

Every document you will encounter in the editor belongs to some entity.

You can see the list of the entity's documents by clicking its name in the left menu:

Click here to view...

The screenshot shows a software interface with a left sidebar menu containing 'Design', 'Settings', and 'Character'. The main area has a 'Home' header, 'Actions' (Check, Export, Repair, Import) and 'Maintenance' (Backup, Restore) buttons, and an 'Issues' table with columns: #, Type, Entity, Id, Path, D...

## Creating

To create a new document, click *Create* in the list.

Click here to view...

- > Design
- > Settings
- Character

Home Character X

Create Edit Delete Design Export Import Unpublish Clone

Actions Bulk

Type here to search

Id	Name	Gender	Level	Hit Points	Damage
Character1	Generic Rogue 1	Male	4	10	3
Character2	Generic Rogue 2	Female	4	12	4
Character3	Generic Fighter 1	Male	3	8	2

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Displaying 1 - 3 of 3

## Editing

To edit a document, double-click it in the entity's document list, or select it from the list and click *Edit*.

↕ [Click here to view...](#)

> Design  
> Settings  
Character

Home Character X

Create Edit Delete Design Export Import  
Publish Clone

Actions Bulk

Type here to search

Id	Name	Gender	Level	Hit Points	Damage
Character1	Generic Rogue 1	Male	4	10	3
Character2	Generic Rogue 2	Female	4	12	4
Character3	Generic Fighter 1	Male	3	8	2
Character4	Generic Fighter 2	Male	5	5	5

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Displaying 1 - 4 of 4

## Deleting

To delete one or more documents, select them from the list and click *Delete*. You can also click *Delete* while you're editing a document to delete it.

▼ [Click here to view...](#)

Home Character X

Create Edit Delete Design Export Import Publish Clone

Actions Bulk

Type here to search

Id	Name	Gender	Level	Hit Points	Damage
Character1	Generic Rogue 1	Male	4	10	3
Character2	Generic Rogue 2	Female	4	12	4
Character3	Generic Fighter 1	Male	4	12	4
Character4	Generic Fighter 2	Male	4	12	4

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## 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)