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Option 1: Installing Unity editor extension

This option requires any web browser and [Unity](#).

1. Install [required software](#) for your operating system
2. Make sure your Unity version is [compatible](#) (5.0 or later)
3. Open your project in Unity editor
4. Open [Unity asset](#) page in your web browser
5. Click 'Open in Unity' on the asset page
6. Follow Unity instructions to add selected asset to your project

Option 2: Installing standalone application

This is the only option available for Linux OS

Install process for the standalone version requires modern web browser (Chrome, Firefox) and an archiver program.

1. Install [required software](#) for your operating system
2. [Download](#) latest application release
3. Unpack the archive into an empty directory
4. Make sure OS has the necessary rights to related directories and resources (see [Requirements](#))

Related pages

- [Accessing game data \(C#\)](#)
- [Installation](#)
- [Launching data editor](#)
- [Creating game data file](#)
- [Editing documents](#)