

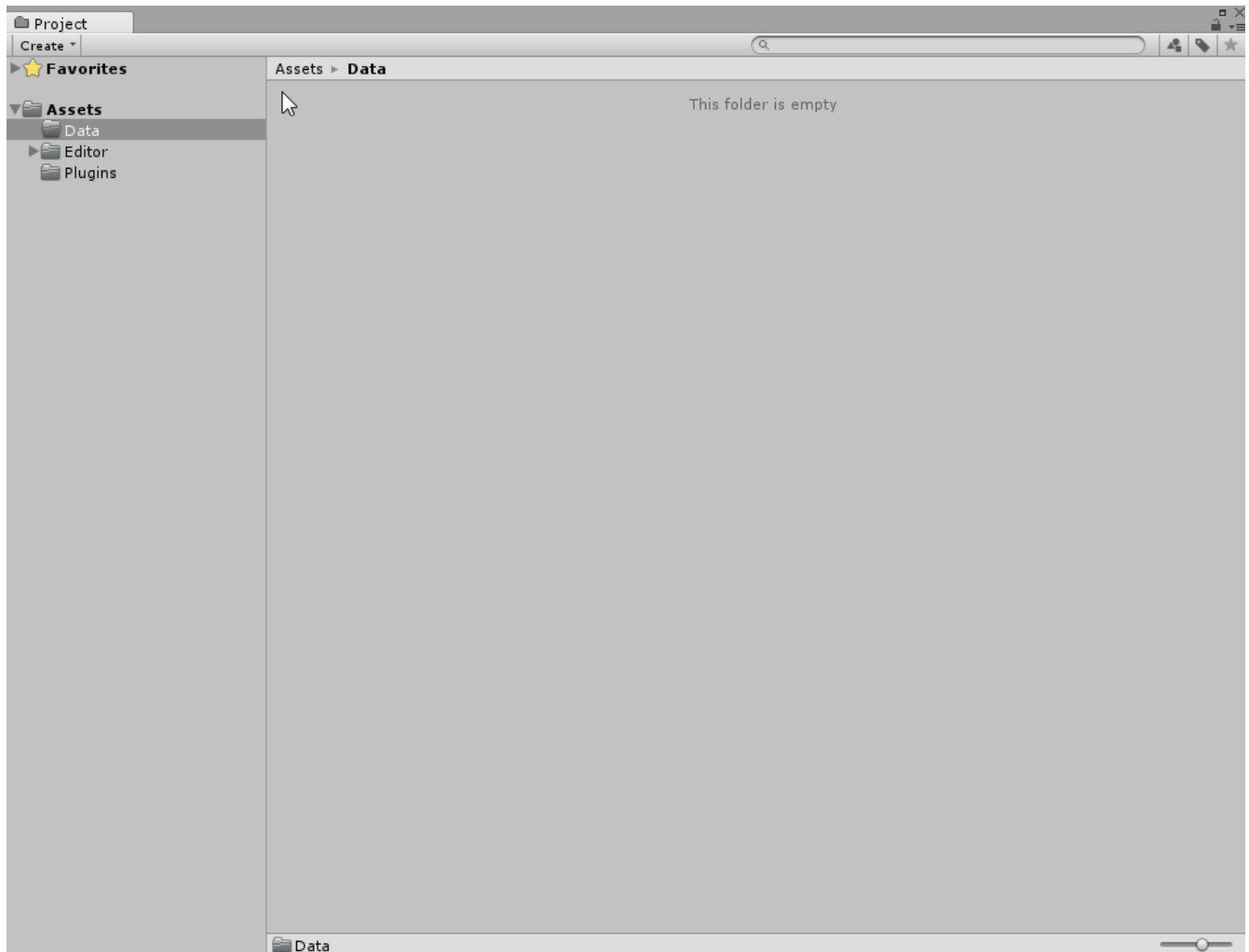
You will need to **install** either the application or Unity editor plugin before creating game data files.

Game data editor can open/initialize an empty file or open an existing one to try to read it and fix logical errors, if any. Files with broken formatting or unsupported data structure cannot be opened.

Option 1: Unity editor extension

1. Right-click inside the **Project** window in your Unity editor
2. Select **Create Game Data Game Data (<format>)** in the popup menu

▼ [Click here to view ...](#)



Option 2: Standalone application

1. Create an empty file with an extension matching the desired [data format](#):
 - a. JSON - mydata.json
 - b. BSON - mydata.bson
 - c. XML - mydata.xml
 - d. Message Pack - mydata.msgpack
2. Launch game data editor with [SERVE](#) command and *dataBase* parameter pointing to the file you've just created.
3. Made some changes in game data and save them.

Related pages

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