

Thanks for downloading Script Template Editor, we hope that you will find it useful.  
If you are enjoying it, please consider leaving a review on the Asset Store.

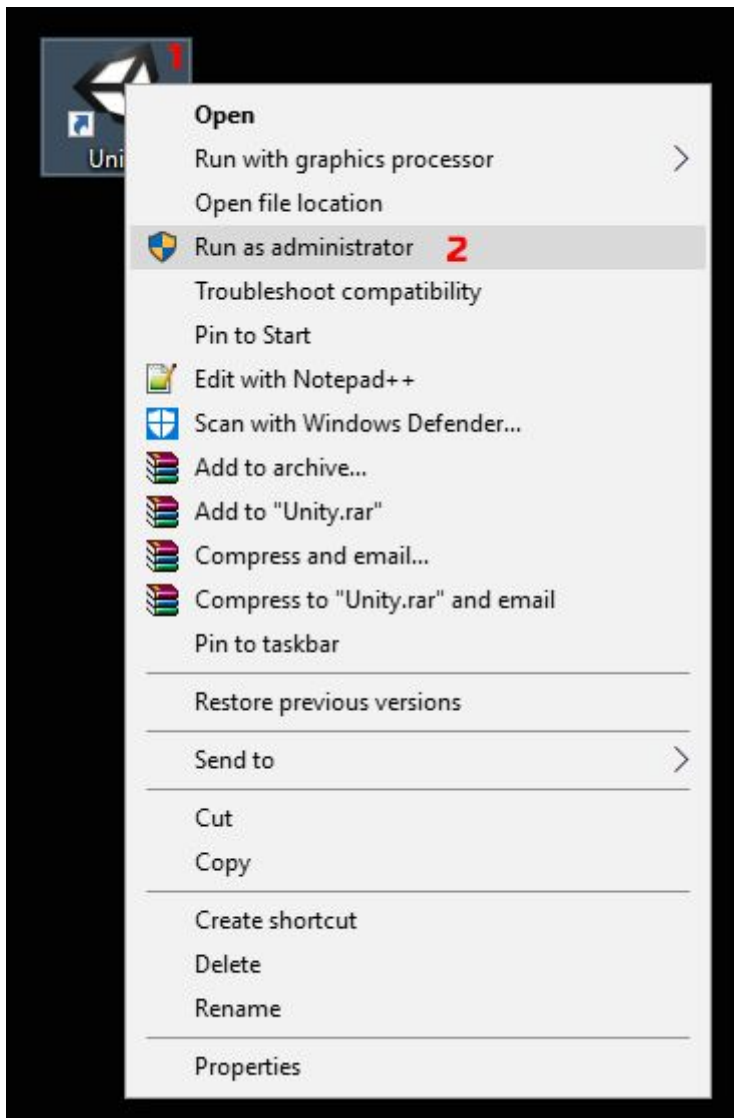
<b>Setup</b>	<b>2</b>
<b>Open Script Template Editor</b>	<b>3</b>
<b>Select Template</b>	<b>4</b>
<b>Edit Template</b>	<b>5</b>
<b>Delete Template</b>	<b>6</b>
<b>Reset Template</b>	<b>7</b>
<b>Create New Template</b>	<b>8</b>
<b>Template Folder</b>	<b>9</b>
<b>Need help</b>	<b>10</b>

## Setup

Already existing templates used by Unity is automatically found and added to Script Template Editor. All your templates automatically come with you when you update to a newer version of Unity.

