

CLASS CREATOR

12.06.2020

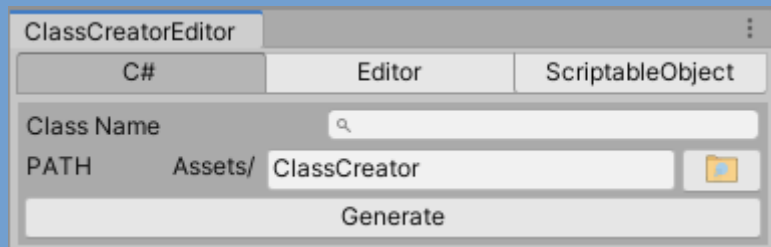
V_01

Introduction

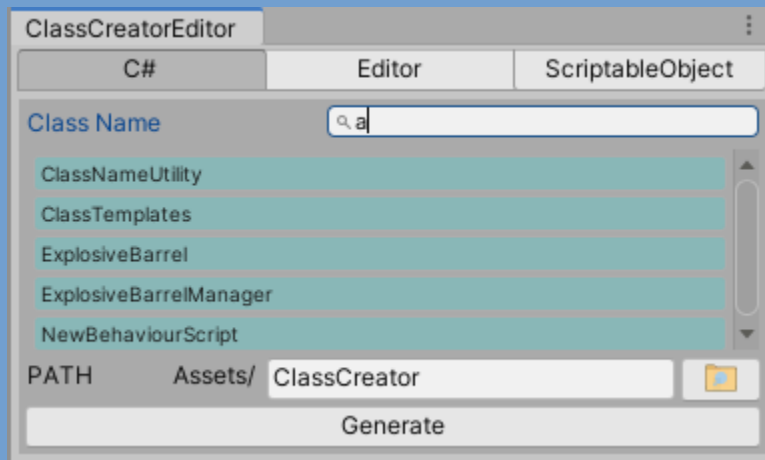
If you are someone who writes custom editors, creating too many editor scripts can be a bit annoying. Because the Unity does not help it, and you need to write a script for each type. In this case, the asset of 'Class Creator' comes to your aid. Using this asset, you can create not only the editor but also the 'ScriptableObject' file and 'MonoBehaviour'. Of course, quickly and easily ... :)

Let's get create a script.

C#



Class Name: Name of your Monobehaviour script. If you write this field you will see open the search field. This field listing all Monobehaviour script names your project.



Editor

The screenshot shows a window titled 'ClassCreatorEditor' with three tabs: 'C#', 'Editor', and 'ScriptableObject'. The 'Editor' tab is selected. Inside the tab, there are several input fields and checkboxes. The 'Class Name' field is empty. The 'Type' field is empty. The 'PATH' field is set to 'Assets/' and the 'ClassCreator' field is set to 'ClassCreator'. There are checkboxes for 'Additional Editor' and 'Window', both of which are unchecked. A 'Generate' button is located at the bottom of the window.

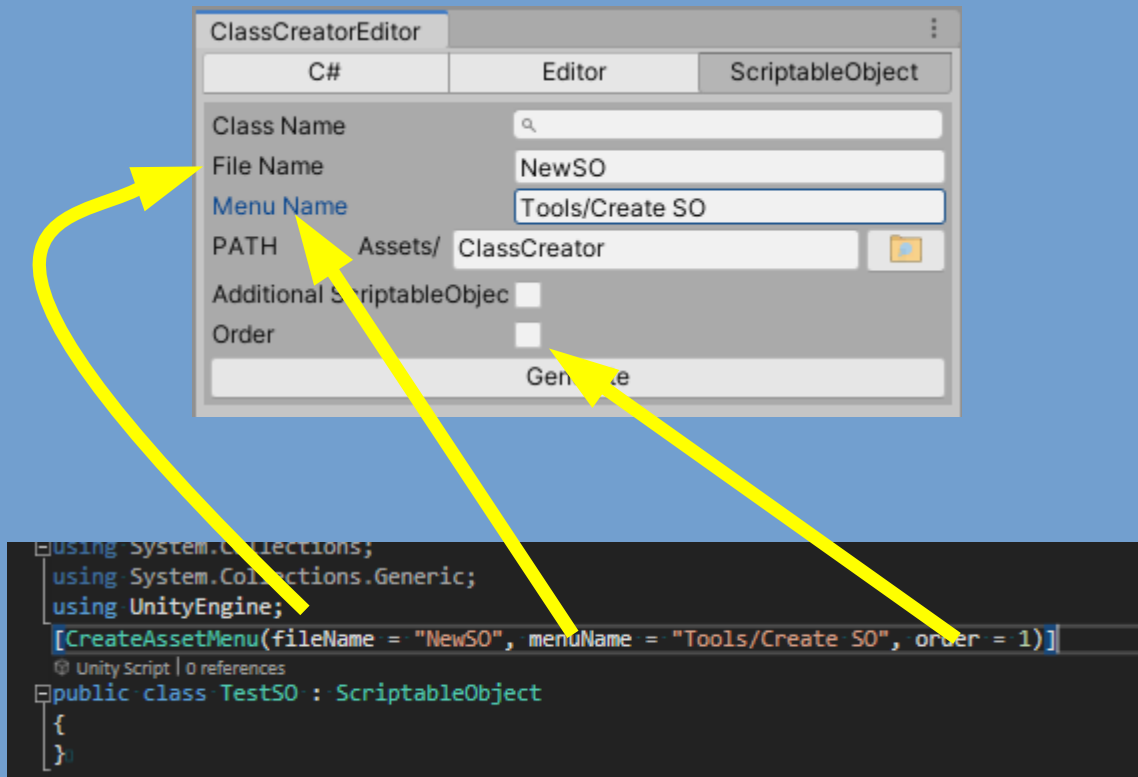
ClassCreatorEditor		
C#	Editor	ScriptableObject
Class Name	<input type="text"/>	
Type	<input type="text"/>	
PATH	Assets/	<input type="text" value="ClassCreator"/>
Additional Editor	<input type="checkbox"/>	
Window	<input type="checkbox"/>	
<input type="button" value="Generate"/>		

Type: The type of the class to create its editor. You can search within this process as in the class name field.

Additional Editor: Adds the '*Editor*' at the end of your class name.

Window: You can create an '*EditorWindow*' if you want. When this option is active, you will need to select '*ItemName*' additionally.

ScriptableObject



Author:

Atilgan Sak – Unity Developer