

软件 编程

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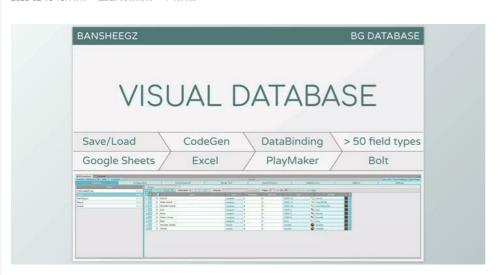
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## Unity asset - BG Database v1.8.8

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## Unity asset - BG Database v1.8.8:

BG Database is a robust data management tool designed for handling in-game data within Unity. Featuring an intuitive Excellike graphical user interface (GUI), it offers seamless synchronization with Excel and Google Sheets, along with comprehensive support for saving and loading data.

- Excel-like GUI: Enjoy a familiar and user-friendly interface akin to Excel, making data management tasks straightforward and intuitive.
- Sync with Excel/Google Sheets: Easily synchronize your in-game data with Excel or Google Sheets, ensuring seamless integration with external data sources.
- Unity Assets Fields: Benefit from Unity asset fields support, enabling efficient management of assets within your game's database
- Code Generation: Simplify development tasks with built-in code generation capabilities, facilitating the creation of data structures and access methods.
- Visual Scripting Tools Integration: Seamlessly integrate with popular visual scripting tools, enhancing flexibility and enabling streamlined data management workflows within your project.

## **Render Pipeline Compatibility:**

- Built-in Render Pipeline: Fully compatible with Unity's default render pipeline, providing a reliable solution for rendering
  in a variety of scenarios.
- Universal Render Pipeline (URP): Optimized for use with URP, allowing for quick customization and enhanced graphics performance across multiple platforms.
- High Definition Render Pipeline (HDRP): Harness the power of HDRP to create stunning, high-fidelity graphics on highend platforms, leveraging BG Database for efficient data management within these environments.

BG Database empowers developers with a versatile and efficient solution for managing in-game data, ensuring seamless integration and streamlined workflows within Unity projects.



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