

Const Data Generator from Google Spreadsheet

1. First you need to create a sheet in Google in the format shown below:

Name of the spreadsheet

First row = generated data variable name & type.
Supported types:
n = int
f = float
s = string.
Prefix will be removed when generating the script, for example, n_level will become:
public int level

	A	B	C	D	E
1	n_level	n_healthPoint	n_attackPower	f_defensePower	
2	1	100	2	1	
3	2	150	2	1	
4	3	200	3	1.5	
5	4	250	3	1.5	
6	5	300	4	2	
7	6	350	5	2.5	
8	7	400	6	3	
9	8	450	8	4	
10	9	500	10	5	
11	10	550	13	6.5	
12	11	600	15	7.5	
13	12	650	19	9.5	
14	13	700	25	12.5	
15	14	750	35	17.5	
16	15	800	45	22.5	
17	16	850	55	27.5	
18	17	900	65	32.5	
19	18	950	80	40	
20	19	1000	100	50	
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36					

Worksheet name will be the class name of generated script. Each worksheet represents a class.

2. In order to use the sheet without authentication, you'll need to publish the sheet to the web and get the sheet ID from the browser address bar. (Only the person who has the link or sheet ID will be able to see your sheet, and only the authorized people can edit the sheet still)

The screenshot shows the Google Sheets interface with the 'File' menu open. A red arrow points from a text box 'Click "File"' to the 'File' menu. Another red arrow points from a text box 'Click "Publish to the web..."' to the 'Publish to the web...' option in the menu. The spreadsheet data is visible in the background.

	D
1	f_defensePower
2	1
3	1
4	1.5
5	1.5
6	2
7	2.5
8	3
9	4
10	5
11	6.5
12	7.5
13	9.5
14	12.5
15	17.5
16	22.5
17	27.5
18	32.5
19	40
20	50

The screenshot shows the 'Publish to the web' dialog box. A red arrow points from a text box 'Click "Publish"' to the 'Publish' button. The dialog box has tabs for 'Link' and 'Embed'. Under 'Link', there are dropdowns for 'Entire Document' and 'Web page'. Below these is a 'Published content & settings' section with another 'Entire Document' dropdown, a 'Start publishing' button, and a checked checkbox for 'Automatically republish when changes are made'.

Publish to the web

This document is not published to the web.

Make your content visible to anyone by publishing it to the web. You can link to or embed your document. [Learn more](#)

Link **Embed**

Entire Document Web page

Publish

Published content & settings

Entire Document

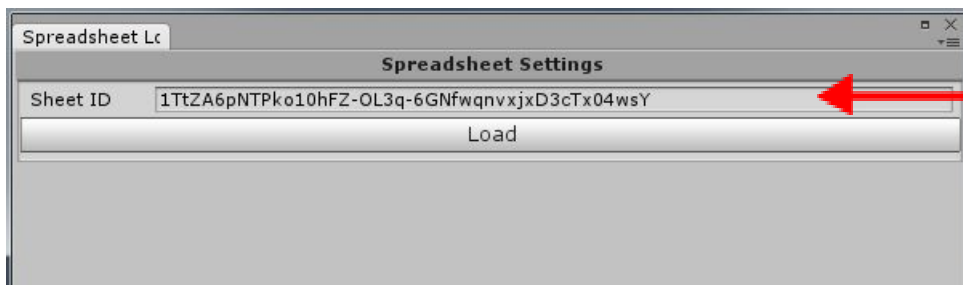
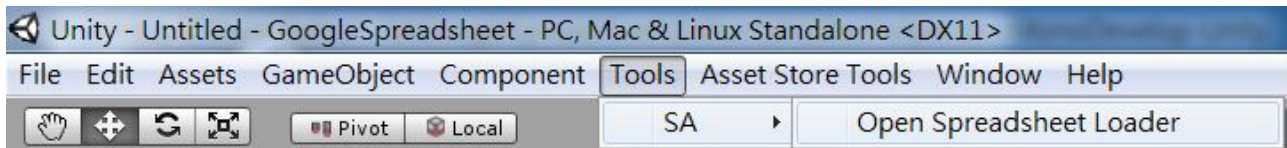
Start publishing

