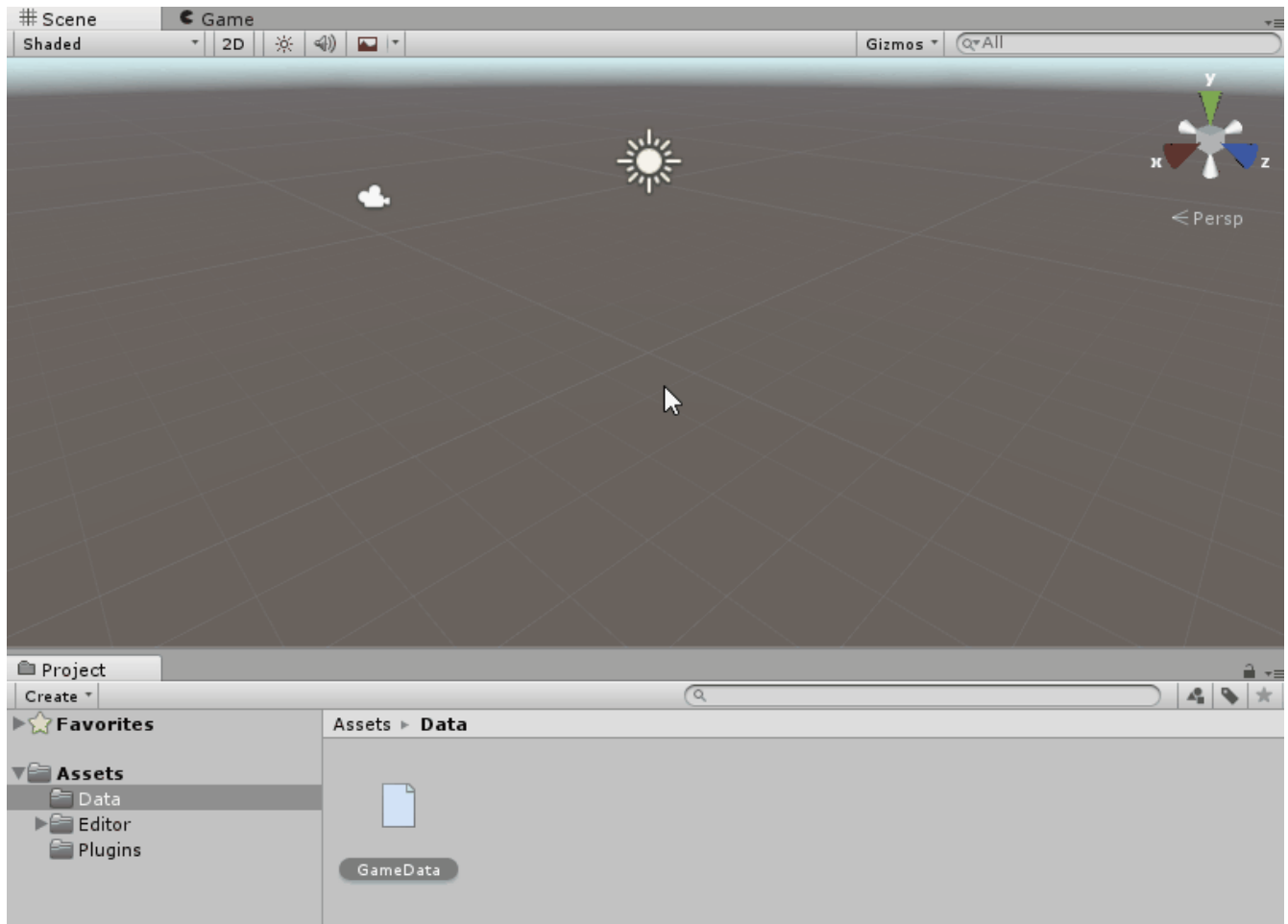


Option 1: Unity editor extension

1. Launch Unity editor
2. Open **Project** window by using **Window Project** menu
3. Locate your game data file (it should have **.gd.json** extension).
4. Double-click the file.
5. The editor window should appear

