Finder for Game Creator Documentation

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Inhalt

Introduction

Finder for Game Creator 2 is a module for [Game Creator 2](#) and allows you to find and edit all Game Creator 2 components and scriptable objects in centralized Editor windows.

Key Features

- Edit all Game Creator 2 components and scriptable objects in centralized Editor windows

- Search many different attributes of the GC2 elements

- Sort from A-Z or Z-A

Online Documentation

There is also an [online documentation](#) you can visit.

Getting Started

Setup

Download the package from the **Unity Asset Store**. You need **Game Creator** installed first.

Then, bring up the *Installer Manager* by clicking on the Game Creator option in the toolbar and selecting *Installs*. In the section *Finder 2*, select *Core* and click on the Install button. Repeat this for each module you want. It should then look like this after importing all of the content:
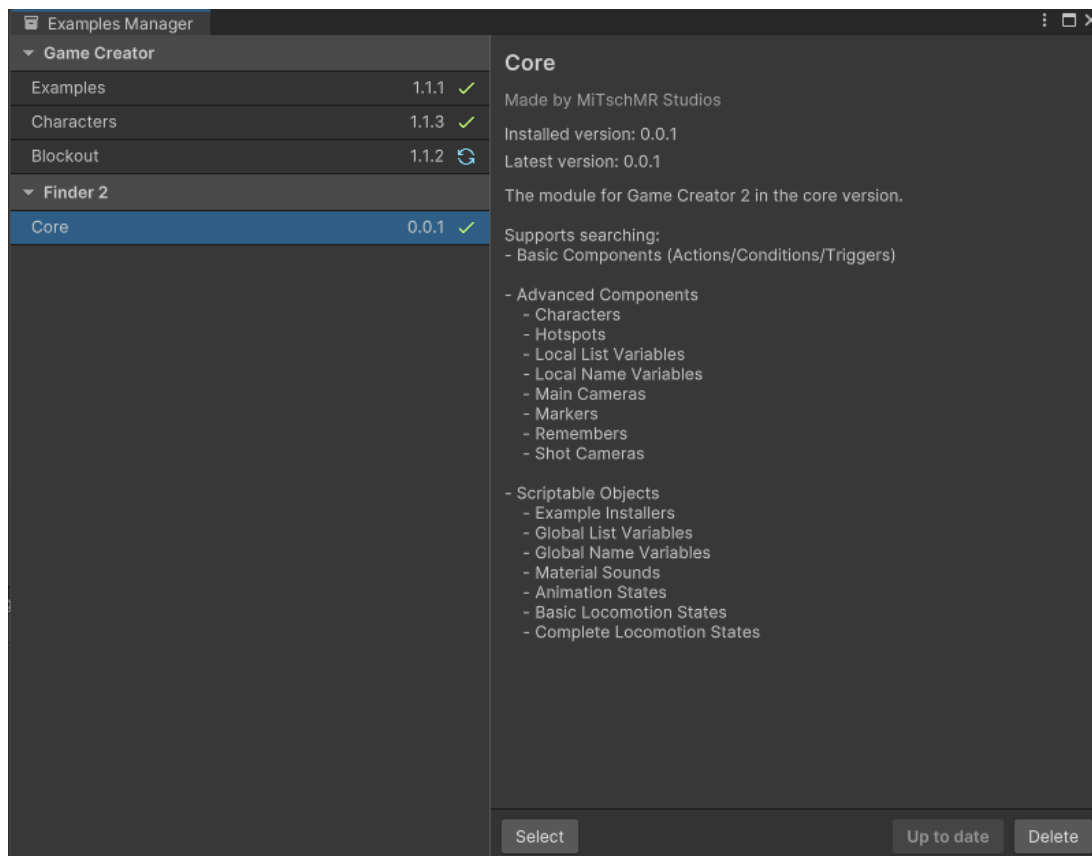
This asset requires **Game Creator 2** and won't work without it. Don't attempt to extract the package inside the Plugins/ folder as it will throw errors.

