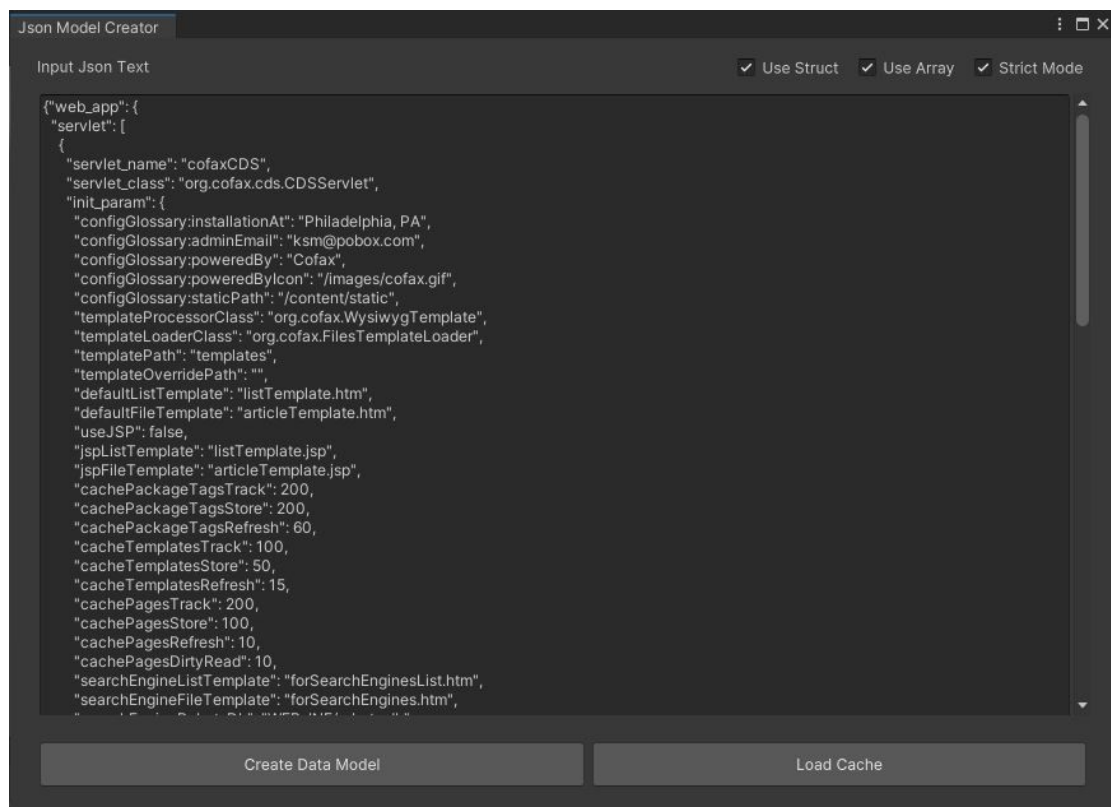# Json Model Creator User Guide

v1.0.0

Json Model Creator is a utility used to analyze json text and generate the corresponding data models, which can be used by the Unity built-in JsonUtility or any other Serializer/Deserializer. The operation in Json Model Creator is quite simple and visualized, below is a quick and brief guide.

## 1. Guide Page



- Input Json Text: Field to input the json text used to generate the models. If you want to create models from the beginning, just leave this field empty.

- Use Struct: Whether use struct (other than class) as the default type for models.

- Use Array: Whether use array (other than list) as the default collection type for model fields.

- Strict Mode: Whether check the input json text strictly. When strict model turned off, the converter will try to find models even when the input text doesn't meet the json syntax rules, so the result will be unpredictable.

- Create Data Model: Generate models using the user input json text.

