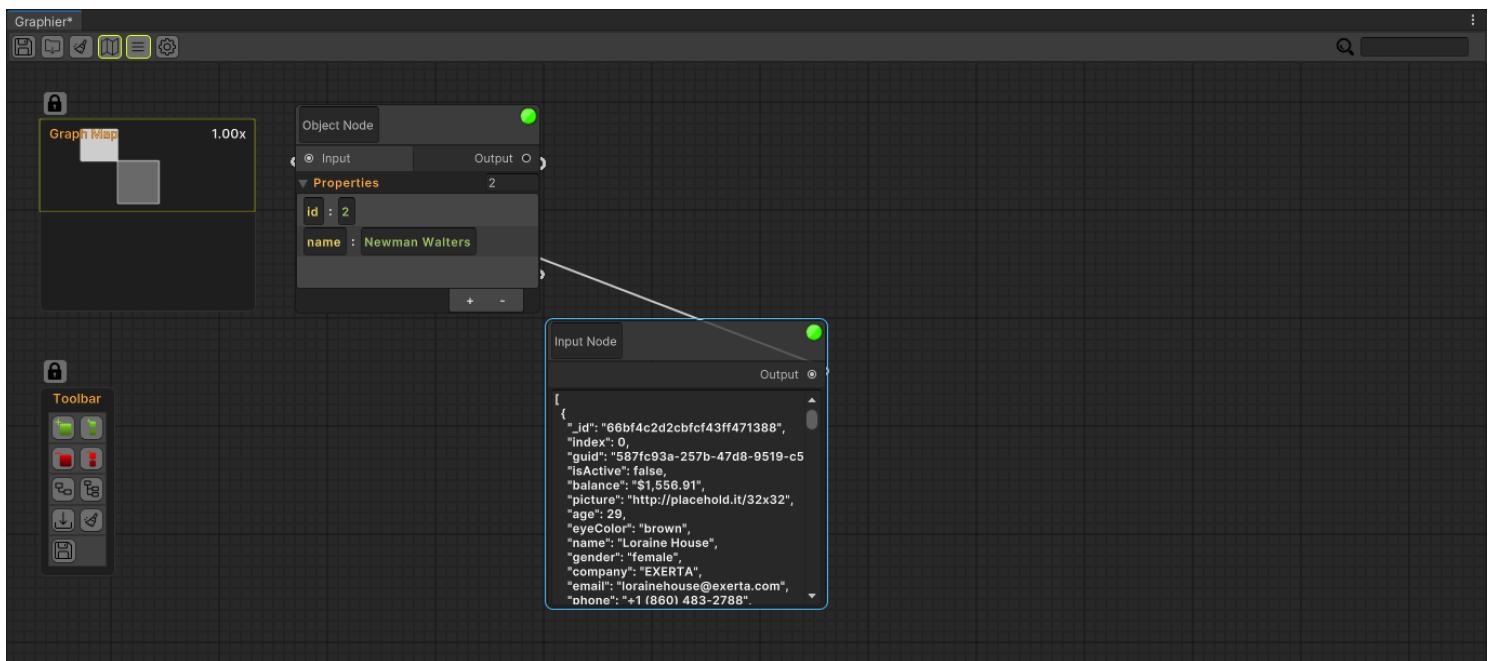


```
[  
  {  
    "_id": "66bf4c2d2cbfcf43ff471388",  
    "index": 0,  
    "guid": "587fc93a-257b-4748-9519-c5  
    "isActive": false,  
    "balance": "$1,556.91",  
    "picture": "http://placehold.it/32x32",  
    "age": 29,  
    "eyeColor": "brown",  
    "name": "Lorraine House",  
    "gender": "female",  
    "company": "EXERTA",  
    "email": "lorainehouse@exerta.com",  
    "phone": "+1 (860) 483-2788".  
  }]
```

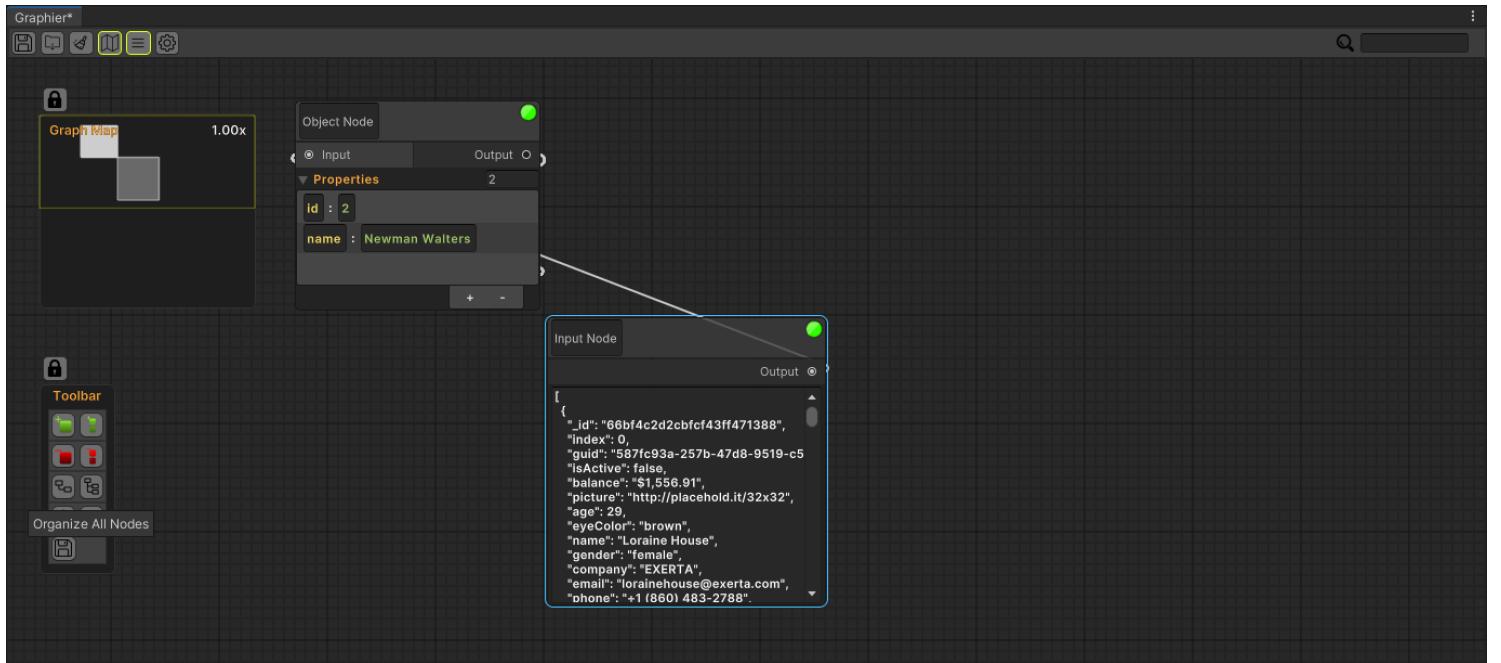
Then select the **Input Node** we created and press the **Create All Nodes** button in the **Node Toolbar**.



All nodes and property fields in our data have been created, now it's time to organize them.



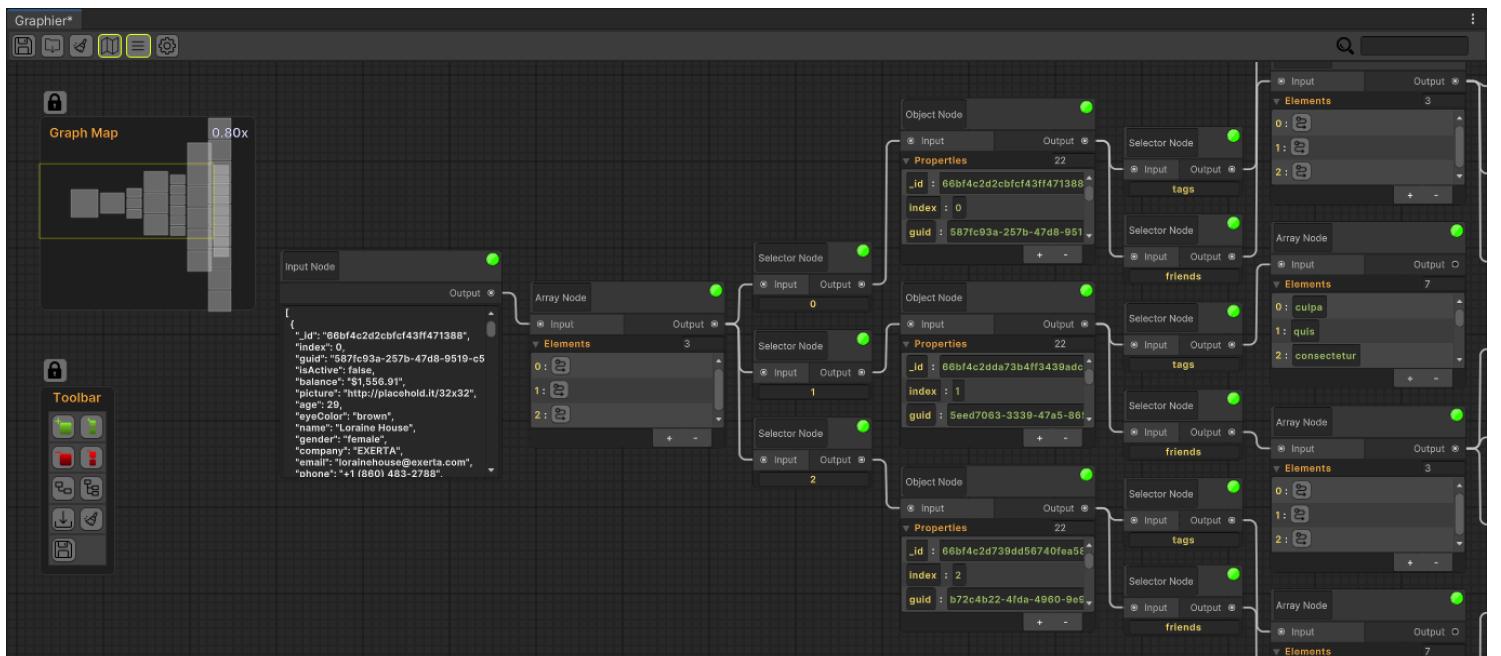
Then select the **Input Node** we created again and press the **Organize All Nodes** button in the Node Toolbar.



