

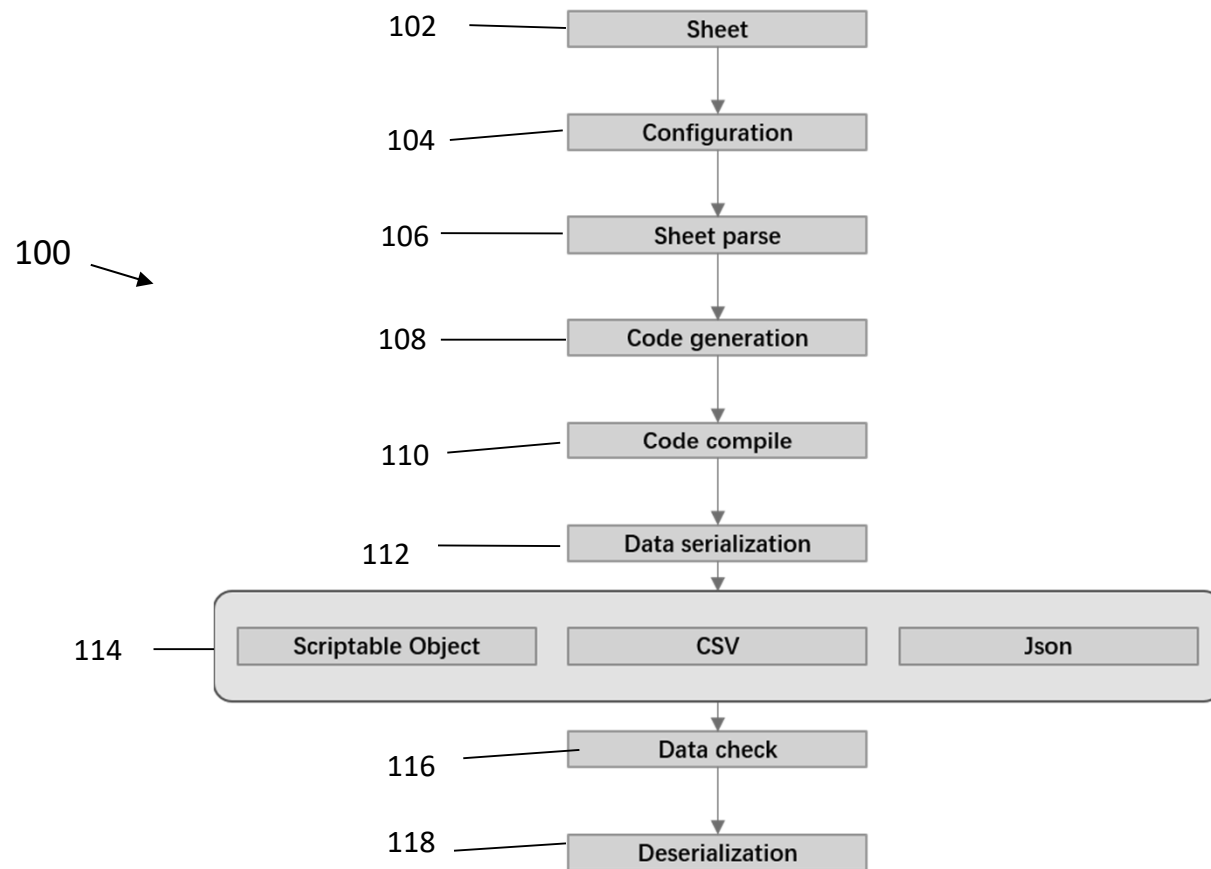


Figure 1

204	ID	Example_String	Example_Int	Example_Bool	Example_Float	Example_Vector2	208
	key int	string	int	bool	float	Vector2	
	both	both	client	server	both	client	
	IsNullOrEmpty		IsNullOrEmpty				
	101	stringA	11	1	1.1	0,1	
202	102	stringB	22	0	2.2	1,1	
206							

Example_Vector3	Example_Enum	Example_Class	Example_Array	204
Vector3	enum Gender{Male = 1,Female = 2}	class User{string name;int age}	repeated int	
client	both	both	both	
IsNullOrEmpty	IsNullOrEmpty	IsNullOrEmpty	IsNullOrEmpty	
0,0,0	1	Tom; 18	1; 2	202
1,2,3	2	Lisa; 17	3; 4	
206				