Update Procedure

The following steps show you how to update this module:

1. Import the new version from the package manager
2. Go to the Examples Manager and update the extensions to the latest version if they show an Update icon
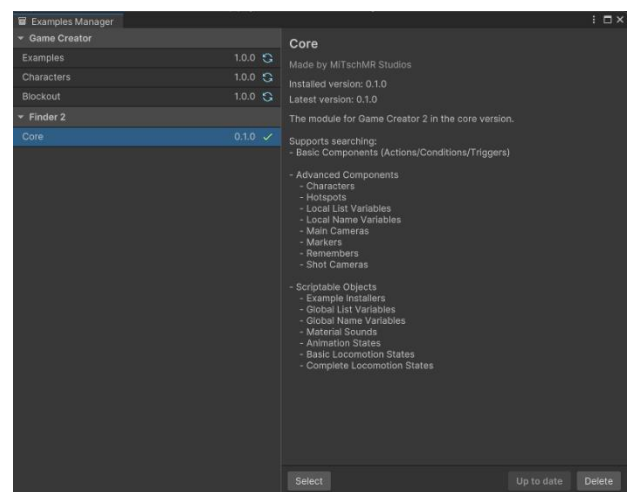
   This procedure is necessary for the Examples Manager to register the updated version numbers and changes to the module manifests.

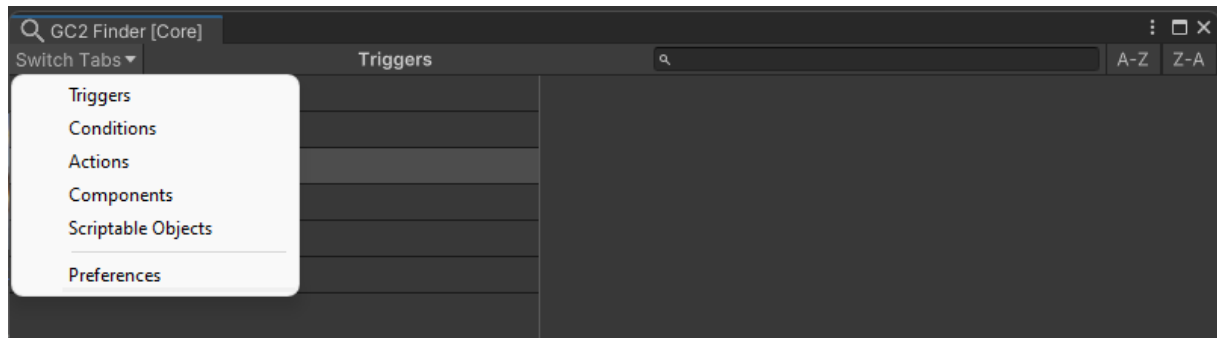   The following images show a typical update procedure:
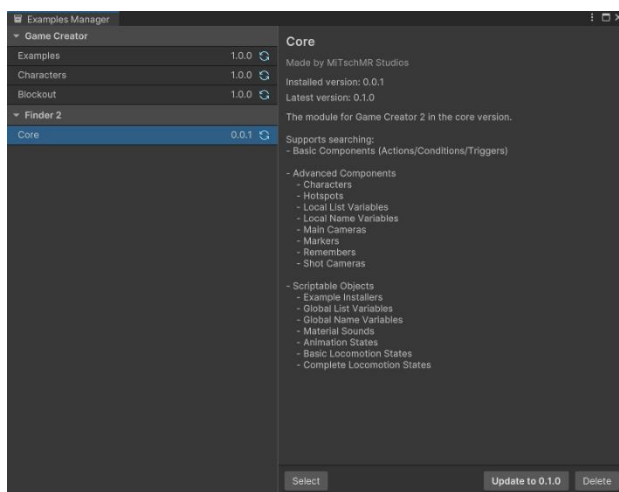
Old version   New version

The Finder Window

You can open the finder window from the menu bar using Game Creator → Finder → Core. For each Game Creator 2 module there is an extension which provides its own editor window. The window looks like this:

The window features these tabs:

Triggers: Contains a list of all gameobjects in the open scene(s) which have a Trigger component

Conditions: Contains a list of all gameobjects in the open scene(s) which have a Conditions component