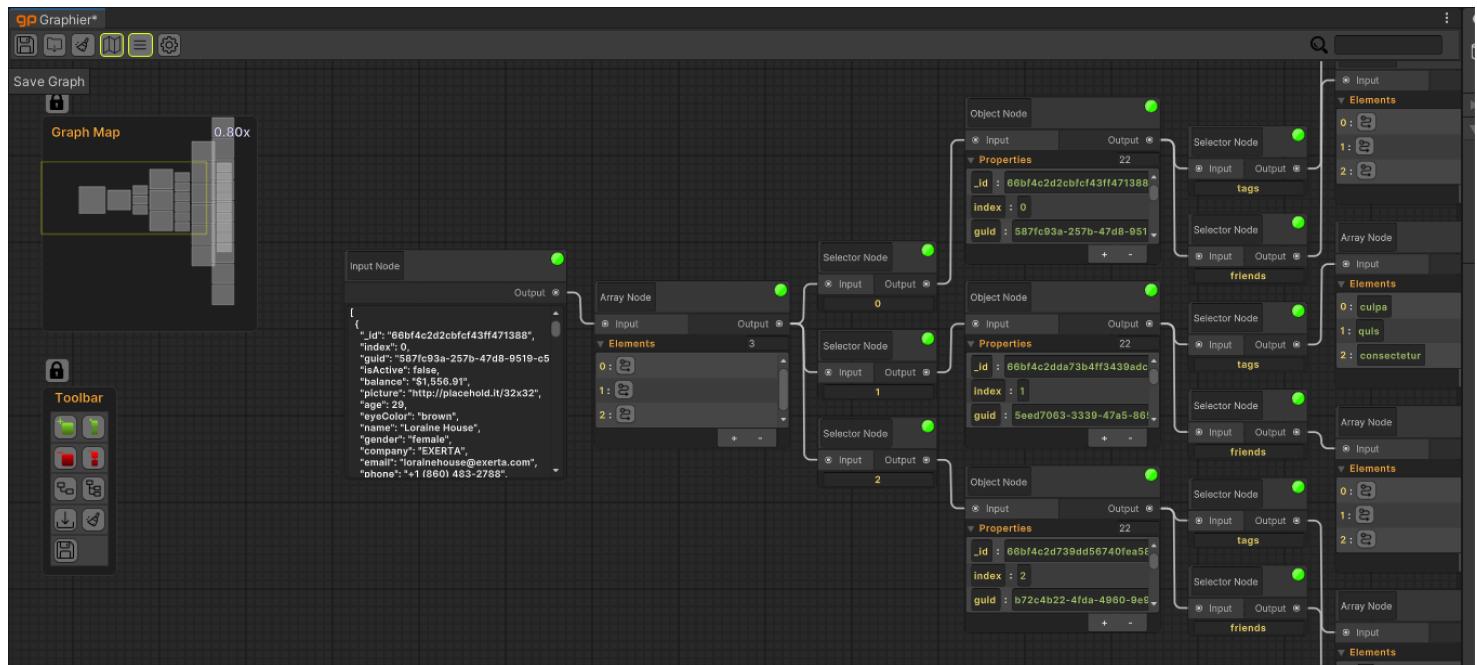
Now all our data is created and organized.

Now we can edit our data as we want from the fields created.