Figure 2A

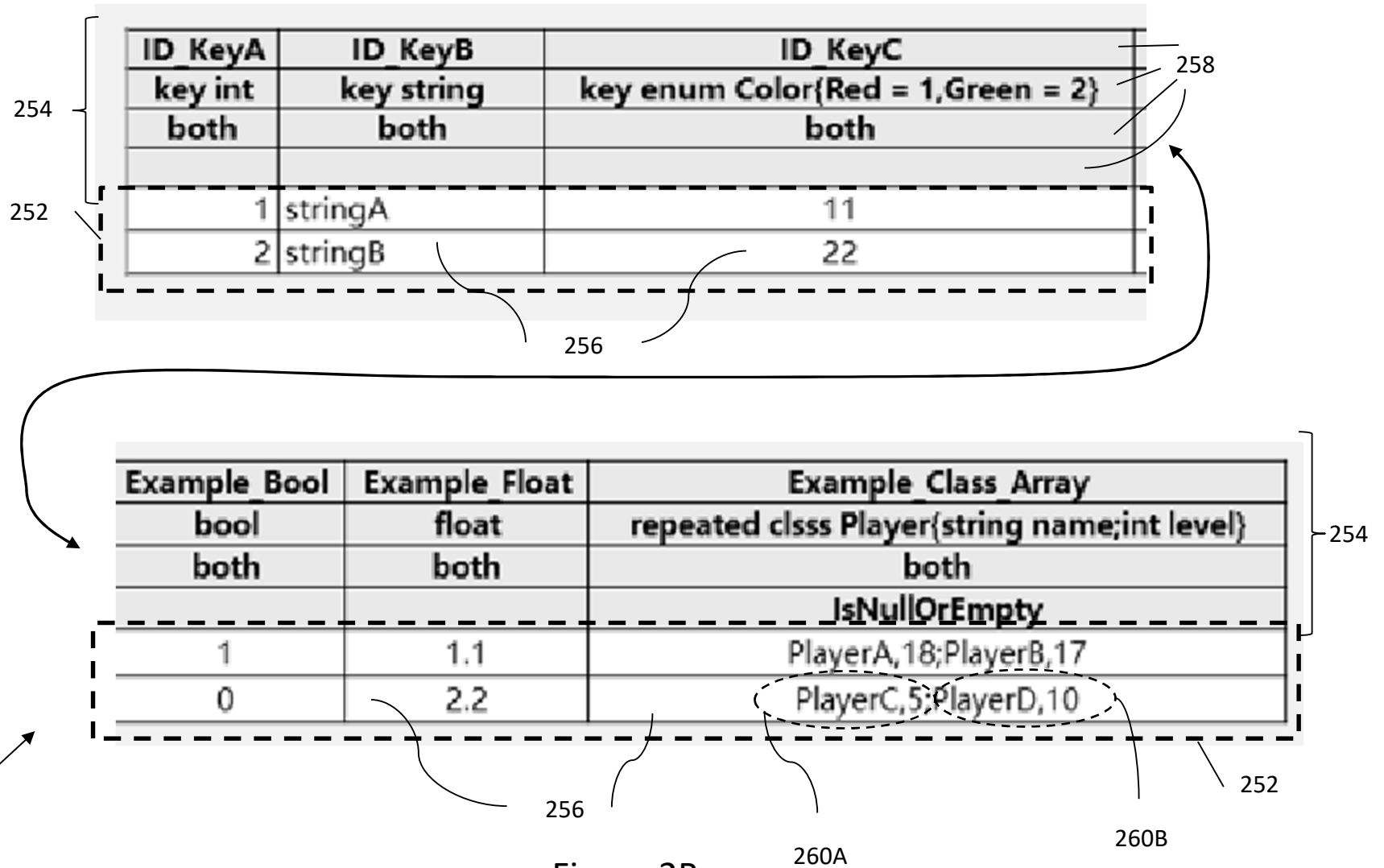


Figure 2B

300



```
// Sample.xlsx
[PreserveAttribute()]
[XLua.LuaCallCSharp()]
No asset usages 3 usages 2 exposing APIs
public class SampleTable : ExcelTable<Excel.SampleRecord>
{
    [PreserveAttribute()]
    private Dictionary<int, Excel.SampleRecord> _map = new Dictionary<int, Excel.SampleRecord>();

    [PreserveAttribute()]
    public Excel.SampleRecord this[int ID]
    {
        get
        {
            Excel.SampleRecord record = null;
            this._map.TryGetValue(ID, out record);
            return record;
        }
    }

    [PreserveAttribute()]
    internal override void CreateDictionary()
    {
        if ((null == this.list))
        {
            return;
        }
        this._map.Clear();
        for (int index = 0; (index < this.list.Count); index = (index + 1))
        {
            Excel.SampleRecord record = this.list[index];
            this._map.Add(record.ID, record);
        }
    }

    [PreserveAttribute()]
    Frequently called 0+4 usages
    internal override void Clear()
    {
        this._map.Clear();
