

(CLI)

Basics

Linux and **Mac OS X** users can only use Charon.exe with **Mono**. Read [Requirements](#) for more information.

To run command terminal in Windows you need to run **cmd.exe** or **Command Prompt** application from **Start** menu. In Mac OS X you need to run **Terminal** application from **Spotlight**.

Game data editor can use various commands to access or alter game data. Commands have the following syntax:

```
Charon.exe COMMAND --parameterName1 value1
```

Parameters can have more than one value. Use space to separate values.

```
Charon.exe COMMAND --fruits banana orange "green apple" mango
```

If your value contains a space, put it inside the quotation marks. Escape characters and other rules depend on the OS you are running.

```
Charon.exe COMMAND --path "c:\my application\my path.txt"
```

Some commands will work without a value (e.g. flag)

```
Charon.exe COMMAND --allHandsOnDeck
```

Standard parameters

Parameter	Type	Description
verbose	Flag	Flag, indicating that application should use detailed logs. Used for debugging.
noPrompt	Flag	Flag, restricting requests for user input. Some applications must run in a non-interactive mode (e.g. automatization scripts).
resetPrefs	Flag	Flag, indicating that all user preferences must be reset on launch. Used to fix issues with incorrect application settings.

Environment variables

Parameter	Type	Description
CHARON_APP_DATA	directory	Overrides path to user settings and logs. Default: Windows: C:\Users\ <user>\AppData\Roaming\Charon\ OSx: /Users/<user>/config/Charon Linux: /home/<user>/config/Charon</user>
CHARON_SERVER	URL	Overrides version update server URL.

CHARON_LANGUAGE	string	Overrides UI language selection.
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URL input/output parameters

Some command [URL](#) as input/output parameter. Table below show behavior of URL parameters for difference schemes:

Scheme	Input parameter	Output parameter
HTTP[S]	A GET request will be sent	A POST request with body containing output will be sent
FTP	A RETR command will be sent	A STOR command with output content will be sent
FILE	File will be read	File will be written

Any authentication data could be passed in *user* part of [URL](#).

Supported commands

- Starting in standalone mode
- Exporting data
- Importing data
- Exporting localizable data
- Importing localizable data
- Getting localization language list
- Backing up
- Restoring from backup
- Checking for errors
- Generating source code (C#)
- Exporting code generation templates
- Creating documents
- Editing documents
- Deleting documents
- Finding documents
- Checking game data file version
- Checking application version
- Report a bug