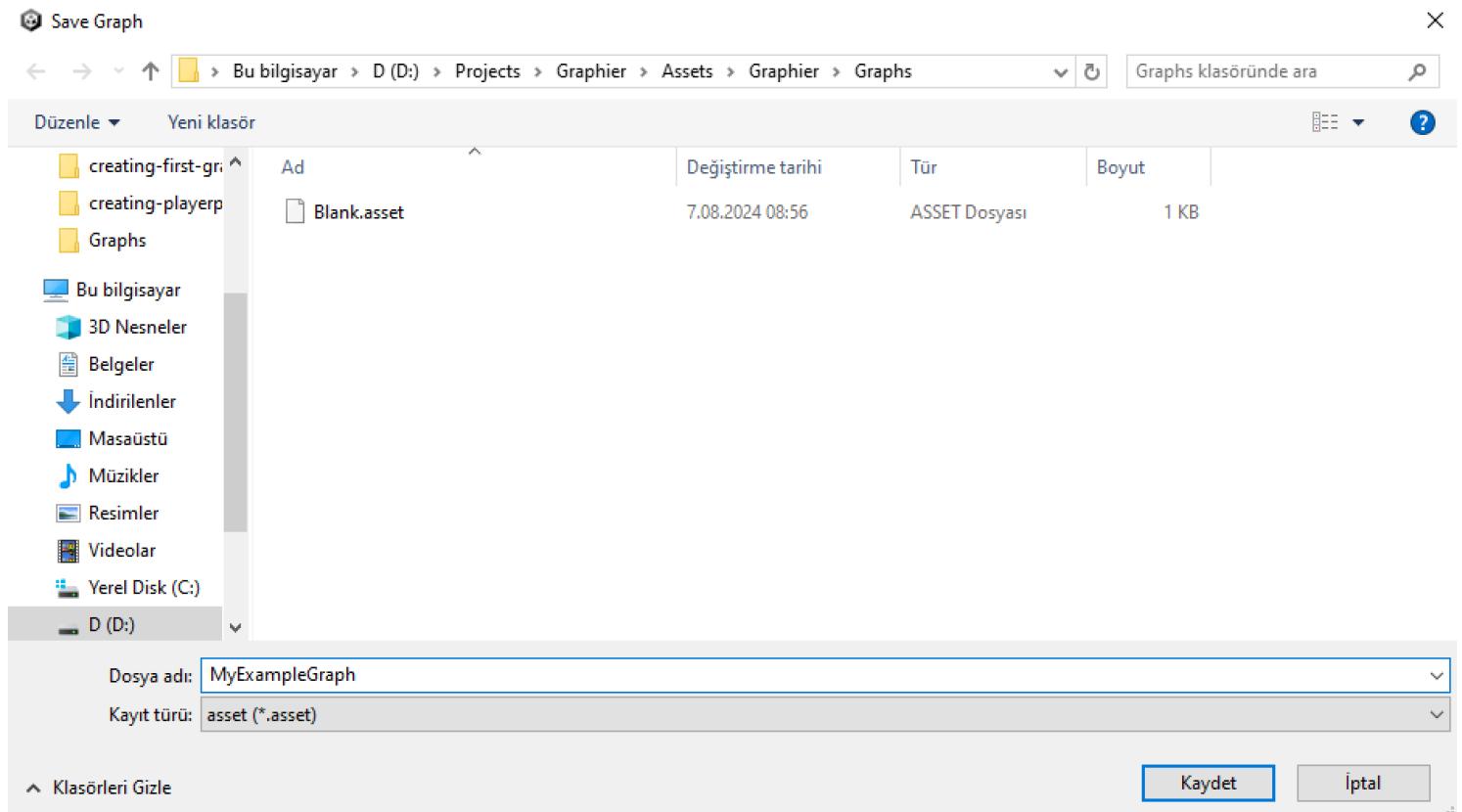
Go ahead and change some fields



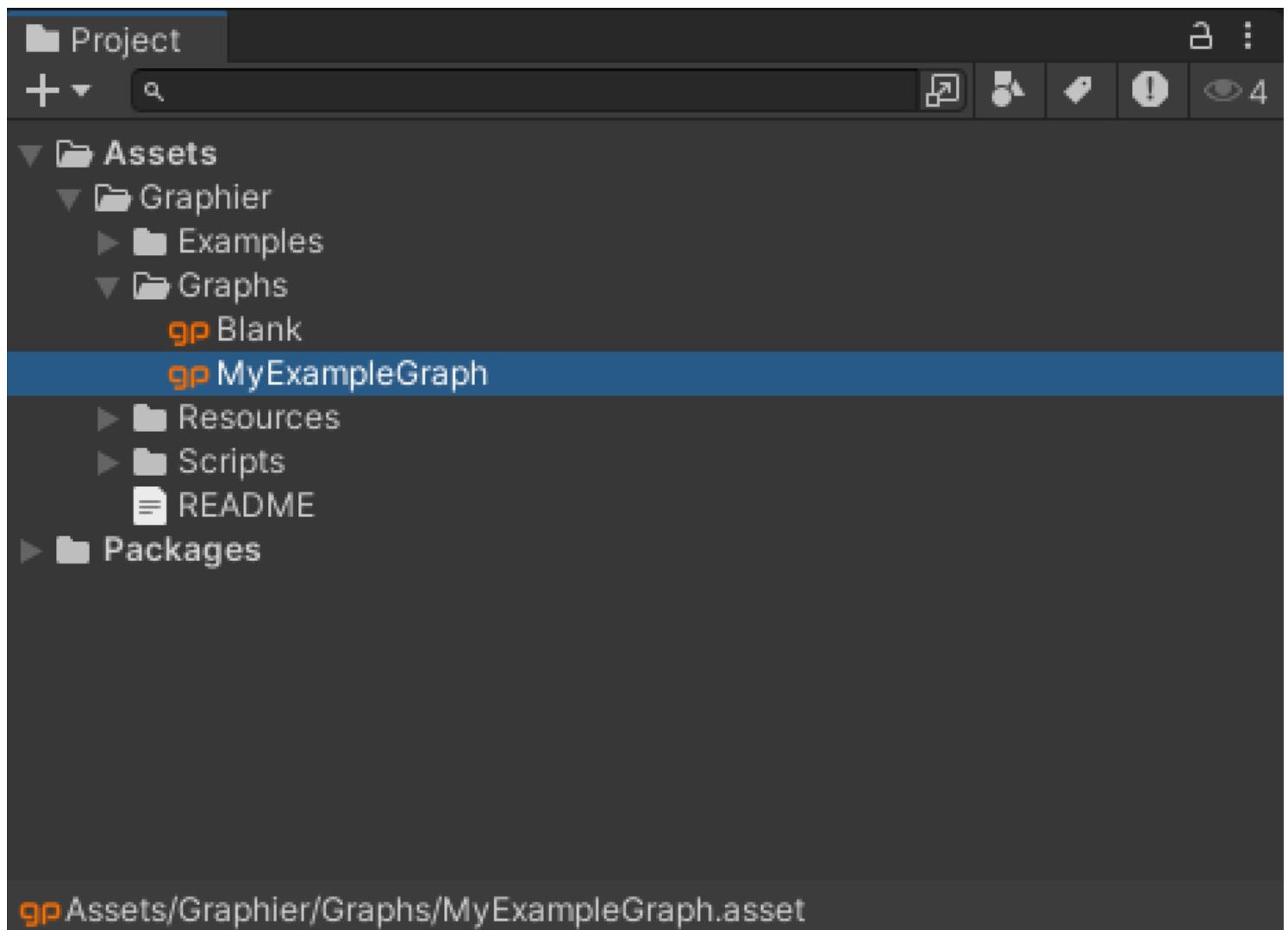
Then press the existing **Save Icon** in the **Editor Toolbar**.



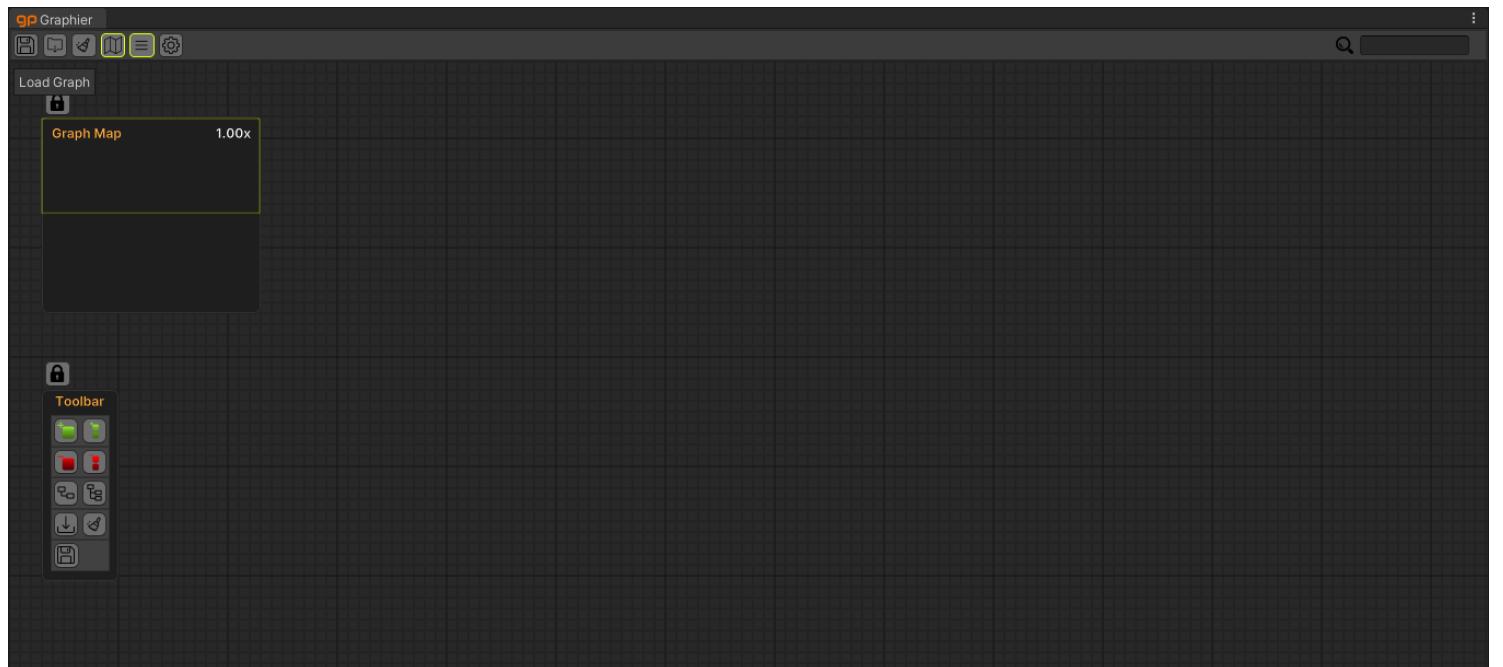
File Explorer will then open you to the default save location save your graph in the desired location and with the desired name.



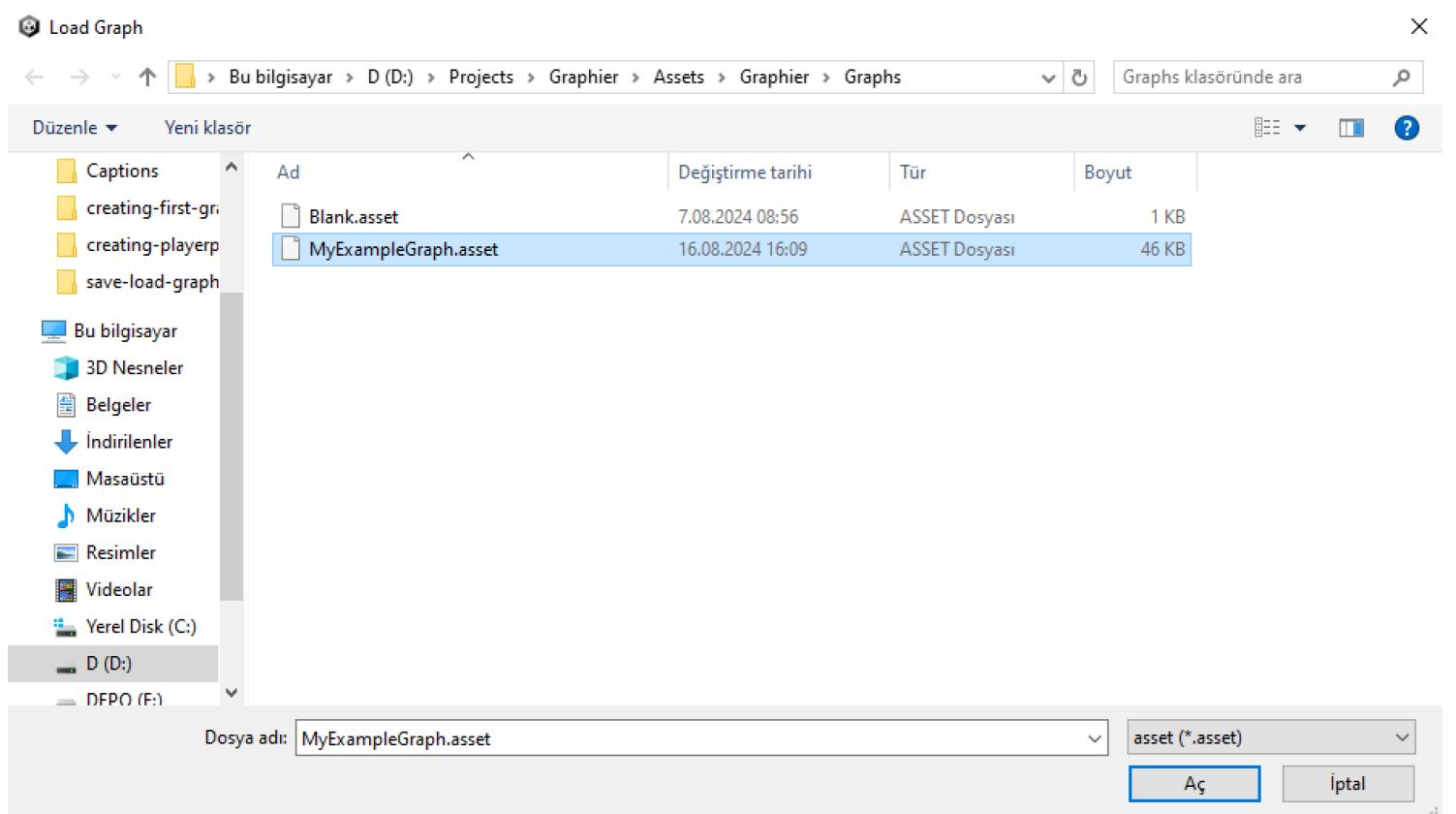
Then a **Scriptable Object - Graph** file will be created in the directory and name you specify in the project.



