

- References not assignable via **CSV**

Example: let's **imagine** we have two **lasers** on stage that **need** to be **deactivated** with two **different** buttons.

	door	shelf								Button Laser
		shelf								Platform Open Door
		Shelf								Laser Left
	Pallet	pallet								CONVEYOR BELT UP
		Shelf								CONVEYOR BELT UP
Laser Right		Shelf								CONVEYOR BELT UP
										CONVEYOR BELT UP
Button laser										CONVEYOR BELT UP
		Player								CONVEYOR BELT UP
The Desk Up						CONVEYOR BELT RIGHT	CONVEYOR BELT RIGHT	CONVEYOR BELT RIGHT	CONVEYOR BELT RIGHT	CONVEYOR BELT RIGHT

In this **case**, **how do I assign** the respective buttons to the **respective objects**?
There is a solution, it would be to **check the reference grids**, **perhaps** using **parentheses**, but let's **go back to point one**, too **dispersive** and too **many checks to do to avoid problems** and due to the limited time available.

- **Limited** time to be **able** to make a **stable CSV tool**.

Editor Tool

After having given the **reasons why CSV is not the best choice**, I **will explain** why in my opinion **this is the best for the type of project** we have **chosen**.

- **Possibility** to **create the tool** with half the time required for the **CSV (this depends on how versatile we want the tool to become)**.
- **No naming conventions**, no type of **checking** and **reading** of table data.
- **Program** created directly inside the **engine**, **giving me the possibility** to test much **faster**.