▼ [Click here to view ...](#)

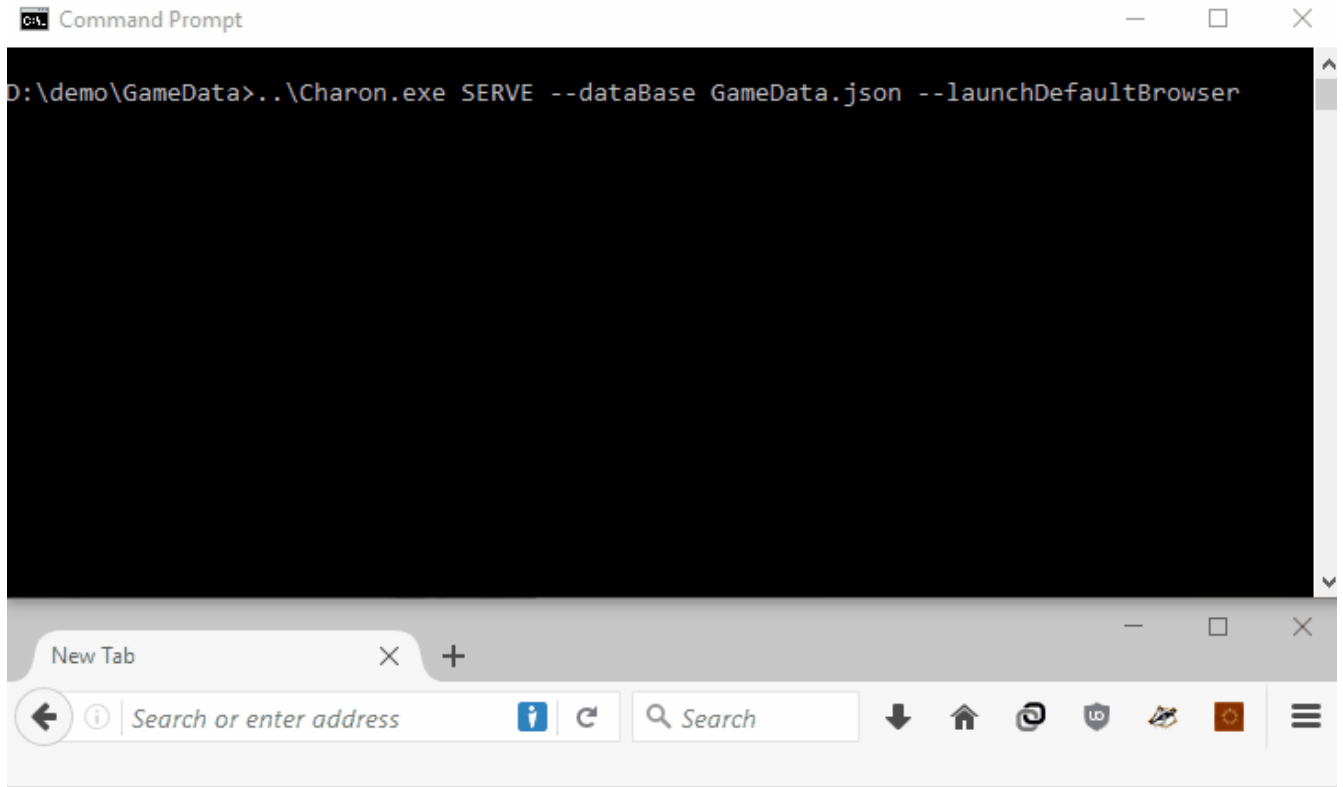


If the editor window doesn't open, check Unity console log (**Window Console**).
Try to solve the issues yourself or check our [Troubleshooting](#) section.

Option 2: Standalone application

1. Launch game data editor with [SERVE](#) and `--launchDefaultBrowser`.
2. The editor window should open in your default web browser

▼ [Click here to view...](#)



If this doesn't happen, try opening <http://localhost:43210/> manually in your web browser.

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)