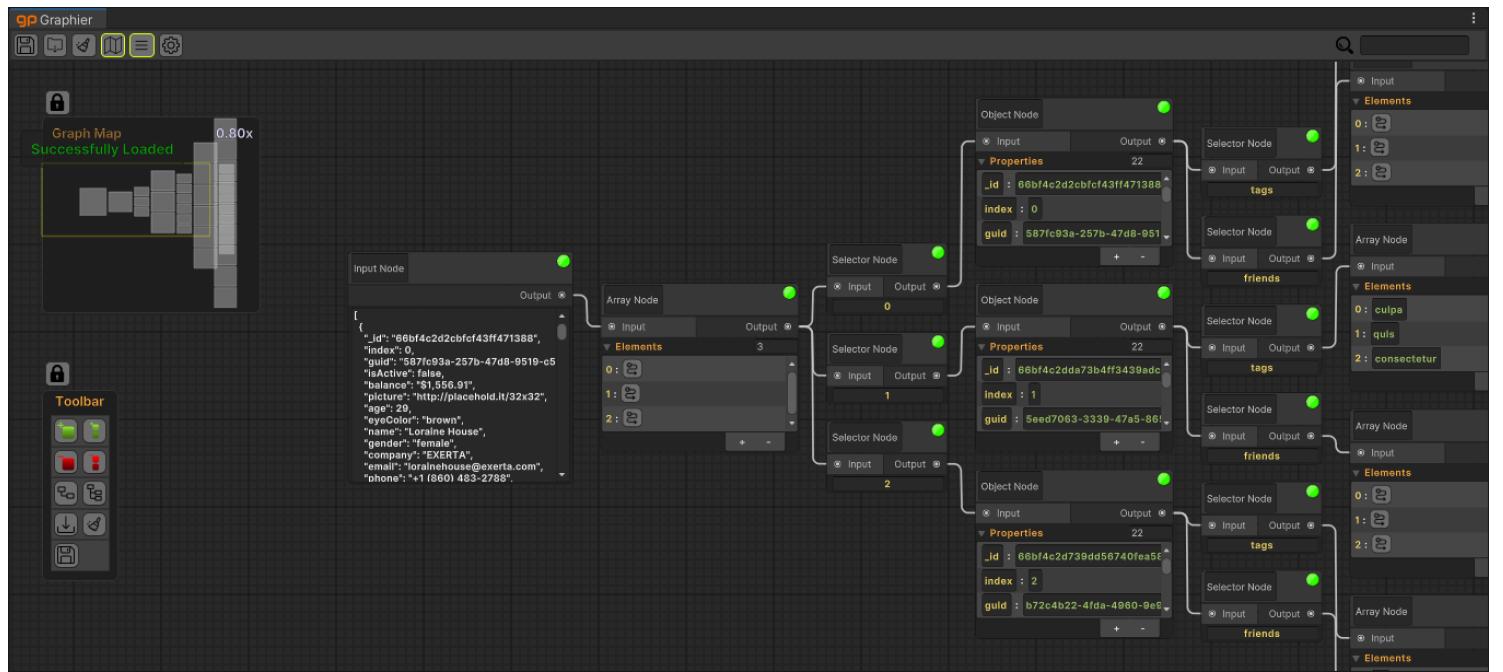
Then, to open the same graph at any time, open the Editor and press the **File Import Icon** in the **Editor Toolbar**.



Select the Graph file you want to open

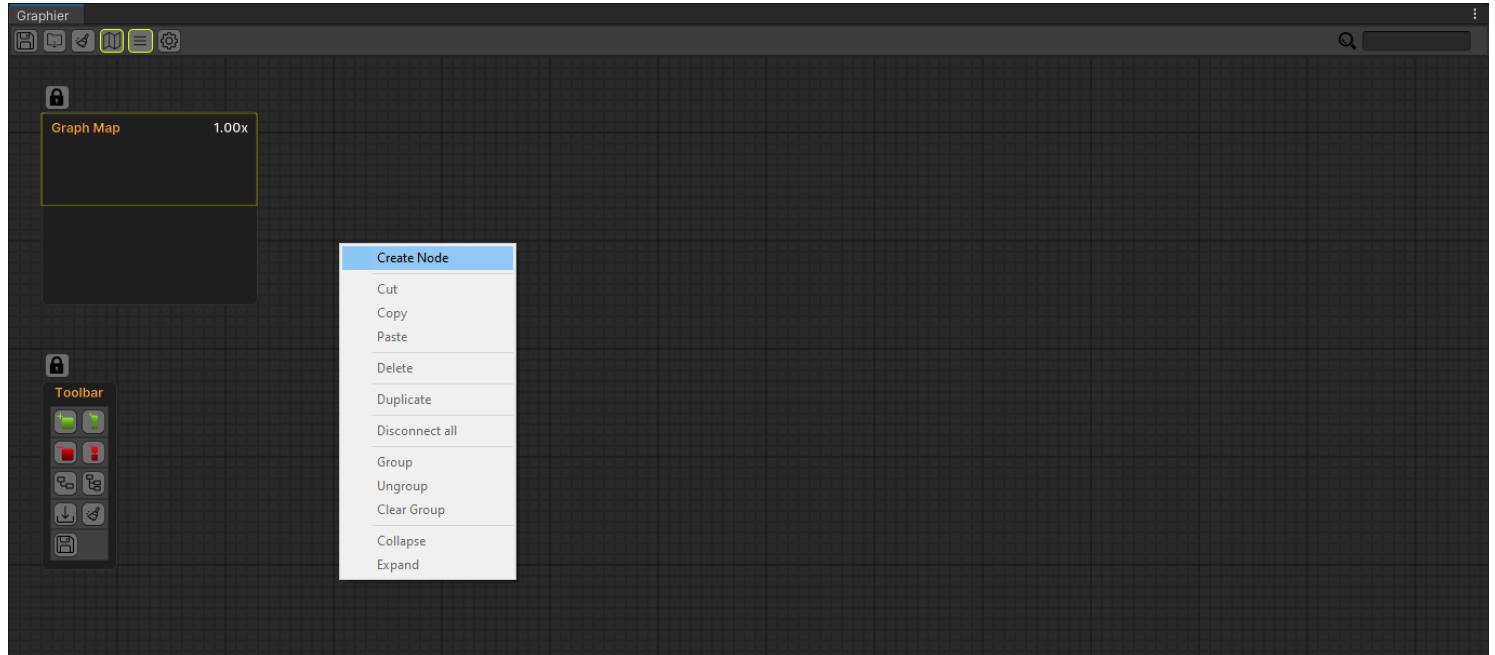


Your old graph is now loaded and ready.

