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Folder

C# Script

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Script | ⓒ CSharpCustomAsset | ⊙

Position

X 0   Y 0   Z 0

Name | [   ]

Custom Asset

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❶ Inspector

CustomAssetGenerator.config

Open

Auto Generate   ☑

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ⓘ Change values and re-generate assembly

▼ Assemblies

Assets/Create/Custom Assets/ [   ] □

= ☑ Assembly-CSharp

+

Assets/Create/Custom Assets/ Firstpass ☑

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+

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*

Generate Assembly

Generate Config Asset

CSharpCustomAsset

CubeCustomAsset

SphereCustomAsset

Firstpass ›   BooCustomAsset

Editor ›   CSharpCustomAsset (Assembly-CSharp-firstpass)

User Assemblies ›

⚙ CustomAssetGenerator.conf

Asset Labels

Asset Labels

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

Feel free to share your feedback using GitHub.

VERSION HISTORY

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