

The editor structures data as documents consisting of elements, each having a name and a value. Values can be either numerical or string. Other documents maybe be used as values as well.

Each document's structure an purpose are described by another special document called [Entity](#). Each entity consists of [attributes](#) and additional parameters.

Data-describing data is called *metadata*. For now you will need to reload your editor page each time metadata changes (we will fix this in the following updates).

For example: if you need to store information about game characters, you create an [entity](#) named **Character** and use attributes **Name**, **Gender** to describe which parameters your characters will have.

Creating

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The screenshot shows a software interface with a sidebar on the left containing a tree view with 'Design', 'Entity', 'Settings', and 'Project Settings'. The main content area has a 'Home' tab and two groups of buttons: 'Actions' (Check, Export, Repair, Import) and 'Maintenance' (Backup, Restore). Below these is an 'Issues' table with columns: #, Type, Entity, Id, Path, D... A mouse cursor is visible over the table area.

Editing

You can change both contents and structure of any entity.

Still, there are some limitations:

- *ID Generator* value can only be changed to *None*.
- You **cannot** change attribute *data type* to [Document](#), [DocumentList](#), [DocumentReference](#), [ReferenceList](#), and [Formula](#).
- You **cannot** change attribute *data type* from [Document](#), [DocumentList](#), [Reference](#), [ReferenceList](#), [Formula](#), and [LocalizedText](#).

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Design

- Entity
- Settings
- Project Settings
- Character

Home

Check | Export

Repair | Import

Backup Restore

Actions Maintenance

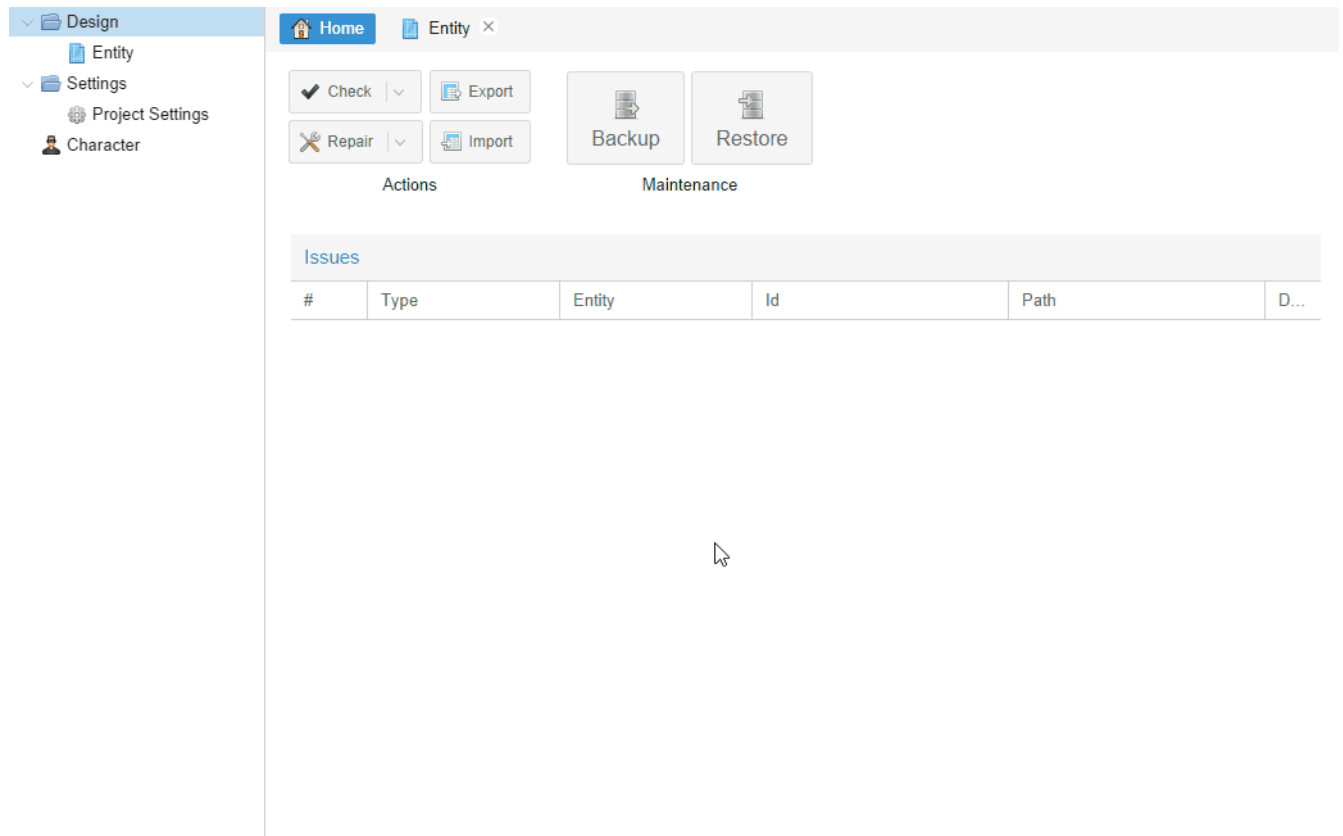
Issues

#	Type	Entity	Id	Path	D...
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Deleting

You can delete an entity if it isn't being linked to other entities by [Document](#), [DocumentList](#), [Reference](#), and [ReferenceList](#) attributes.

↕ [Click here to view...](#)



Technical entities

The following entities belong to the system and can be neither edited nor deleted:

- Entity
- Attribute
- ProjectSettings

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)