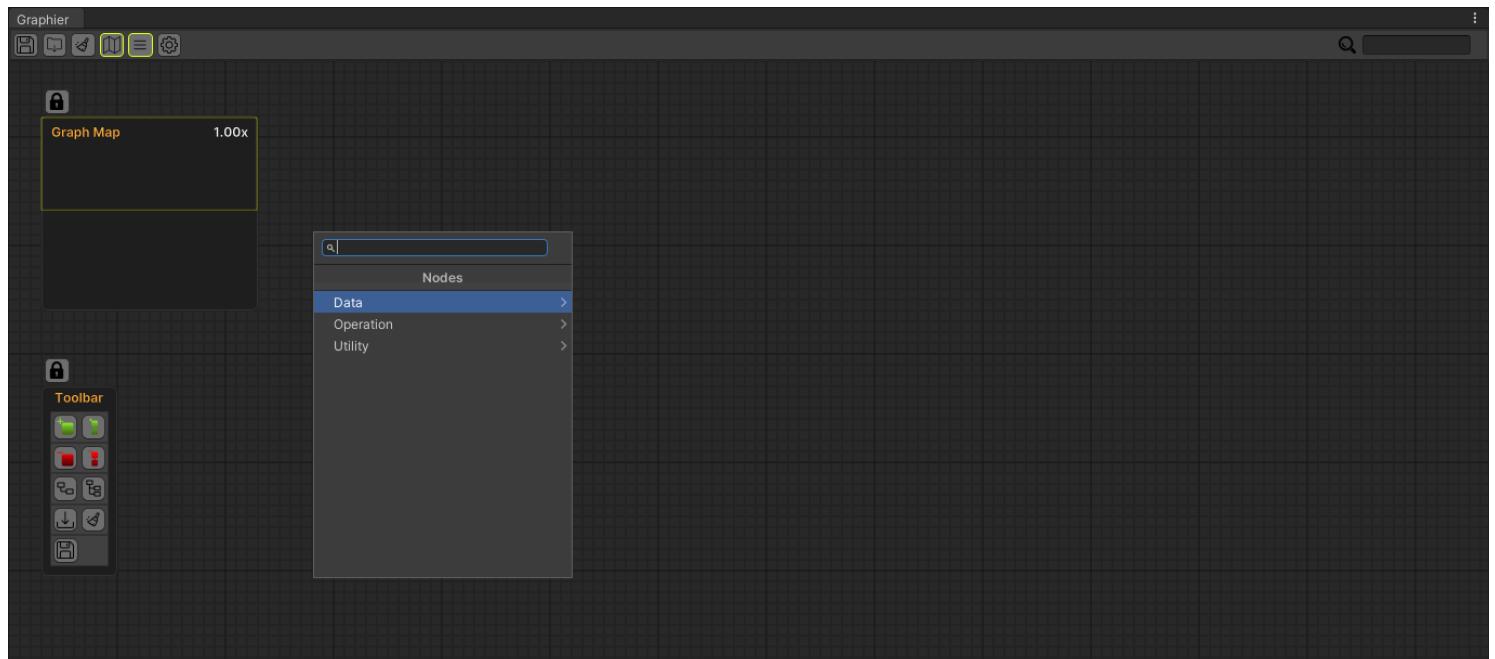


✓ Creating Player Prefs Example Graph

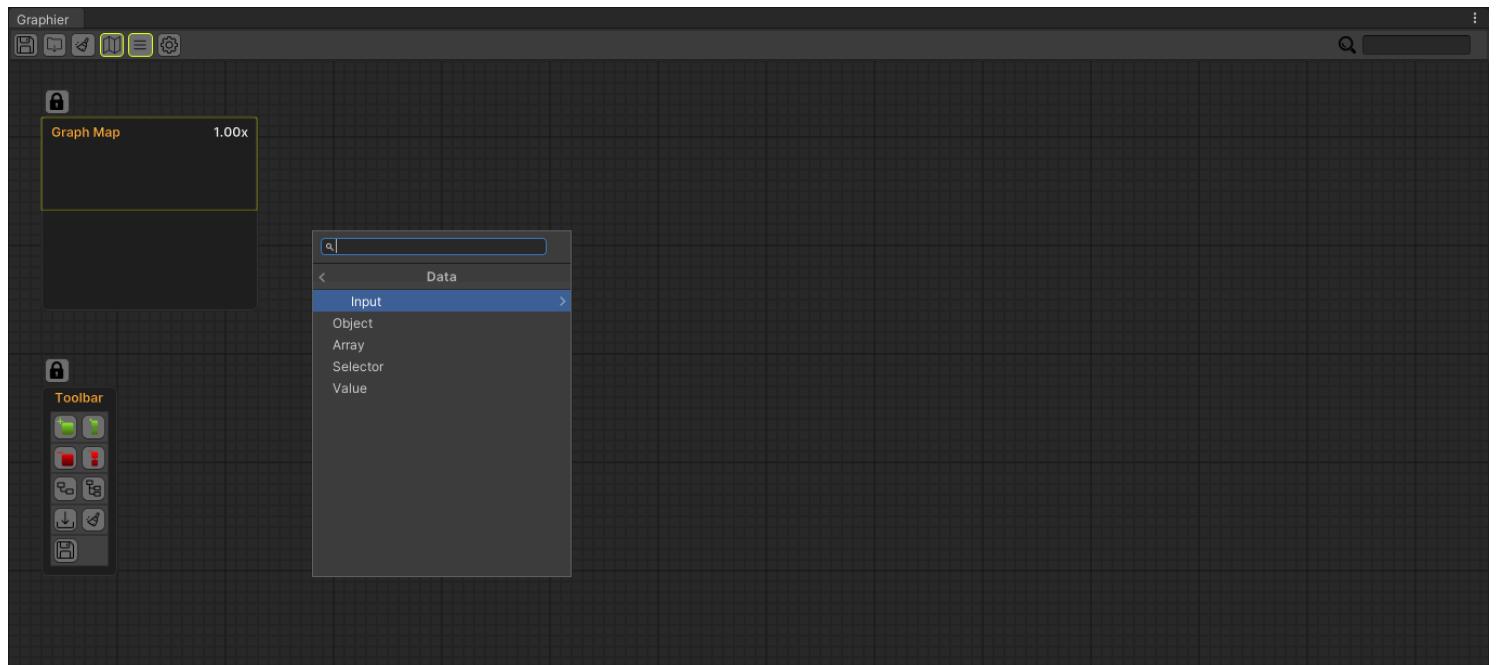
First open the **Contextual Menu** by right clicking on an empty spot in the graph. And from there open the search window by clicking on the **Create Node** tab.



After the Search Window opens, click on the **Data** tab to open the nodes in the data tab.

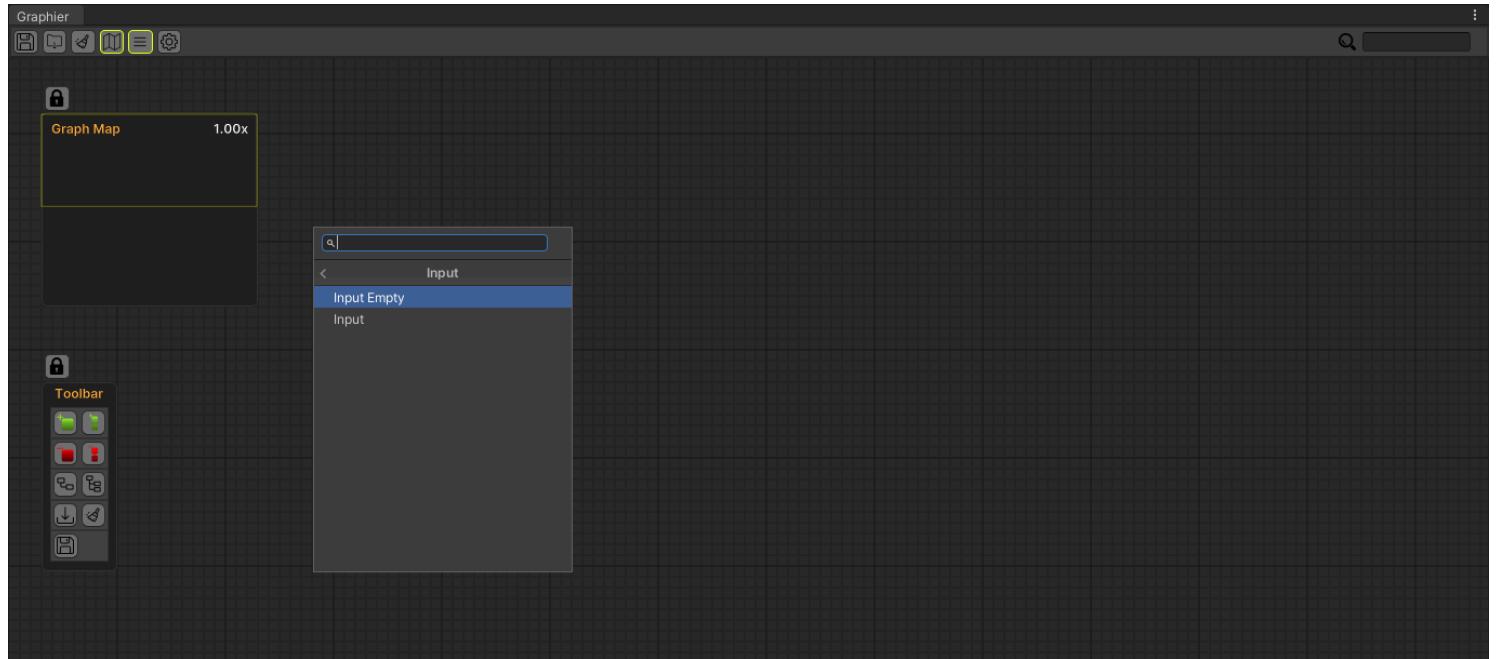


Then open input nodes by pressing the **Input** tab.