    }
}
```

302

304

Figure 3

```
// Sample.xlsx
[System.SerializableAttribute()]
[Xlua.LuaCallCsharp()]
☑ 6 usages  ↗ 2 exposing APIs
public class SampleRecord
{
    // ID
    public int ID;  ↗ Serializable

    // Example_String
    public string Example_String;  ↗ Serializable 406
    // Example_Int
    public int Example_Int;  ↗ Serializable 408
    // Example_Float
    public float Example_Float;  ↗ Serializable 410
    // Example_Vector2
    public UnityEngine.Vector2 Example_Vector2;  ↗ Serializable 412
    // Example_Vector3
    public UnityEngine.Vector3 Example_Vector3;  ↗ Serializable 414
    // Example_Enum
    public Gender Example_Enum;  ↗ Serializable 416
    // Example_Class
    public Excel.User Example_Class;  ↗ Serializable 418
    // Example_Array
    public List<int> Example_Array;  ↗ Serializable 420
}
```

400 ↗

Figure 4

ID	Example_String	Example_Int	Example_Float	Example_Vector 2	Example_Vector 3	Example_Enum	Example_Class	Example_Array
101	stringA	11	1.1	0 1	0 0 0	Male	Name: Tom Age: 18	List<int>: 1 2
102	stringB	22	2.2	1 1	1 2 3	Female	Name: Lisa Age: 17	List<int>: 3 4