- Load Cache: Load recently workspace, the user input text will be ignored.
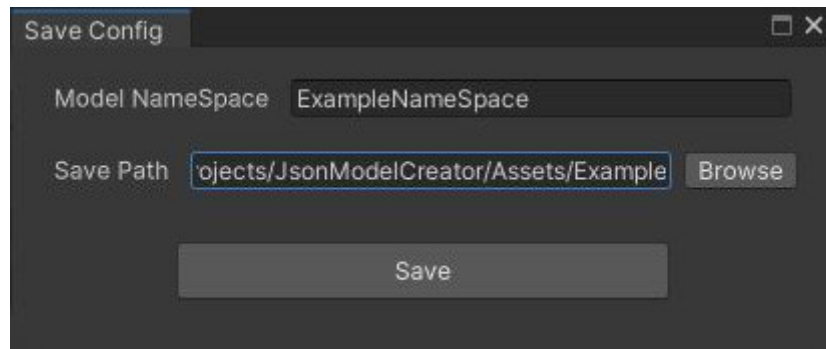
## 2. Edit Page
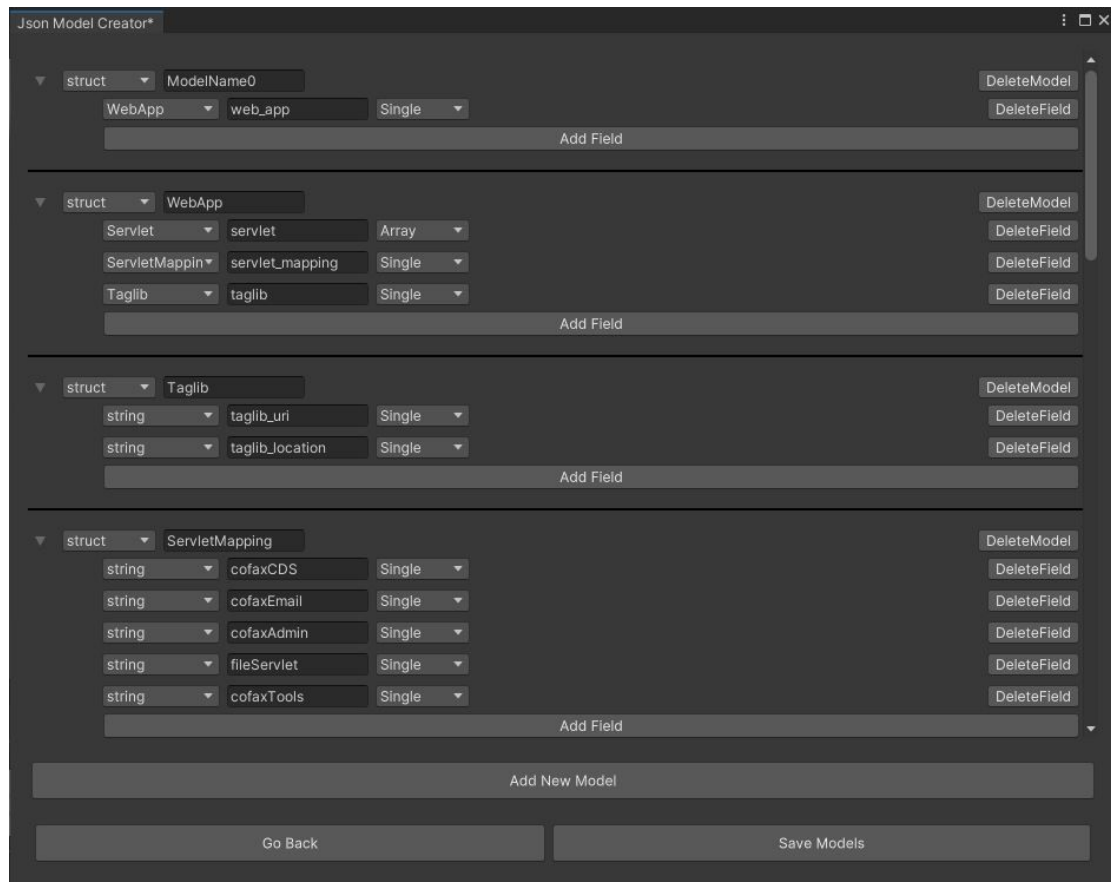


As you see, it's a visual edit page. You can add or remove models and fields freely, and change their types by the dropdown list before their names. Change the collection type of a field through the dropdown list behind its name, "Single" means it's a simple field just hold a single value, "Array" or "List" means this field is an array or list.

Please notice, make sure the names of models and fields meet the C# syntax rules, the converter doesn't do any extra inspections.

When finish edit, you can generate the C# scripts of these models by click "Save Models". If the model list is too long to finish at once, don't worry, you can save current workspace whenever leaving this page.

## 3. Save Configs



- Model NameSpace: Namespace used by the generated data models.

- Save Path: The save path of the generated scripts.

Please notice, all files with the same names in the save path will be overwritten.