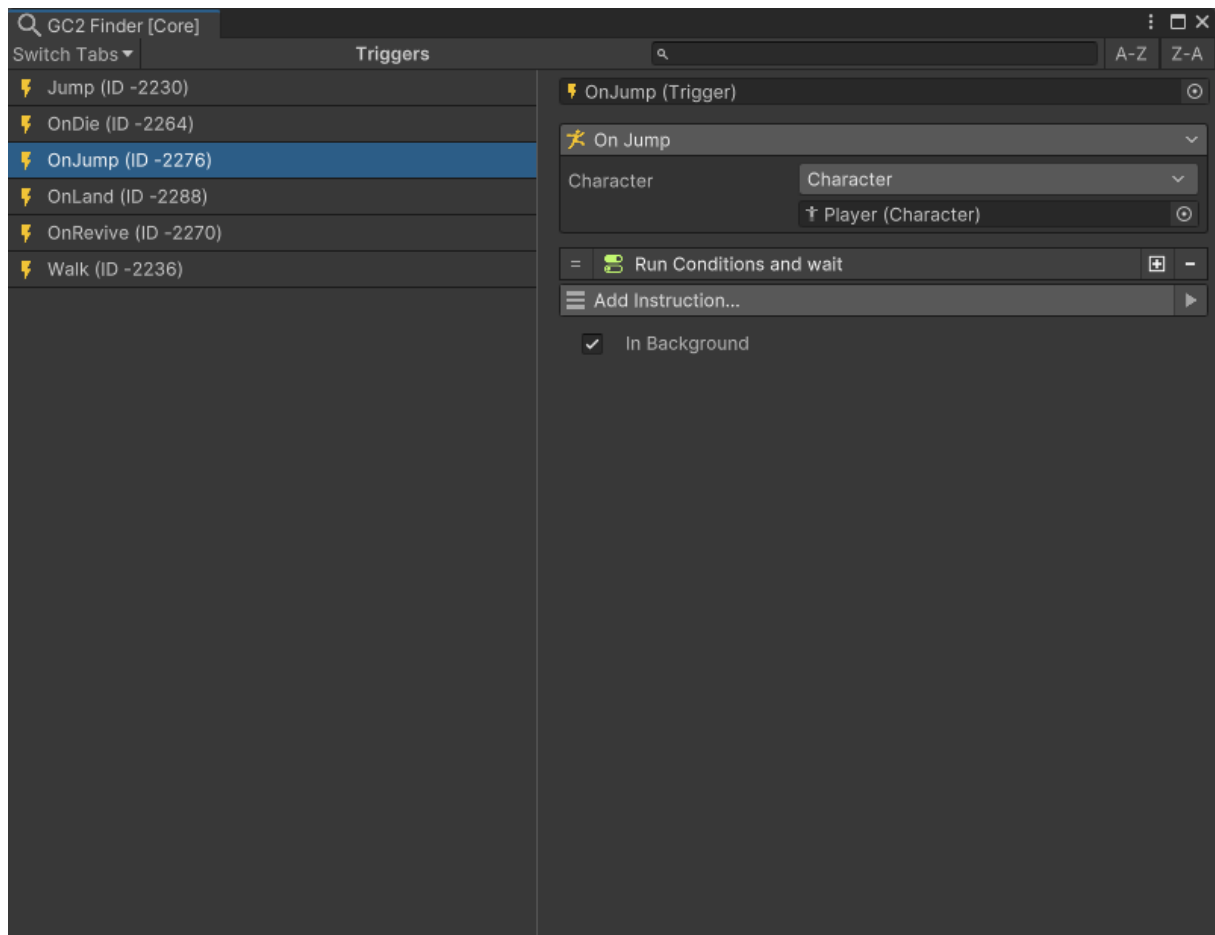Actions: Contains a list of all gameobjects in the open scene(s) which have an Actions component

Components: Contains a list of all gameobjects in the open scene(s) which have asset specific components

Scriptable Objects: Contains a list of all specific asset related scriptable objects

