

Data Converter Tool

Descripción

Files: [CGFDataConverterTool.cs](#)

Path: "CGF/Editor/Tools"

Menu: "CGF/Objects/Data Converter"

Description

Window editor tool used to convert selected data assets between common formats.

Reference

- **Input**
 - **Excel Sheet Name** – Worksheet to read from selected Excel files. Leave empty to use the first worksheet.
- **Output**
 - **Output Format** – Format used for the converted output files.
 - **Scriptable Object Type**
 - **Refresh** – Rescan loaded assemblies for ScriptableObject types available as conversion targets.
 - **Single File** – Combine all selected input files into one output file instead of creating one output per source.
- **Convert** – Convert the selected data files or folders to the chosen output format and write them under Assets/DataConverted.

Use

Open the tool from CGF/Objects/Data Converter in the Unity editor.
Use the controls listed in Reference to configure the window workflow.