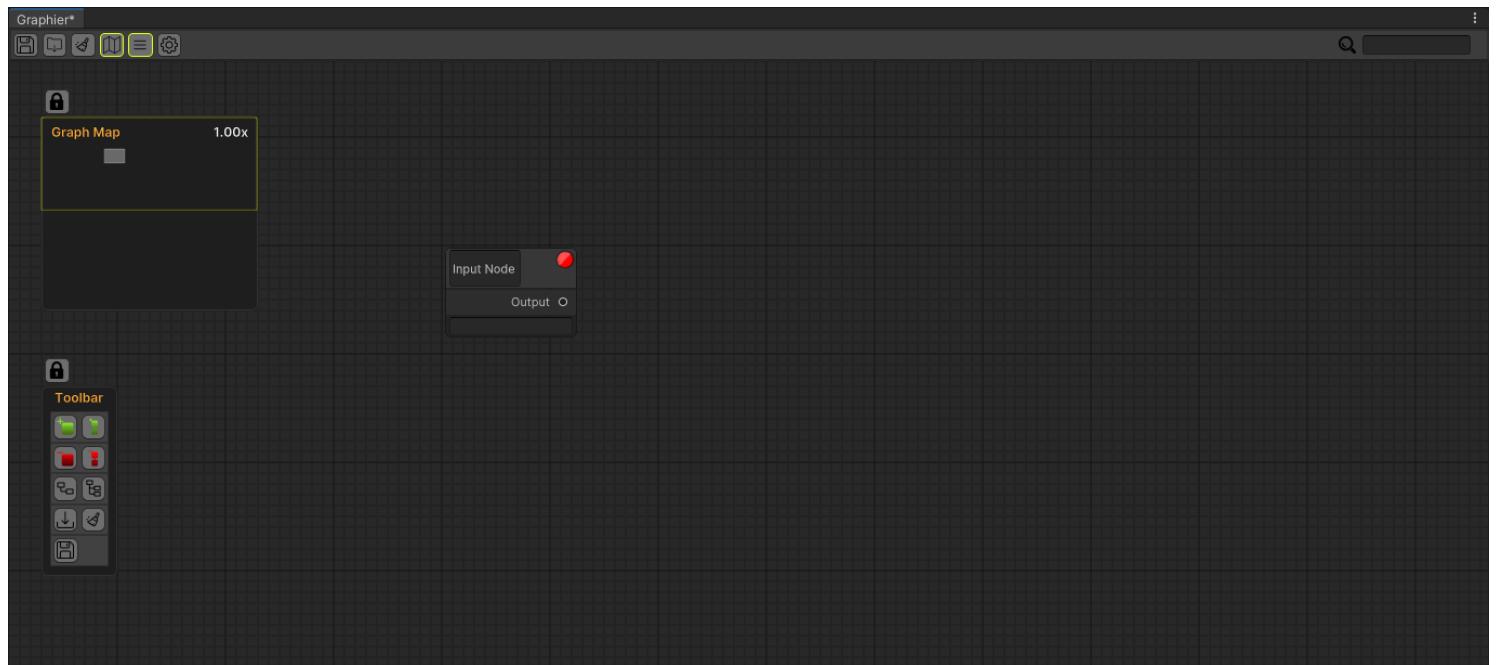


In this tab you can create an empty Input or an Input node containing a sample json data.

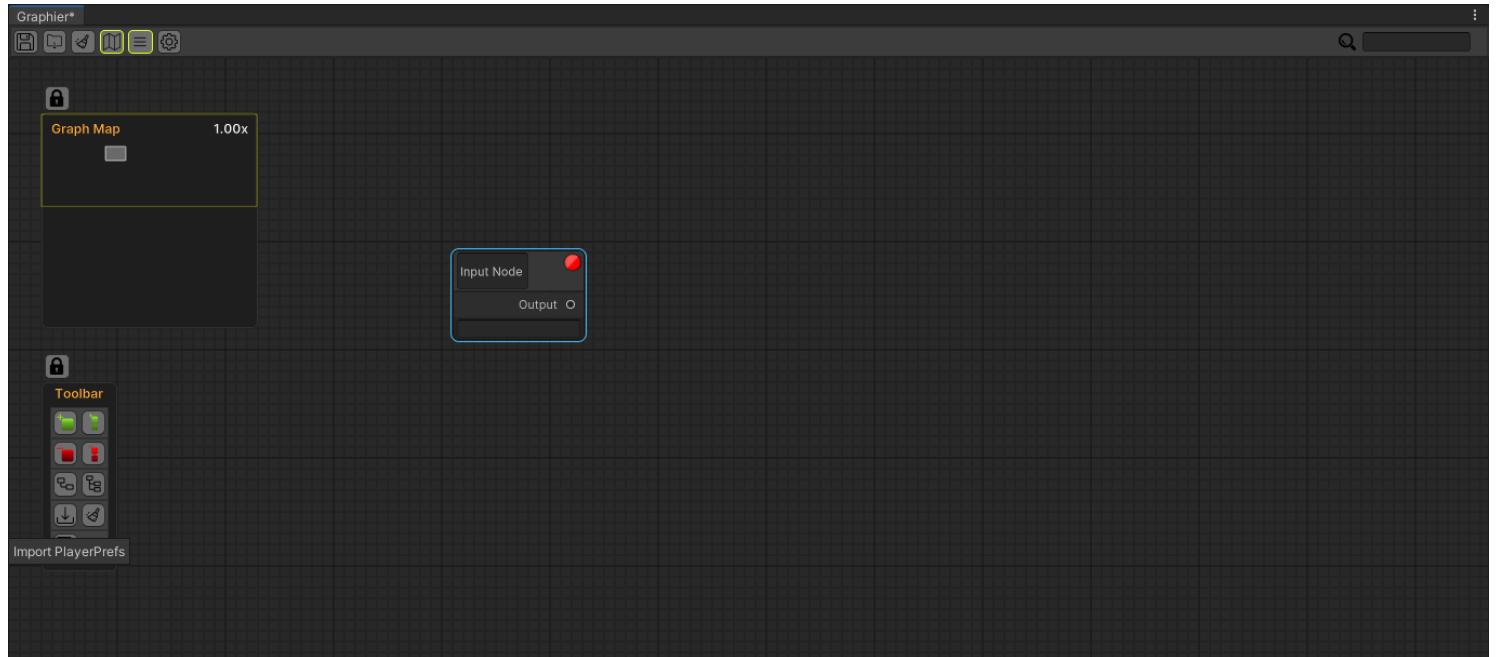
Go ahead and create an empty **Input Node**.



Our empty Input Node has been created, now let's fill it.

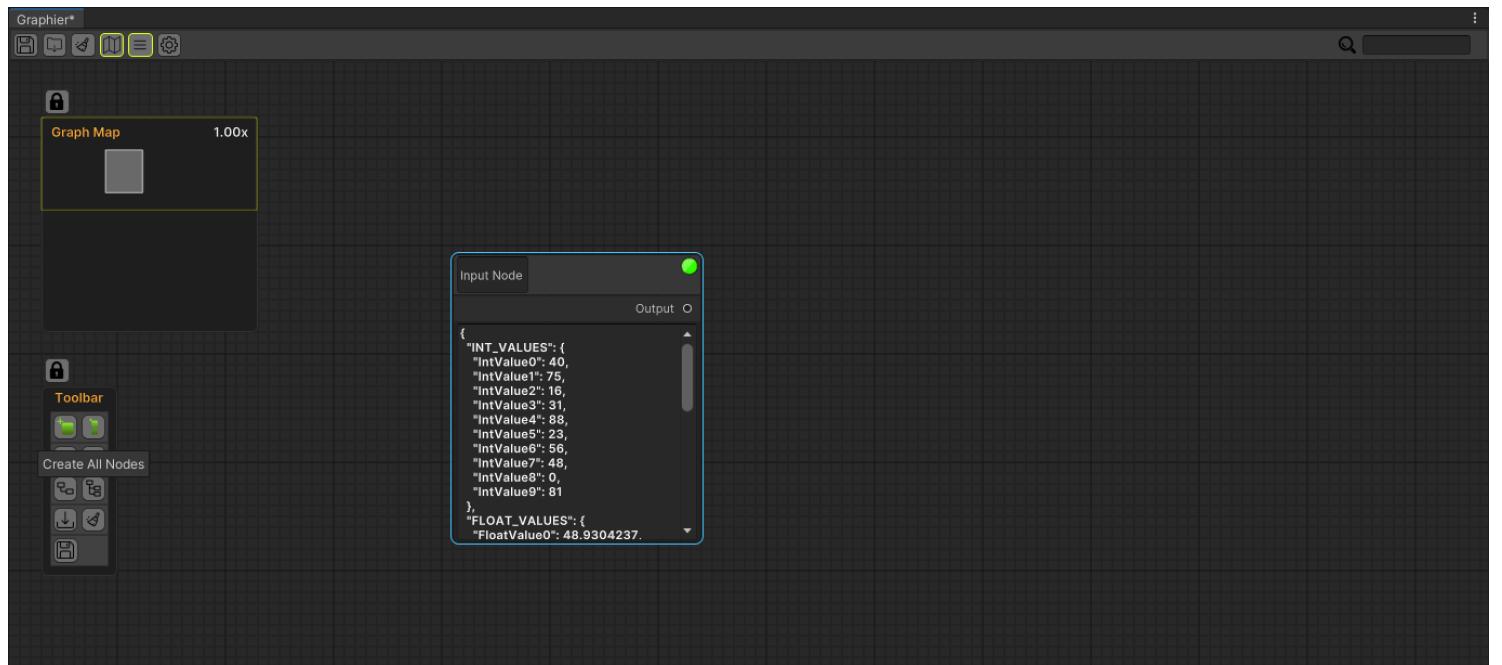


Now select the empty input node we created and press the Import PlayerPrefs button from the Node Toolbar.



