

# 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

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

	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	
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					
31					
32					
33					
34					
35					
36					

2. In order to use the sheet without authentication, you'll need to put

the sheet ID from the published link. (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 image shows a Google Sheets spreadsheet titled "SAGoogleSpreadSheetExample". The "File" menu is open, and the "Publish to the web..." option is highlighted. 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. Below the spreadsheet, the "Publish to the web" dialog box is open. A red arrow points from a text box "Click 'Start publishing'" to the "Start publishing" button. The dialog box contains the following text:

**Publish to the web**

**Control publishing**  
This document is not published to the web.

☒ Automatically republish when changes are made

**Start publishing**

**Note:** Publishing will make this content viewable by anyone who has the published link, but will not change the document's sharing settings. [Learn more](#)

**Close**

	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
21	

## Publish to the web

### Control publishing

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Stop publishing

**Note:** Publishing will make this content viewable by anyone who has the published link, but will not change the document's sharing settings. [Learn more](#)

### Get a link to the published document

Document link

com/spreadsheets/d/1TtZA6pNTPko10hFZ-OL3q-6GNfwqnvxjxD3cTx04wsY/pu

You can get your sheet ID from the document link here

Embed code

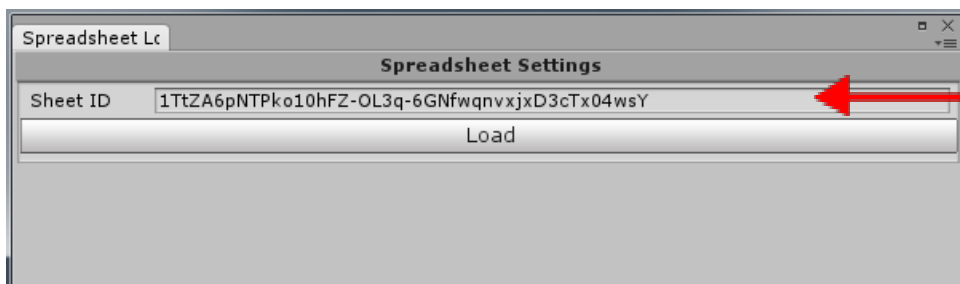
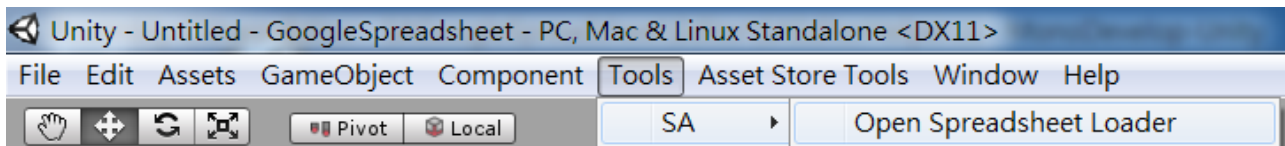
```
<iframe  
src="https://docs.google.com/spreadsheets/d/1TtZA6pNTPko10hFZ-OL3q-6GNfwqnvxjxD3cTx04wsY/">
```

Or share this link using:

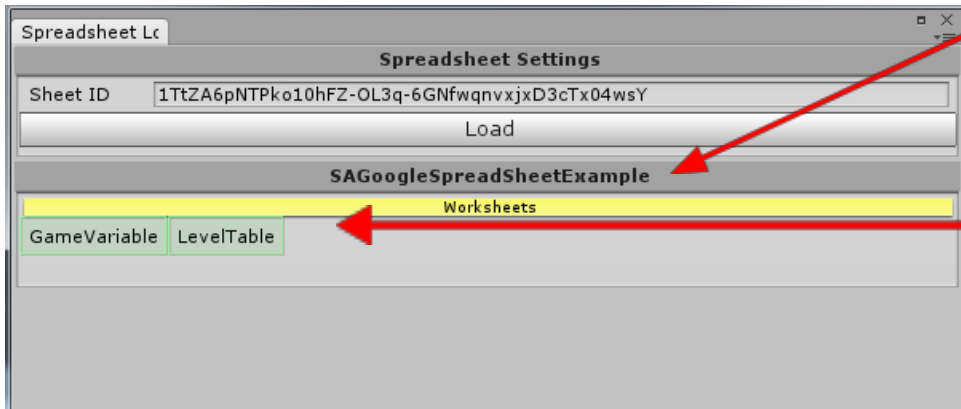


Close

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

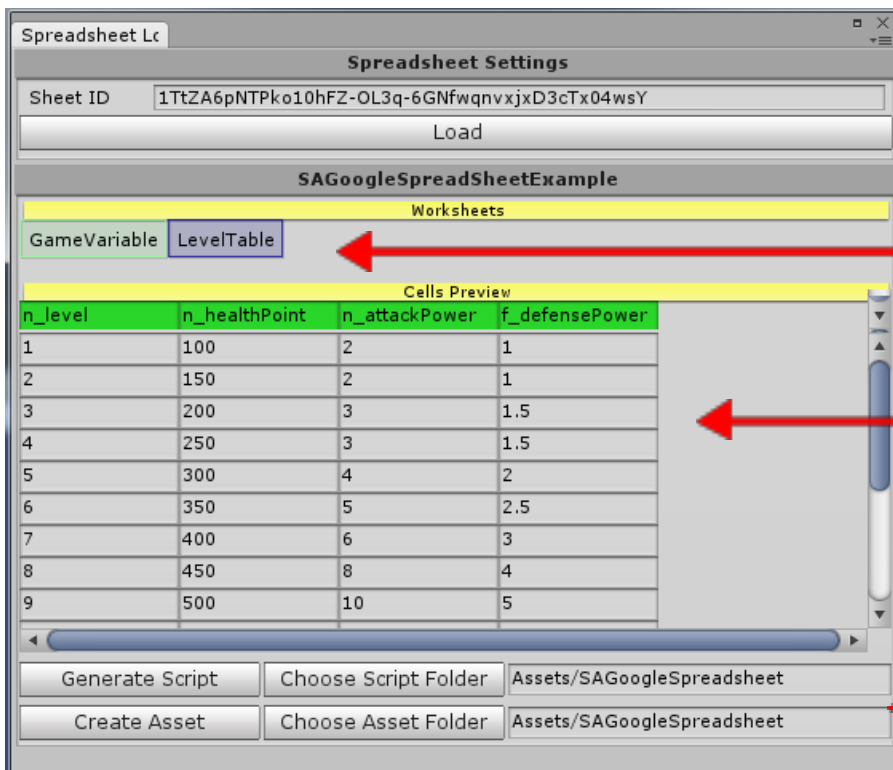


Input sheet ID here then press the Load button



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.

