

SimpleExport

A unity tool made by Hellion Cat.

What exactly is SimpleExport ?

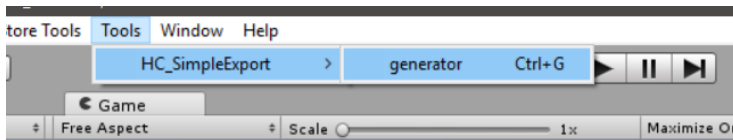
SimpleExport is an easy and ready to use tool that will allow you to export custom datas.

Only a few coding skills are required as you only need 1 line of code to use the tool, everything else is in the tool window.

If you don't have the time or the skills to code export functions for different file format and you want to collect lists of users, mailing list, or customs datas, SimpleExport is made for you.

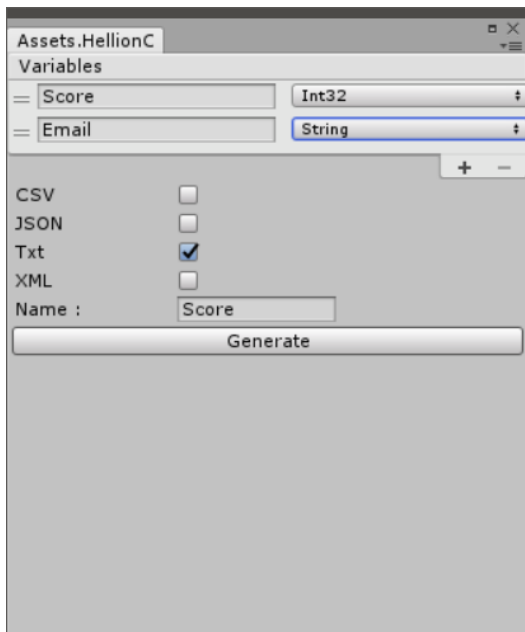
How does it work?

Right after you downloaded SimpleExport, you can find it in your "Tools" menu, just click on "Generator", it'll open a window.



As you can see bellow, you can add or remove easily Variables with Key and Type in a list, you can also reorder them as you wish.

For our sample, let's say we want users to save their score in our file/database at the end of a game and an e-mail so we can contact them if they hit best score. We'll use an int variable we'll call "Score" and a string variable we'll call "Email". We'll save it as .txt and name our function Score. Let's click on "Generate".



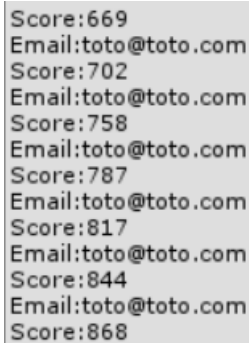
You should now have a new folder "SimpleExport > Class" that contain a scriptfile named "SimpleExport_ScoreTxt". This file contain a static method you'll need to call to export your datas,

you don't need to edit it, just knowing it's here and how to use it is required to make the export works.

Now let's take a look at how we call that script in code, let's say we have our Score and Email store respectively in: `int m_score;` and `string m_email;` , all we need to do is calling :

```
SimpleExport_ScoreTxt.ExportTxt(m_score.score, m_email);
```

When we run our script, it'll create a file in "SimpleExport > Export" folder with name "ScoreTxt.txt" if it doesn't exist. If it already exist, it'll add a new data in our file.



```
Score:669  
Email:toto@toto.com  
Score:702  
Email:toto@toto.com  
Score:758  
Email:toto@toto.com  
Score:787  
Email:toto@toto.com  
Score:817  
Email:toto@toto.com  
Score:844  
Email:toto@toto.com  
Score:868
```

Wasn't it simple? =)

Let's resume

You can generate a script file using the Tools Editor that will generate a script.

The generated script is static so you can call it everywhere in your project.

You only need to call 1 line to store data.

The line is :

```
SimpleExport_NameFormat.ExportFormat( var1, var2, .... );
```

Where Name is the name you entered in the Editor and Format is the file format you choose in the editor.

Var1, Var2, ... are all the Variables you added in the editor.

Contact

Feel free to give us feedback to improve our tool for you (specific formats, features, documentation, description, etc.).

Contact us here : info@hellioncat.com or check our website : <http://www.hellioncat.com>