Figure 5

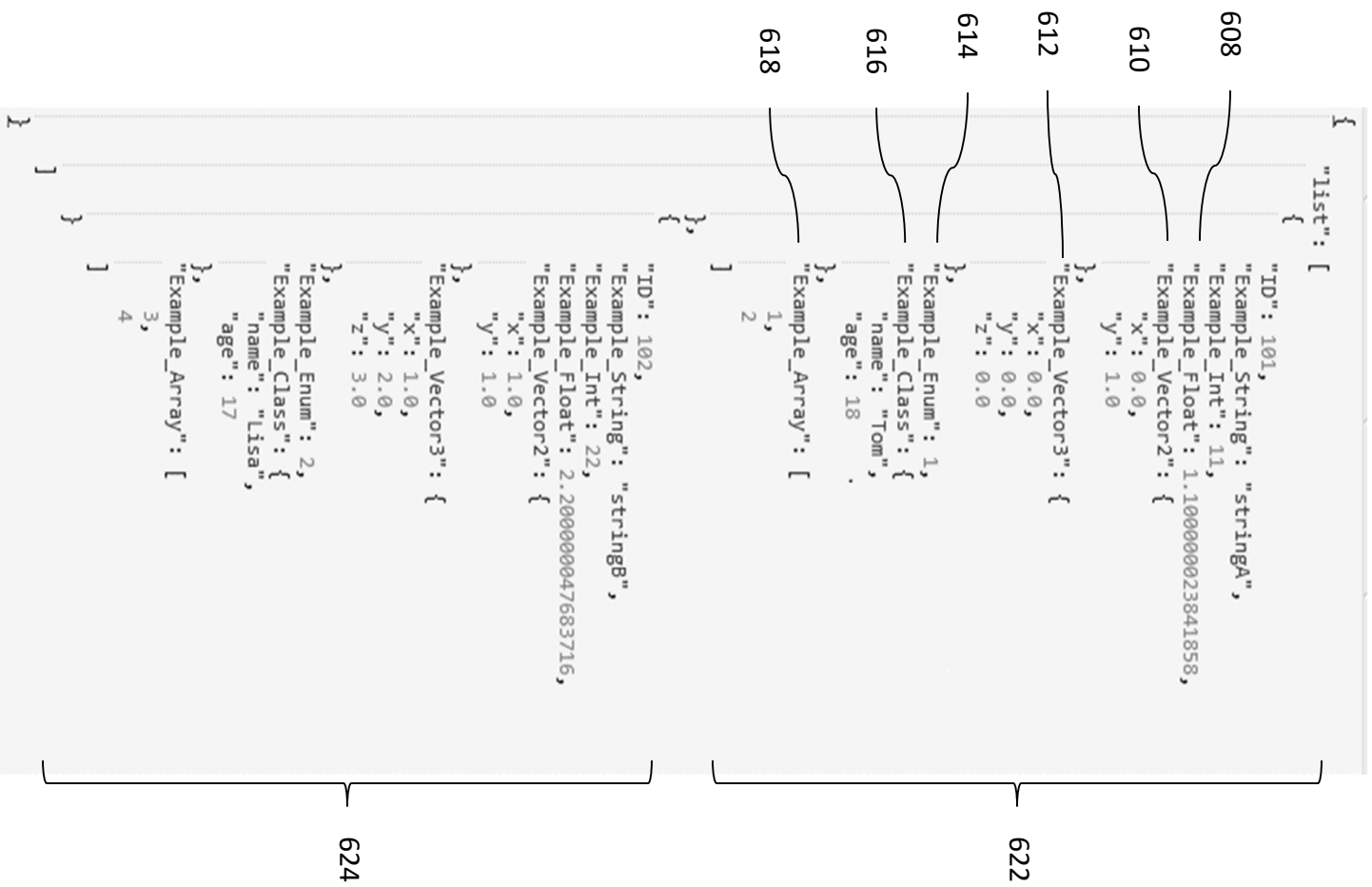


Figure 6

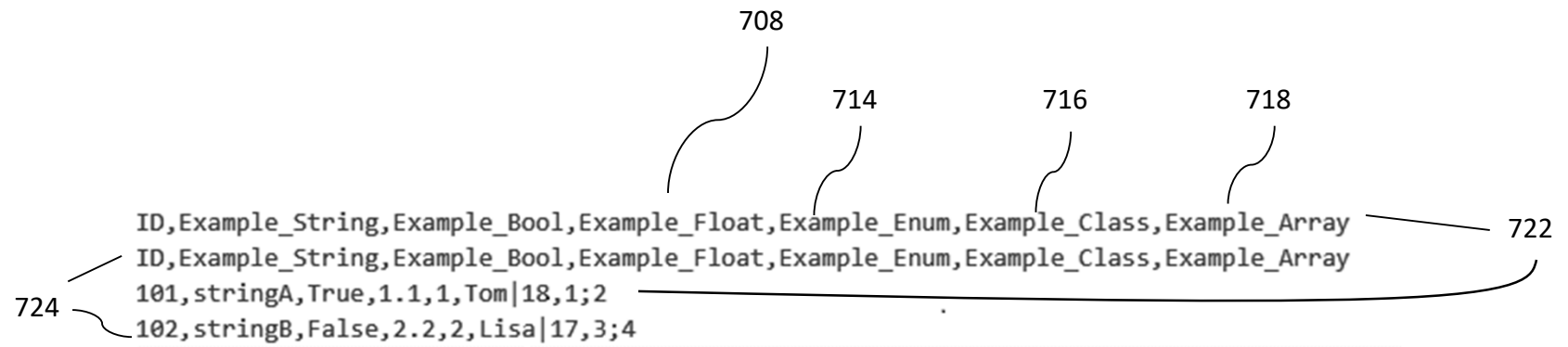


Figure 7

```
private Excel.SampleTable _SampleTable = null;
```

```
public Excel.SampleTable SampleTable  
{  
    get  
    {  
        return this._SampleTable;  
    }  
}
```

Figure 8