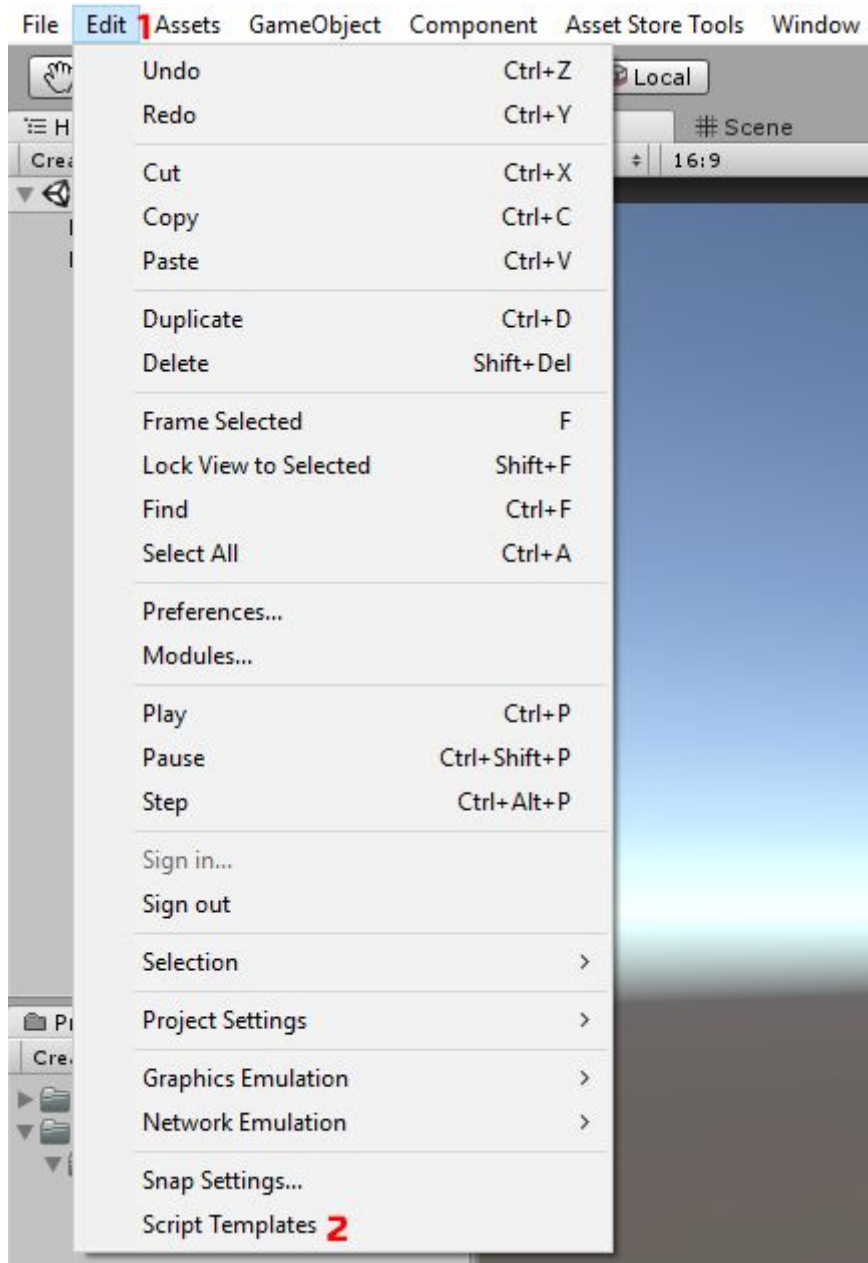
You may need to run Unity as an Administrator in order to use Script Template Editor. (This is so that we can make changes to Unity's read-only template files)