Additionally, it contains a search field and two sort buttons. You can read more about the search on the preferences page.
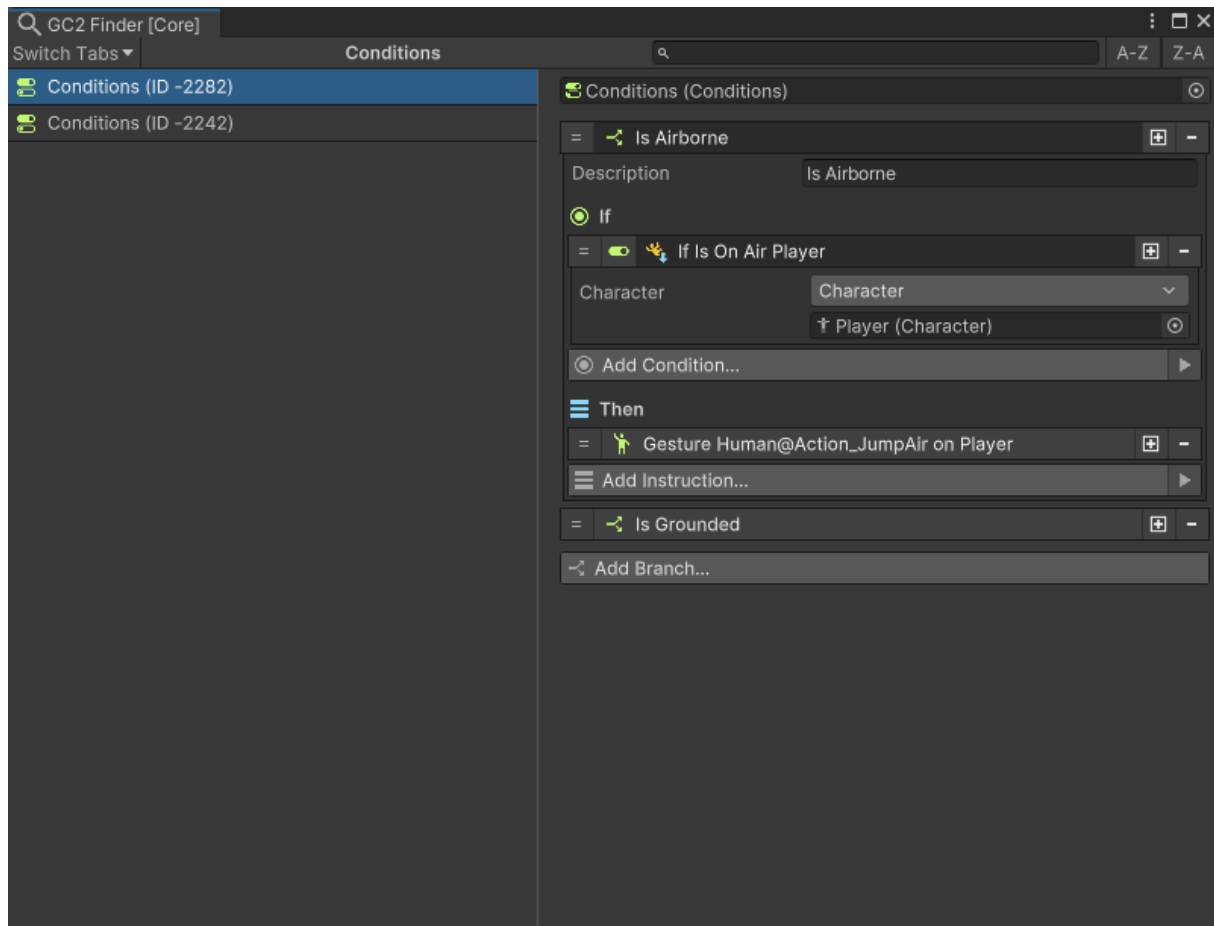
Triggers

Contains a list of all gameobjects in the open scene(s) which have a Trigger component.

