

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 save 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 Java script once you have STTool configured correctly.

(*) If you have edited and saved unity3d's script template by STEditor, you can browse it by clicking the "Current" button.

Contact me

If you have any suggestions or comments, please feel free to contact me at mogoson@outlook.com.