Project

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

Create Custom Asset

CSharpCustomAsset (Assembly-CSharp)
CubeCustomAsset
SphereCustomAsset

Editor   >

Firstpass   >

User Assemblies   >

CSharpCustomAsset (Assembly-CSharp-Editor)
JSCustomAsset

Inspector

CSharpCustomAsset

Script   CSharpCustomAsset
Position   X 0   Y 0   Z 0
Name

Custom Asset

Asset Labels

CSharpCust

Inspector

CustomAssetGenerator.config   Open

Auto Generate   ☑

▸ Custom Editors

▸ Property Drawers

ⓘ Change values and re-generate assembly

Logs   ☑

▾ Custom Assets

| Assemblies | Types |

Assets/Create/Custom Assets/
☑ Assembly-CSharp
                                              +

Assets/Create/Custom Assets/ Editor   ☑
☑ Assembly-CSharp-Editor
☑ Assembly-UnityScript-Editor
                                              +

Assets/Create/Custom Assets/ Firstpass
☑ Assembly-Boo
                                              +

Assets/Create/Custom Assets/ User Assemblies
☑ TestLibrary
                                              +

Re-generate

Config Asset

CSharpCustomAsset

CubeCustomAsset

SphereCustomAsset   CSharpCustomAsset

CSharpCustomAsset (Assembly-CSharp-Editor)
JSCustomAsset

JSCustomAsset

Custom Asset Generator configuration asset

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.

Custom Asset Generator

by *Samet Kurumahmut*

VERSION HISTORY

Version 1.3.2 Sep 29, 2016

Features

- Added *ScriptableObject* property drawer.
- Added refresh button to reload lists.

  Hot-key: "F5" veya "Ctrl + R"
- Added "Help/" generic menu to context menu of the *configuration asset* icon.
- Added reference link buttons.

Changes

- Refreshing only current lists(*Assemblies* or *Types*) instead of all lists, when detected any related change.
- Opening file and folder panels at selected directory instead of "Assets", while using "Create Custom Asset" buttons.
- Sorting assembly and type lists by name, while creating the *configuration asset*.
- Pinging *CustomAssets* assembly, when it is generated through *configuration asset*.

Fixes

- *Fixed:* Processing abstract *ScriptableObject* types.
- *Fixed:* Throwing *ReflectionTypeLoadException*, while calling *Assembly::GetTypes()* method.
- *Fixed:* Duplicating issues, when both type *reorderable list* and script changes.
- *Fixed:* Not removing type, which is deleted from script, from the type lists.
- *Fixed:* Throwing *XMLException*, while dragging a non-XML file during version update.

Version 1.3.1 Sep 18, 2016

Features

- Added "Create Custom Asset" menu item for selected *custom asset* scripts.
- Create custom assets through *configuration asset*.
- Added "Ping all Custom Assets" button to *configuration asset*.
- Added buttons to create custom assets, ping them, and ping *custom asset* scripts to the header of the *reorderable lists*.
- Added search bar.

    Jump to the search bar: "Ctrl + F" hot-key on *Windows* / "Command + F" hot-key on *OS X*.

    Close the search bar: "Esc" hot-key.

- Added version updater for next versions.

Changes

- Sorting type lists by *assembly qualified name* when they have same *full name*.

Fixes

- *Fixed:* Duplicate issues when script changes after assembly *reorderable list* changes.
- *Fixed:* Undo issues after sorting alphabetically a list.
- *Fixed:* Not re-sorting while adding item to alphabetically sorted list.
- *Fixed:* Disabling auto generate when *Unity* re-instantiates the configuration object instance.

Version 1.3.0 Sep 6, 2016

Features

- Menu items can be created according to the types grouped from different assemblies.
- *Custom Asset Generator* tries to add the new assembly to *"Unity Assemblies"*, *"User Assemblies"*, and *"Newly Added"* list in order. On the other hand, it tries to add the new type to *"Unity Types"*, *"User Types"*, and *"Newly Added"* in order.
- Changing assemblies/types tool-bar tabs can be achieved by using the same keys with *Google Chrome* tab shortcuts.

  Jump to the next tab: "Ctrl + Tab" or "Ctrl + PgDn" hot-key on *Windows* / "Command + Option + Right Arrow" hot-key on *OS X*.

  Jump to the previous tab: "Ctrl + Shift + Tab" or "Ctrl + PgUp" hot-key on *Windows* / "Command + Option + Left Arrow" hot-key on *OS X*.

- Added ping buttons for all assemblies and types. *Show In Explorer*/*Reveal In Finder* with *Alt/Option* key.
- Added *type* and *className* overloads to *CreateAsset()* and *CreateAssetAtPath()* methods for public API *CustomAssetGenerator.Utils.ScriptableObjectUtil* type.
- Added *context* Object for log messages.

Changes

- When any *custom asset* couldn't found, printing warning log messages instead of error.
- Added space between lists at *configuration asset*.

Fixes

- *Fixed:* Processing nested *ScriptableObject* types.
- *Fixed:* Re-generating when already added script has changed.
- *Fixed:* "Cleaning up leaked objects in scene" warning on *configuration asset*.

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, 2016

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