When a trigger is selected that is not part of a prefab, you will see two buttons. One allows you to remove the component on the gameobject, the other removes the whole gameobject.
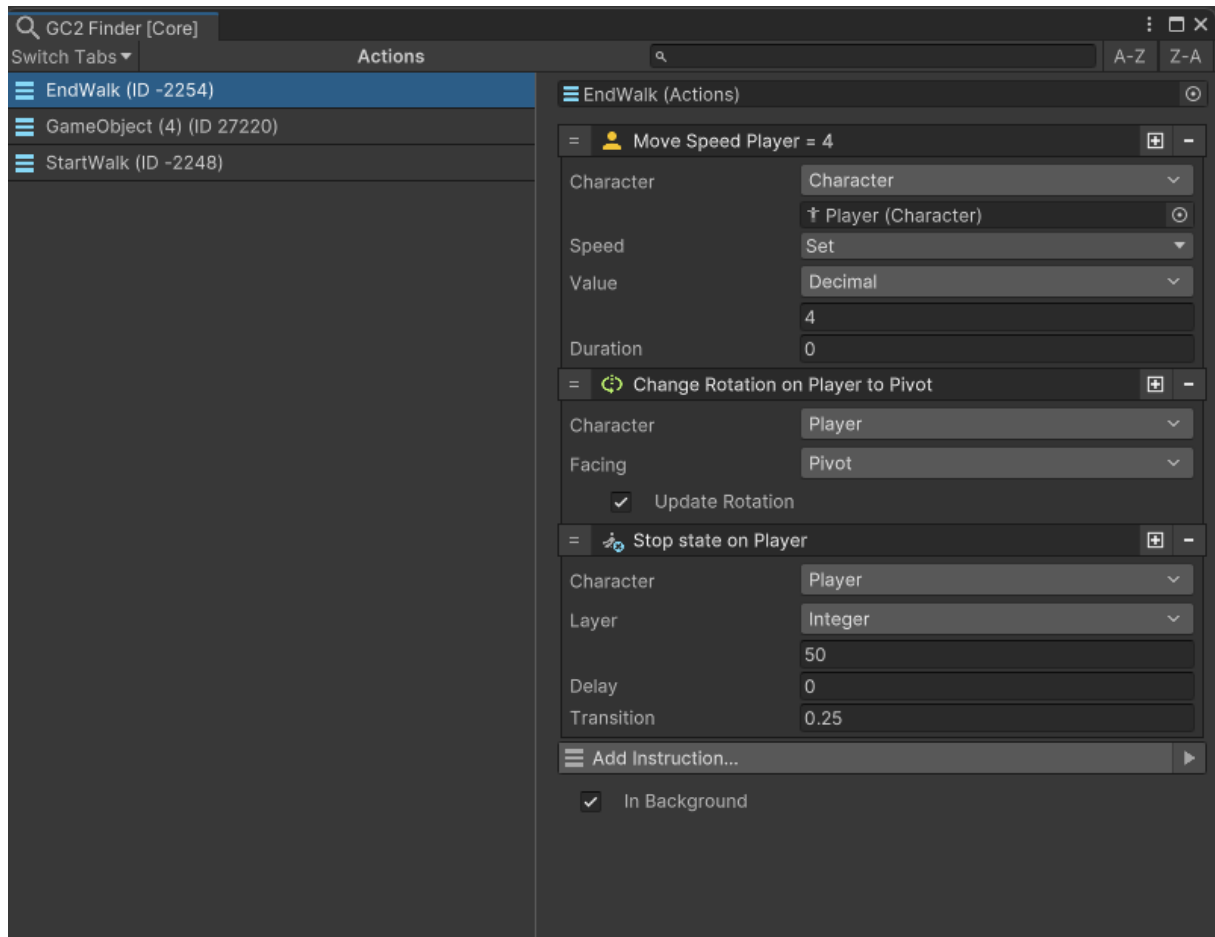
Conditions

Contains a list of all gameobjects in the open scene(s) which have a Conditions component.