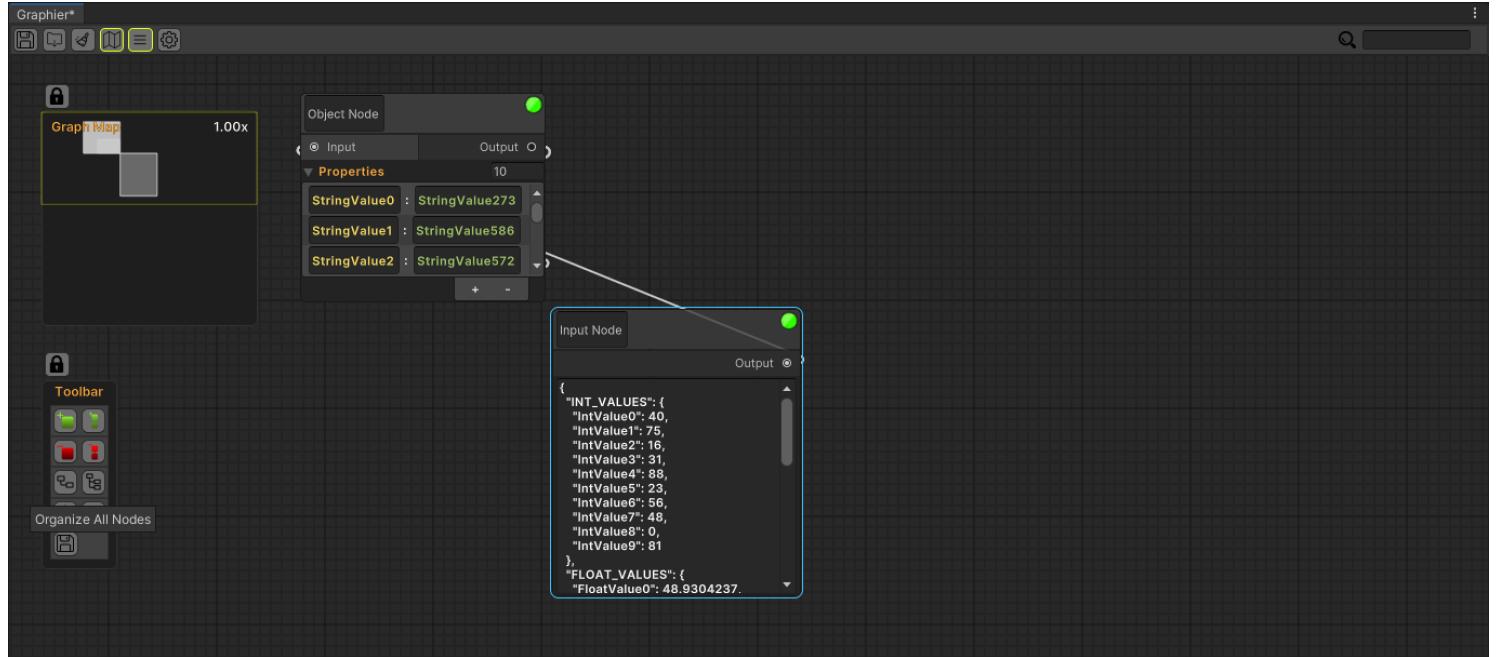
All values created in PlayerPrefs are passed into Input Node.

Then select the **Input Node** we created and press the **Create All Nodes** button in the **Node Toolbar**.

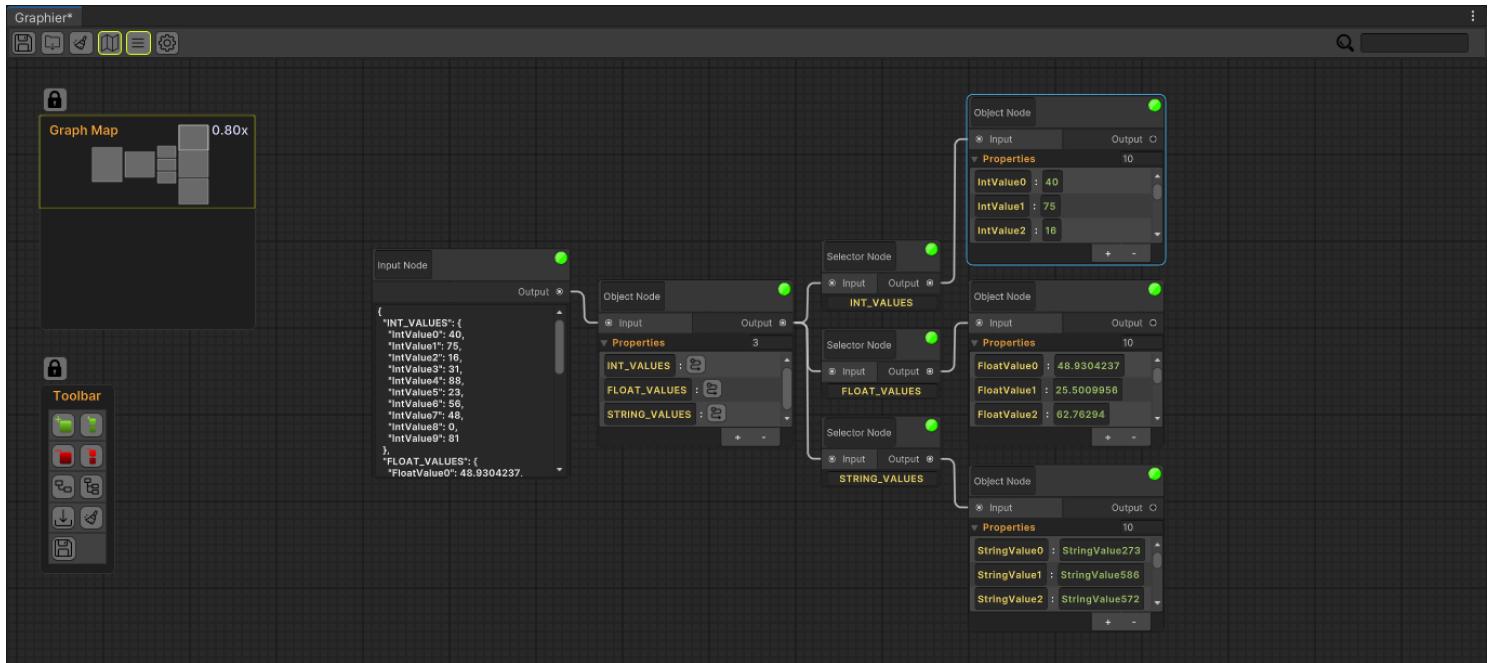


All nodes and property fields in our data have been created, now it's time to organize them.

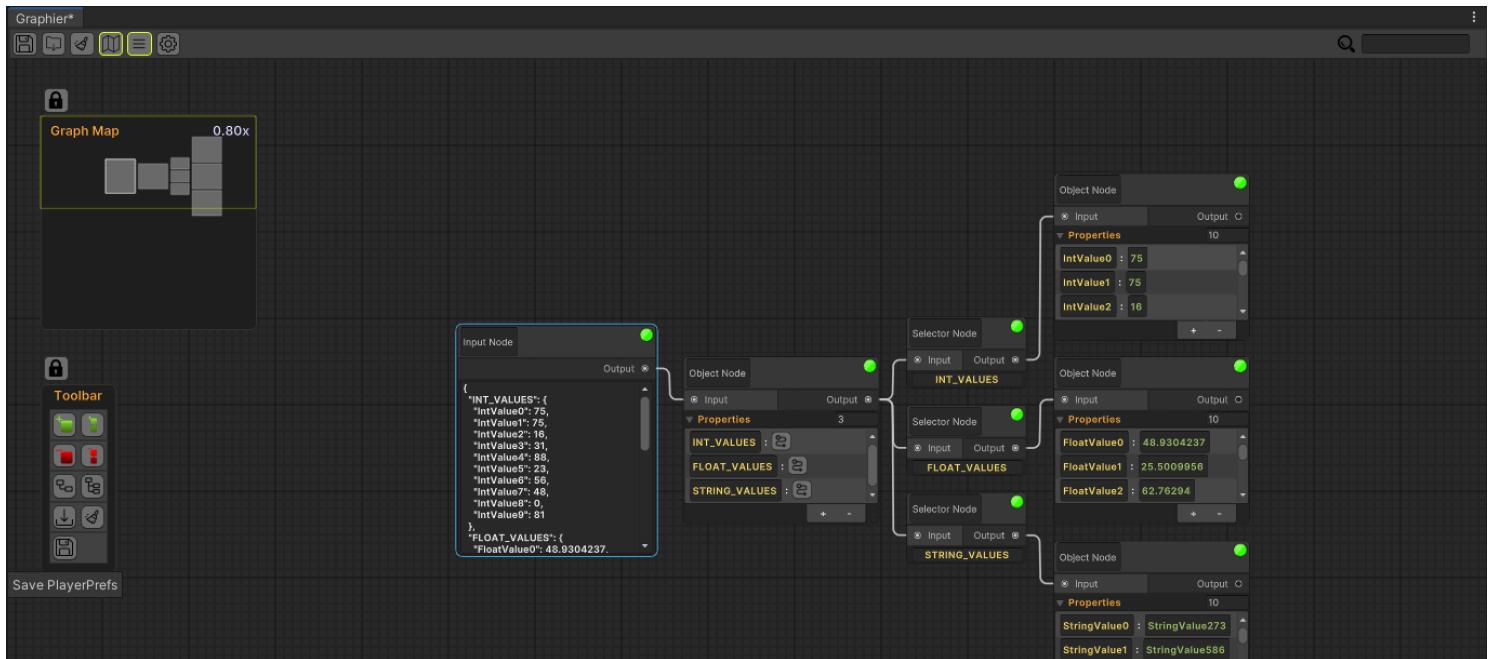
Select the **Input Node** we created again and press the **Organize All Nodes** button in the Node Toolbar.



