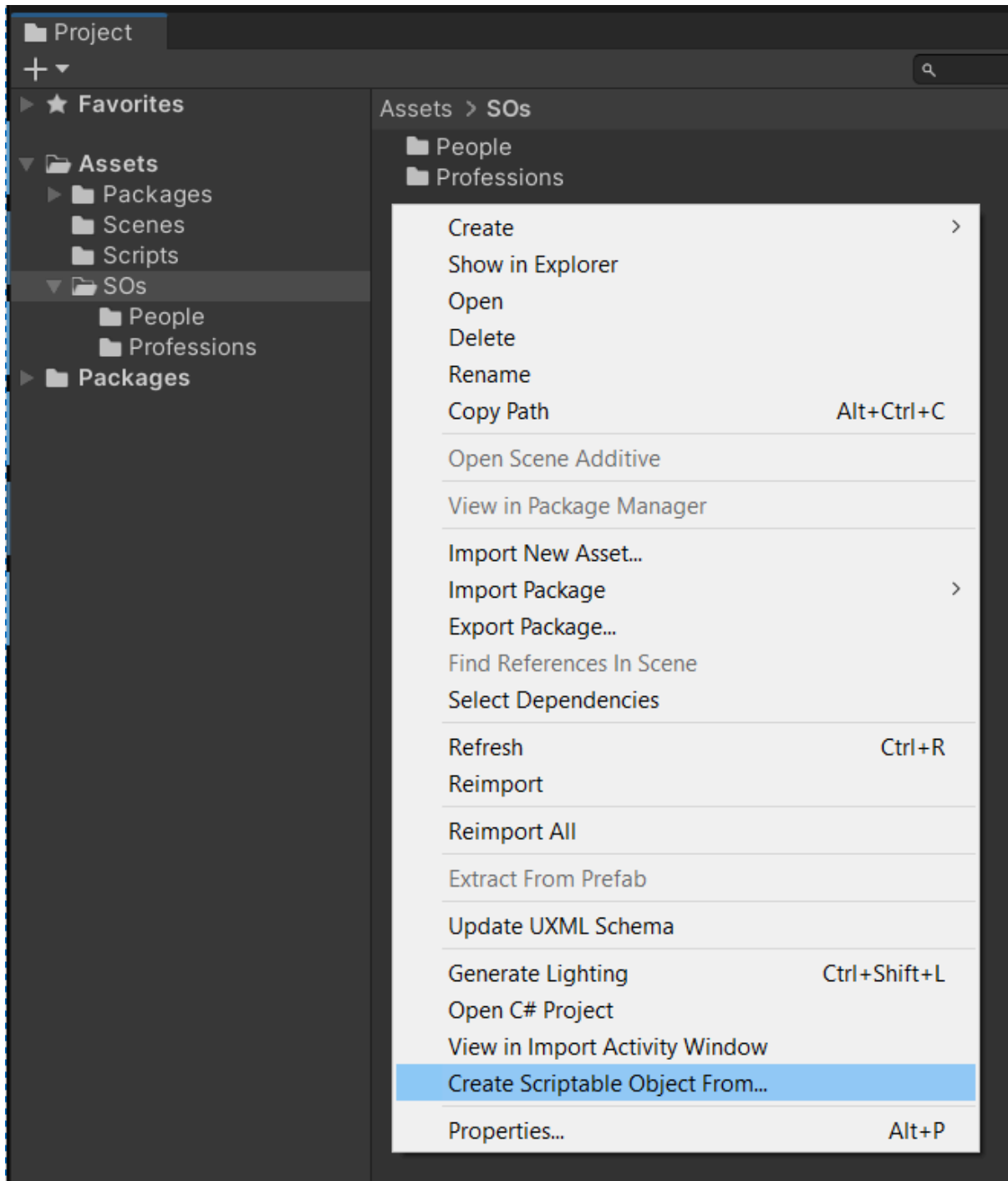


# Scriptable Object Wizard

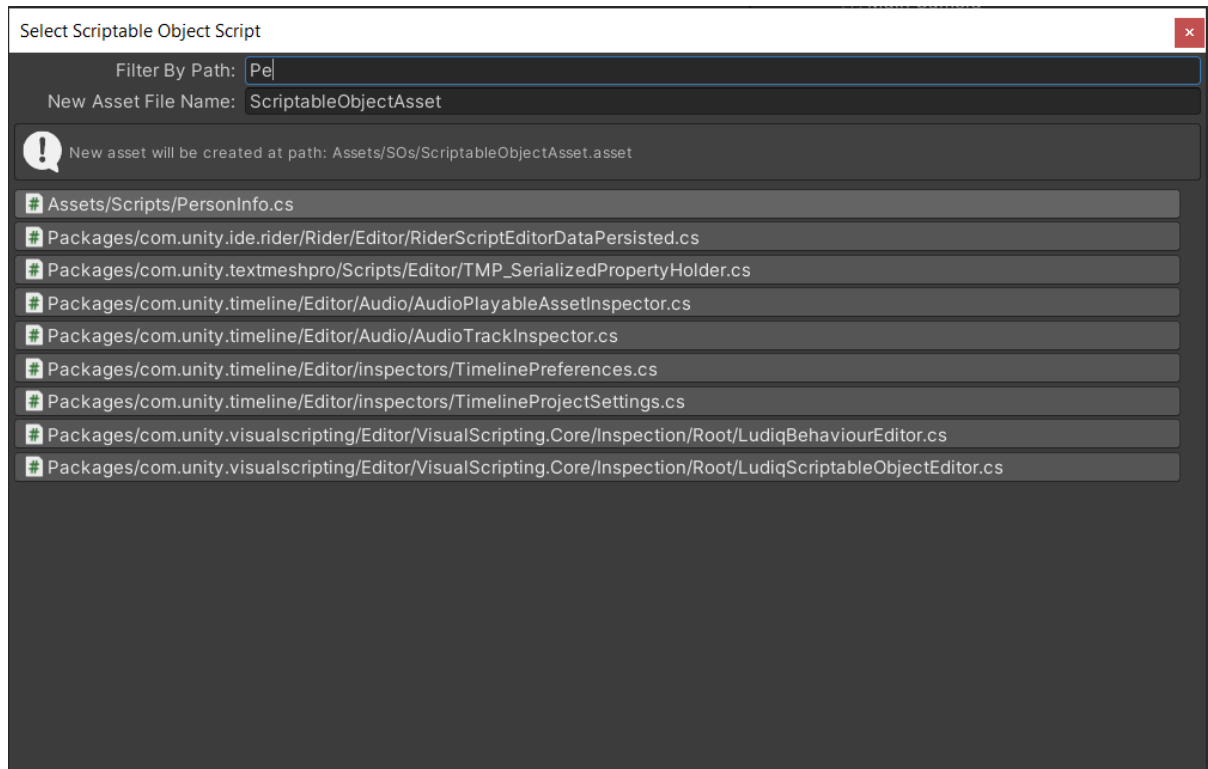
This documentation explains how to use this tool to create Scriptable Object assets.

The steps to create:

1. Right-click inside folder where the assets need to be saved to



2. Select "Create Scriptable Object From...". The selection window will open.



3. Use the "Filter By Path" field to find scriptable object scripts of interest by file path/name.
4. Use the "New Asset File Name" field to enter the resulting asset file name.
5. When file name entered click on script path button and the asset will be created and selected in Inspector.

Also there is a Youtube [video](#) which demonstrates the usage of this tool.