When a condition is selected that is not part of a prefab, you will see two buttons. One allows you to remove the component on the gameobject, the other removes the whole gameobject.
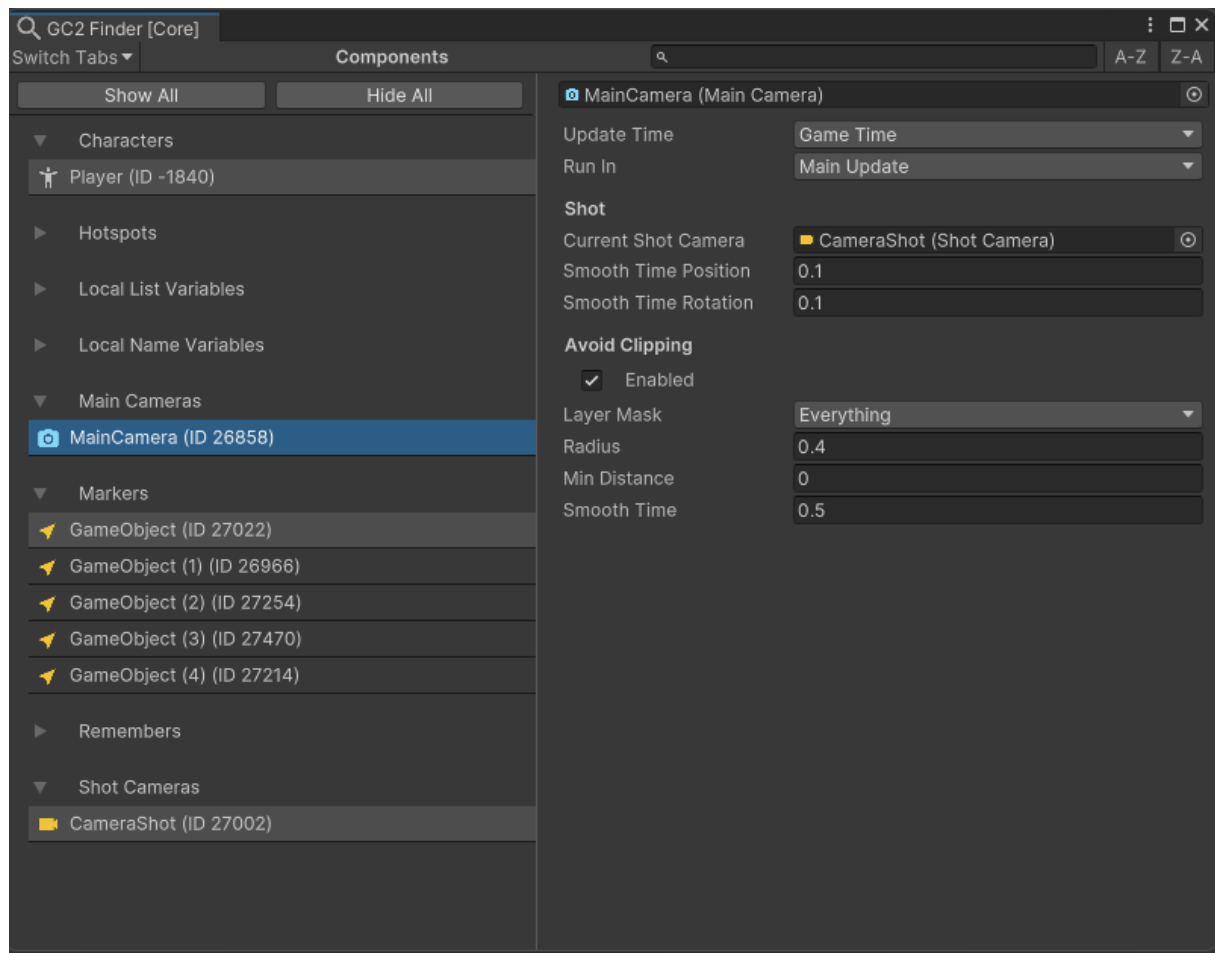
Actions

Contains a list of all gameobjects in the open scene(s) which have an Actions component.

When an action is selected that is not part of a prefab, you will see two buttons. One allows you to remove the component on the gameobject, the other removes the whole gameobject.

Components

Contains a list of all gameobjects in the open scene(s) which have asset specific components.

When any component is selected that is not part of a prefab, you will see two buttons. One allows you to remove the component on the gameobject, the other removes the whole gameobject.