Now we have created and organized data.



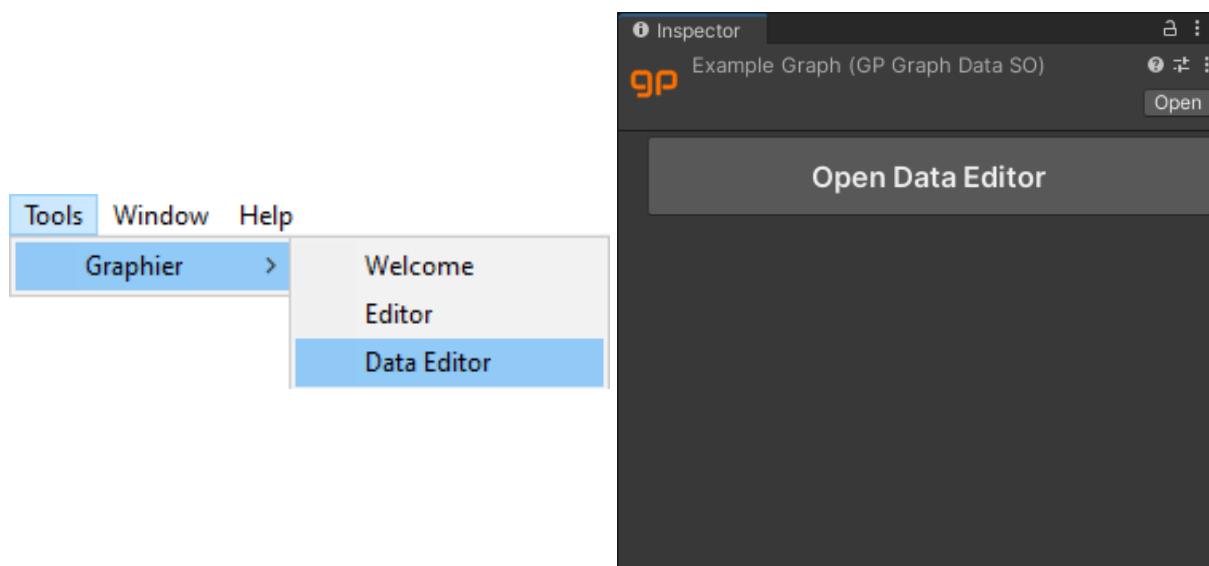
You can make the changes you want on the data, then select the **Input Node** and save all values to **PlayerPrefs** again by pressing the **Save PlayerPrefs** button in the **Node Toolbar**.



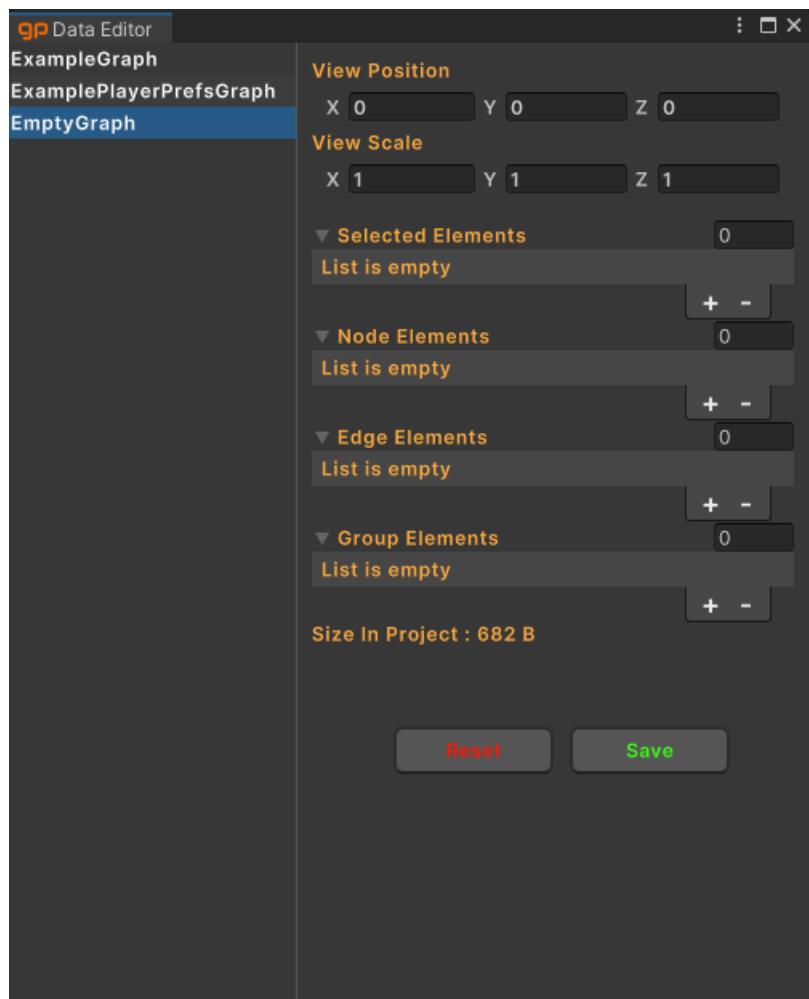
Data Editor

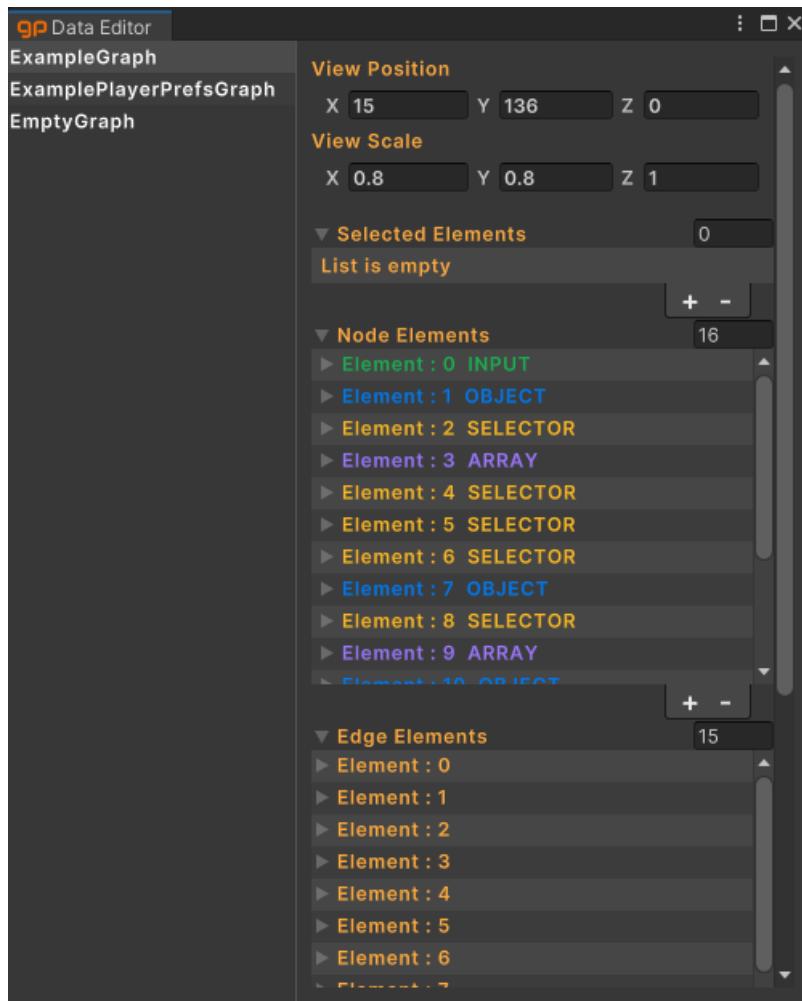
Data Editor is an editor window that allows us to manually review the Graph files we have created, you can think of it as a custom inspector.

To open the **Data Editor**, you can open the **Data Editor** either from the **Tools/Graphier/DataEditor** tab on Unity or by clicking on the **Graph** file you want to open and pressing the **Open Data Editor** button in the **Inspector** tab.



Then the **Data Editor** will appear and you can see all the data in the graph and edit it at the same time.





All **Graphs** created in the project are shown on the left side.

To **Locate** it and understand which file it is in the project, you can **Double Click** on the **Graph** and **Ping** where it is in the project.