☒ Automatically republish when changes are made

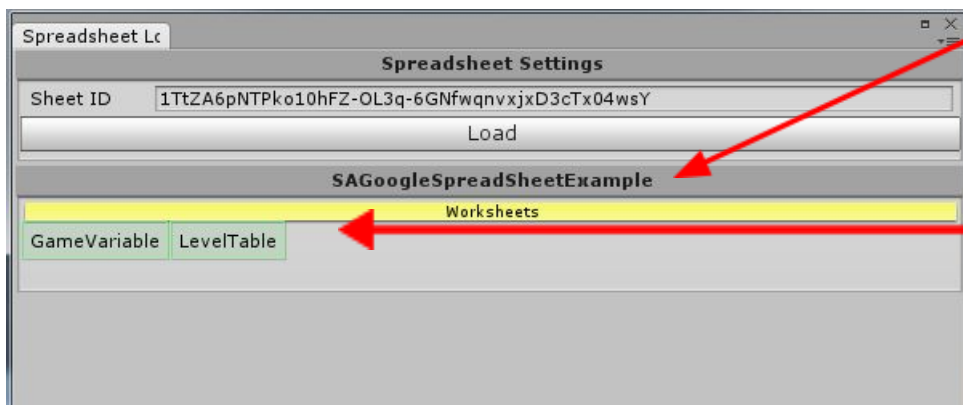
<https://docs.google.com/spreadsheets/d/1TtZA6pNTPko10hFZ-OL3q-6GNfwqnvxjxD3cTx04wsY/edit#gid=0>

Sheet ID in this example is:
1TtZA6pNTPko10hFZ-OL3q-6GNfwqnvxjxD3
cTx04wsY

3. In Unity go to SA Menu to open up the spreadsheet loader, you'll need to input your sheet ID in the loader.

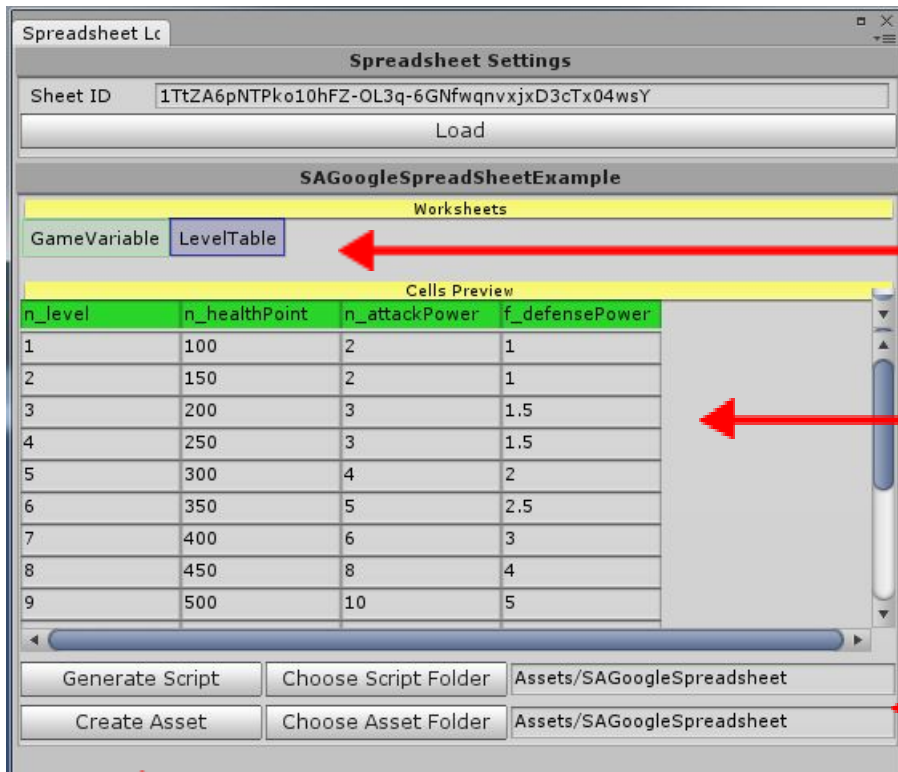


Input sheet ID here
then press the Load
button



Name of the
spreadsheet will be
shown here

All the worksheet
inside the spreadsheet
will be shown here.
Click on the sheet you
want to use to generate
the data.



Current selected sheet will be shown in blue.

Preview of the worksheet cells will be shown here

Choose where you want the generated script & asset to be located. The name of the script and asset will be your worksheet's name with Data suffix, for example: LevelTableData

Make sure you generate the script first and wait for it to be compiled before creating the asset.

4. Example of generated script and asset. You can use the asset by dragging it into the public field in your own script, or load dynamically using `Resources.Load` if it is located in Resources folder, or you can pack it in assetbundle and load it from there.