Supported Components

Game Creator 2 Core

- Characters
- Hotspots
- Local List Variables
- Local Name Variables
- Main Cameras
- Markers
- Remembers
- Shot Cameras

Game Creator 2 Stats

- Attribute UI
- Formula UI
- Stat UI
- Status Effect List UI
- Status Effect UI
- Traits

Game Creator 2 Inventory

- Bag
- Merchant

Game Creator 2 Dialogue
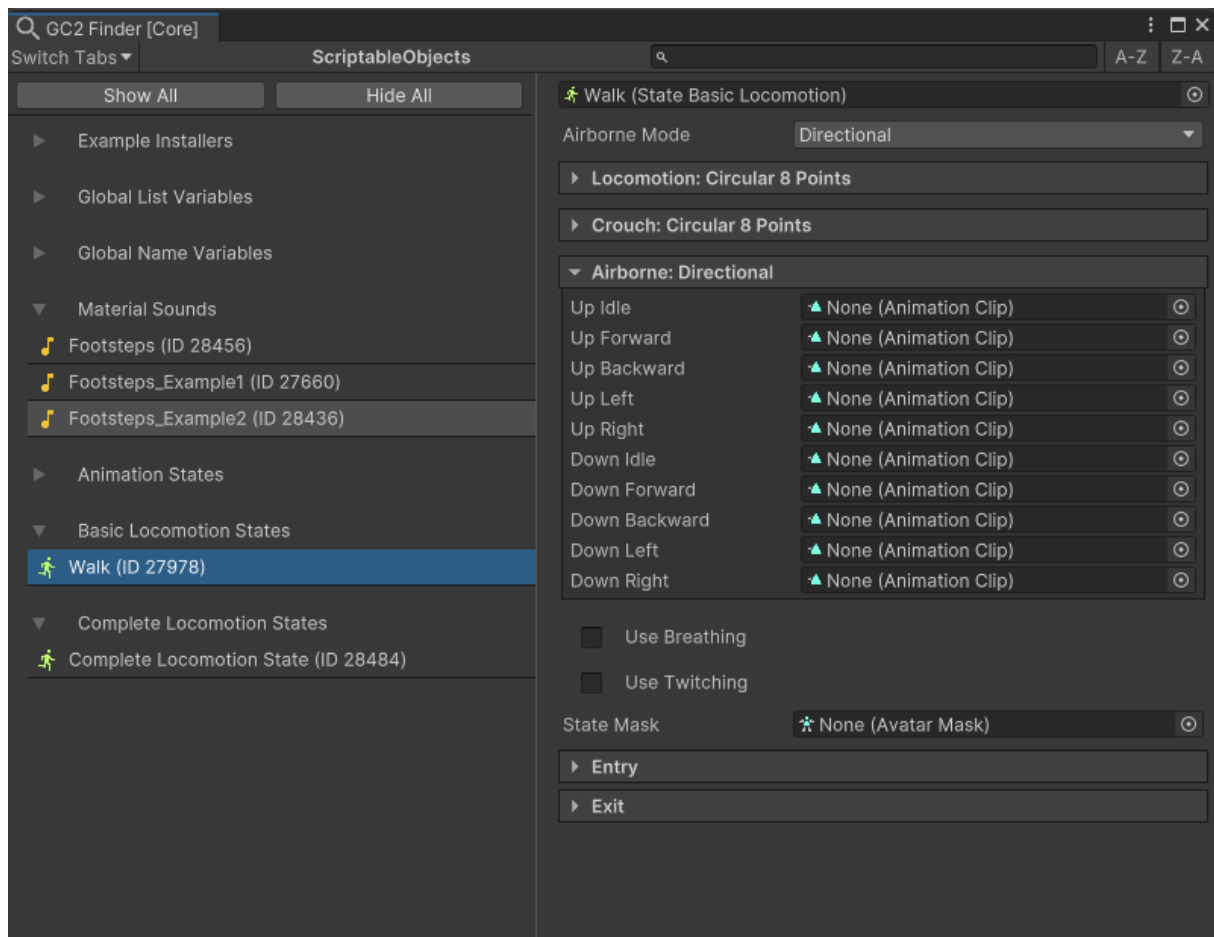
- Dialogue

Game Creator 2 Quests

- Journal

Game Creator 2 Melee

- Striker

Scriptable Objects

Contains a list of all specific asset related scriptable objects.

