STTool v1.0

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Summary

The STTool is used to edit and update Unity3D editor's script template.

Use

(1) Find the menu item "Tool/STEditor" in Unity3D's menu bar and click it to open the STEditor;

(2) Select the EditTarget, and edit or copy your expected script template into the STEditor's text area;

(3) Use the "#CreateTime#" and "#CopyrightTime#" string to mark the created time and copyright time anywhere that you want to insert into the new script;

(4) Click the "Save" button to sava your edit content to Unity3D's script template.

(*) Unity3D editor will automatically update your mark of script's created time and copyright time when you create a CSharp (or other) script once you have STTool configured correctly.

(*) If you have edited and saved Unity3D's script template by STEditor, you can browse it by click the "Current" button.

Other

The files in the path "Editor/STTool/Template/" are my script templates,

you can refer them to create your script templates.

Contact me

If you have any suggestions or comments,please feel free to contact me

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