

Project

Create

Folder

C# Script

Javascript

Shader

Compute Shader

Prefab

Audio Mixer

Material

Lens Flare

Render Texture

Lightmap Parameters

Animator Controller

Animation

Animator Override Controller

Avatar Mask

Physic Material

Physics2D Material

GUI Skin

Custom Font

Shader Variant Collection

Legacy

Custom Assets

Generate Assembly

Generate Config Asset

Open Config Asset

CSharpCustomAsset

CubeCustomAsset

SphereCustomAsset

Firstpass

Editor

User Assemblies

Inspector

CSharpCustomAsset

Open

Script

CSharpCustomAsset

Position

X 0 Y 0 Z 0

Name

Custom Asset

CSharpCustomAsset

CubeCustomAsset

SphereCustomAsset

BooCustomAsset

CSharpCustomAsset (Assembly-CSharp-firstpass)

Inspector

CustomAssetGenerator.config

Open

Auto Generate

Change values and re-generate assembly

Logs

Assemblies

Assets/Create/Custom Assets/Assembly-CSharp

Assets/Create/Custom Assets/Firstpass

Assembly-Boo-firstpass

Assembly-CSharp-firstpass

Assets/Create/Custom Assets/Editor

Assembly-UnityScript-Editor

Assets/Create/Custom Assets/User Assemblies

TestLibrary

Re-generate

Config Asset

Custom Asset Generator by Samet Kurumahmut



# CUSTOM ASSET GENERATOR

[Unity](#) gives you an option to store serializable data container classes into custom asset files. But you have to always write extra code for any of your classes that inherit [ScriptableObject](#) to generate custom asset of that class. This tool solves this problem.



Import [CustomAssetGenerator.dll](#) and go to "Assets/Create/Custom Assets/Generate Config Asset" main menu path to generate configuration asset.

Change values at configuration asset and re-generate *CustomAssets* assembly by re-generate button or "Assets/Create/Custom Assets/Generate Assembly" main menu path.



[CustomAssetGenerator.dll](#)

or



[CustomAssetGenerator.unitypackage](#)

Go to [Website](#).

Support [Website](#).



# VERSION HISTORY

Version 1.2.0  
Apr 21, 2016

## Features

- Added "*Open Config Asset*" menu item.
- Added an icon to differentiate active configuration asset from passive ones.
- Added contact links to the configuration asset.

## Changes

- Custom asset generation methods in *ScriptableObjectUtil* returns newly generated custom asset instead of void.
- Importing generated *CustomAssets* assembly using *AssetDatabase.ImportAsset()* instead of *AssetDatabase.Refresh()*.

## Fixes

- Will not delete previous *CustomAssets* if an error occurs while generating a new assembly.
- Fixed unauthorized access exception issue while removing previous *CustomAssets* assembly.

Version 1.1.0  
Sep 21, 2015

## Features

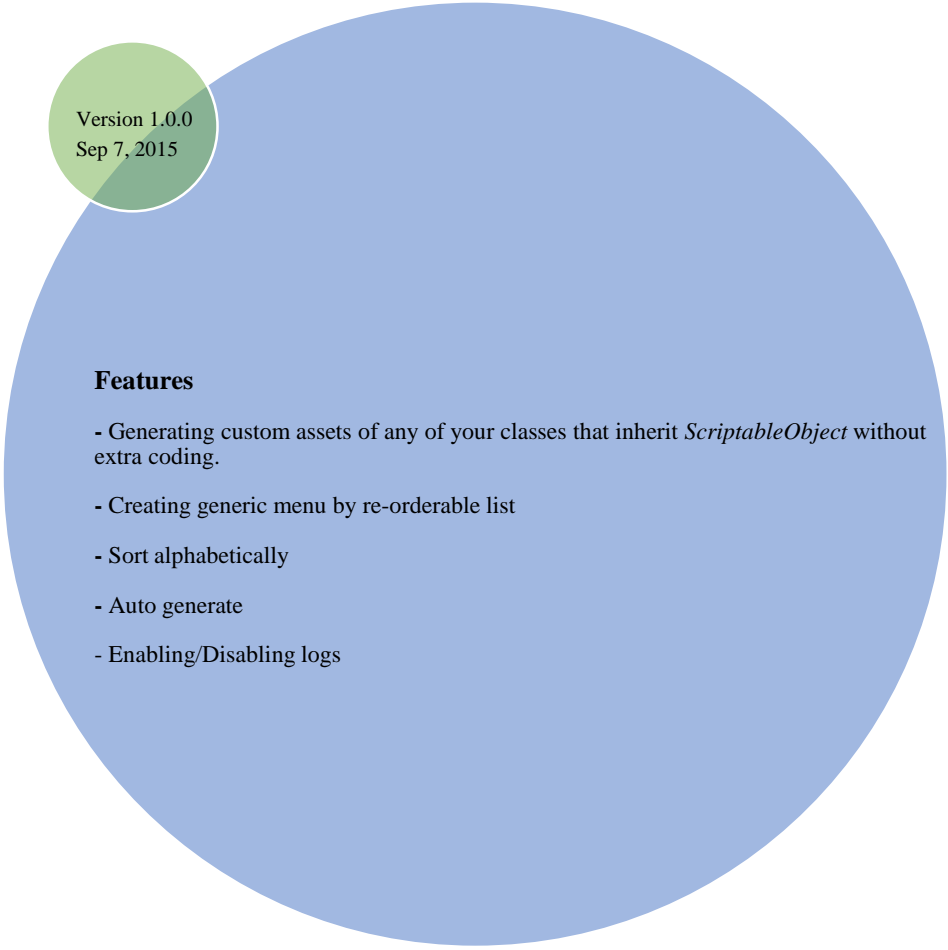
- *Custom Asset Generator* location is truly independent anymore. Previously, *Custom Asset Generator* files must be located at "*CustomAssetGenerator/Editor/*". But you're now free to put it anywhere. Nevertheless, locating under "*CustomAssetGenerator/Editor/*" path is a good way to differentiate *Custom Asset Generator* files from your files.

## Changes

- Generate button text now can present "*Generate*" or "*Re-generate*" by looking *CustomAssets* assembly location that's in same directory with *CustomAssetGenerator* assembly. Previously, it was only fixed "*Re-generate*".

## Fixes

- Configuration asset would create empty a *ReorderableList* when user had no *Unity* or *User* assembly.
- *ScriptableObjectUtil.CreateAssetAtPath()* method would create custom assets at fixed path. Now, it creates them at given path.



Version 1.0.0  
Sep 7, 2015

### **Features**

- Generating custom assets of any of your classes that inherit *ScriptableObject* without extra coding.
- Creating generic menu by re-orderable list
- Sort alphabetically
- Auto generate
- Enabling/Disabling logs