Supported Scriptable Objects
Game Creator 2 Core

- Installers
- Global List Variables
- Global Name Variables
- Material Sounds
- Animation States
- Basic Locomotion States
- Complete Locomotion States

Game Creator 2 Stats

- Attribute
- Class
- Formula
- Stat
- Status Effect
- Table

Game Creator 2 Inventory

- Bag Skin
- Merchant Skin
- Tinker Skin
- Currency
- Equipment
- Item
- Loot Table

Game Creator 2 Dialogue

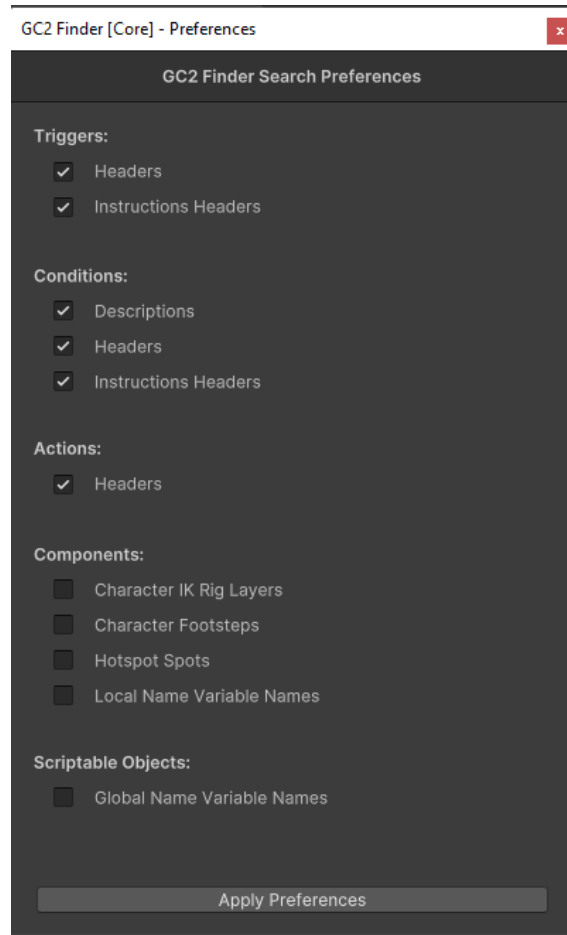- Actor
- Dialogue Skin
- Speech Skin

Game Creator 2 Quests

- Quest

Game Creator 2 Melee

- Combos
- Melee Reaction
- Shield
- Skill
- Melee Weapon

Preferences

The preferences window is the centralized location for defining what you want to search for.

Supported Search Terms

You can search for the following:

Triggers
- Headers
- Instructions Headers

Conditions
- Descriptions
- Headers
- Instructions Headers

Actions
- Headers

Components
Game Creator 2 Core

- Character IK Rig Layers
- Character Footsteps
- Hotspot Spots
- Local Name Variable Names

Game Creator 2 Inventory

- Bag Stock Names
- Bag Wealth Names
- Merchant Names
- Merchant Description

Game Creator 2 Dialogue

- Dialogue Texts

Scriptable Objects
Game Creator 2 Core

- Global Name Variable Names

Game Creator 2 Stats

- Attribute IDs
- Class Names
- Formula Expressions
- Stat IDs
- Status Effect IDs

Game Creator 2 Inventory

- Currency Names
- Equipment Names
- Item Names
- Item Descriptions
- Item Properties
- Item Sockets
- Item Ingredients
- Loot Table Names

Game Creator 2 Dialogue

- Actor Names
- Actor Descriptions
- Actor Expressions

Game Creator 2 Quests

- Quest Names
- Quest Descriptions
- Quest Types
- Quest Sort Orders

Game Creator 2 Melee

- Skill Names
- Skill Descriptions
- Weapon Names
- Weapon Descriptions