1. Right click on Unity
2. Click on "Run as administrator"



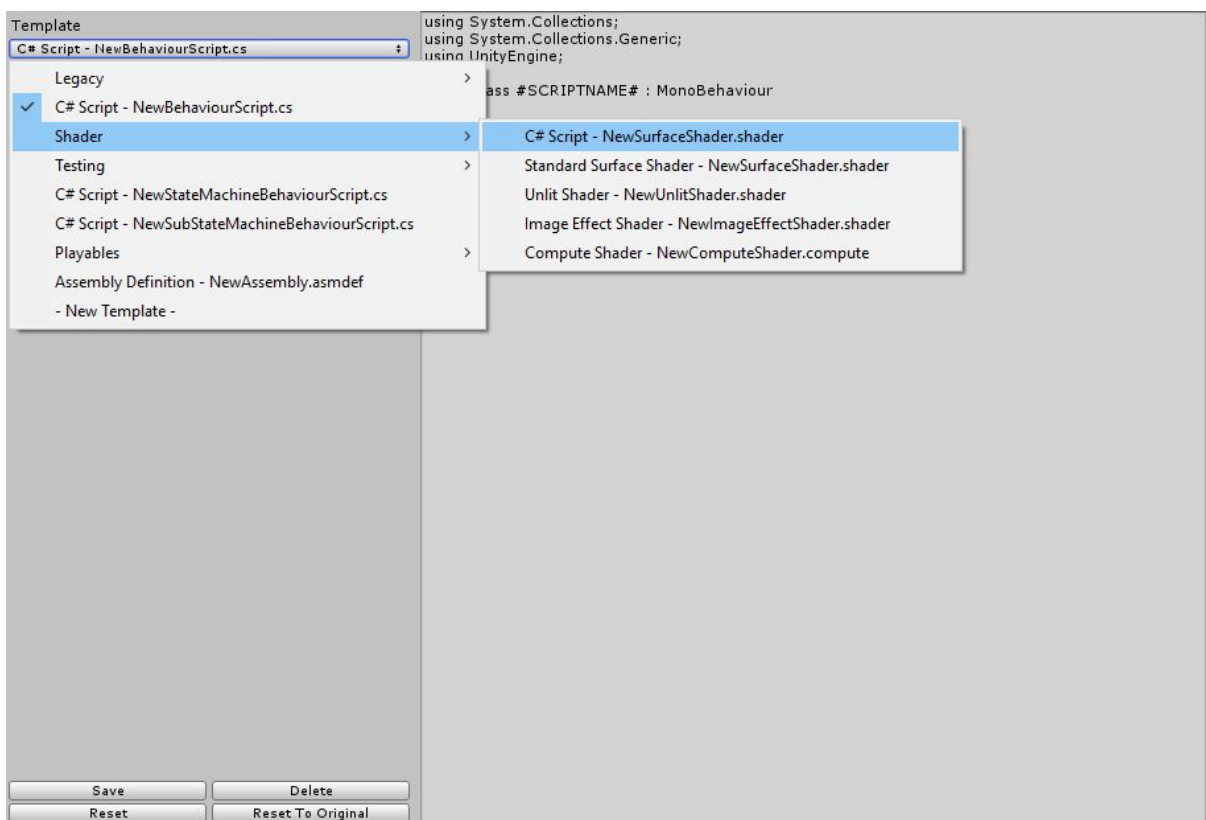
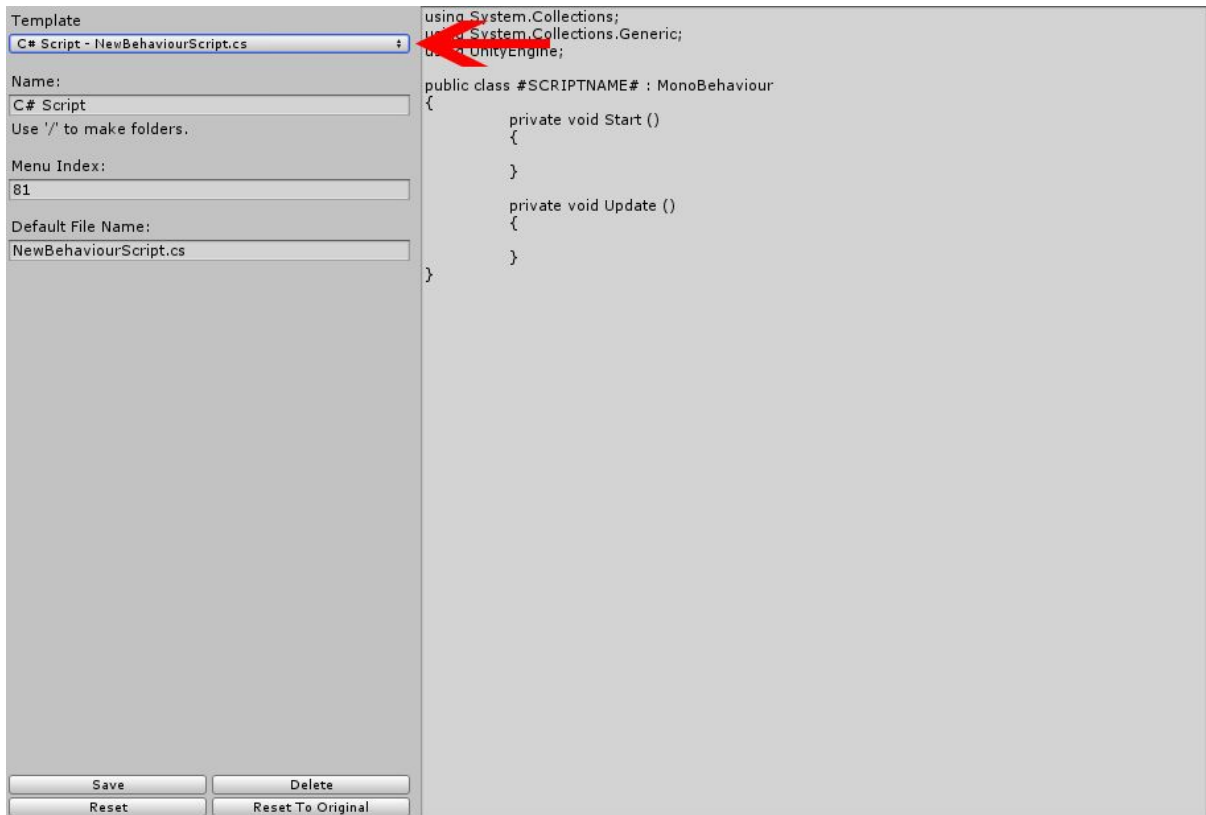
## Open Script Template Editor

1. Click on Edit in the top menu in Unity.
2. Click on Script Templates.
3. A new window will appear where you can edit your templates.



## Select Template

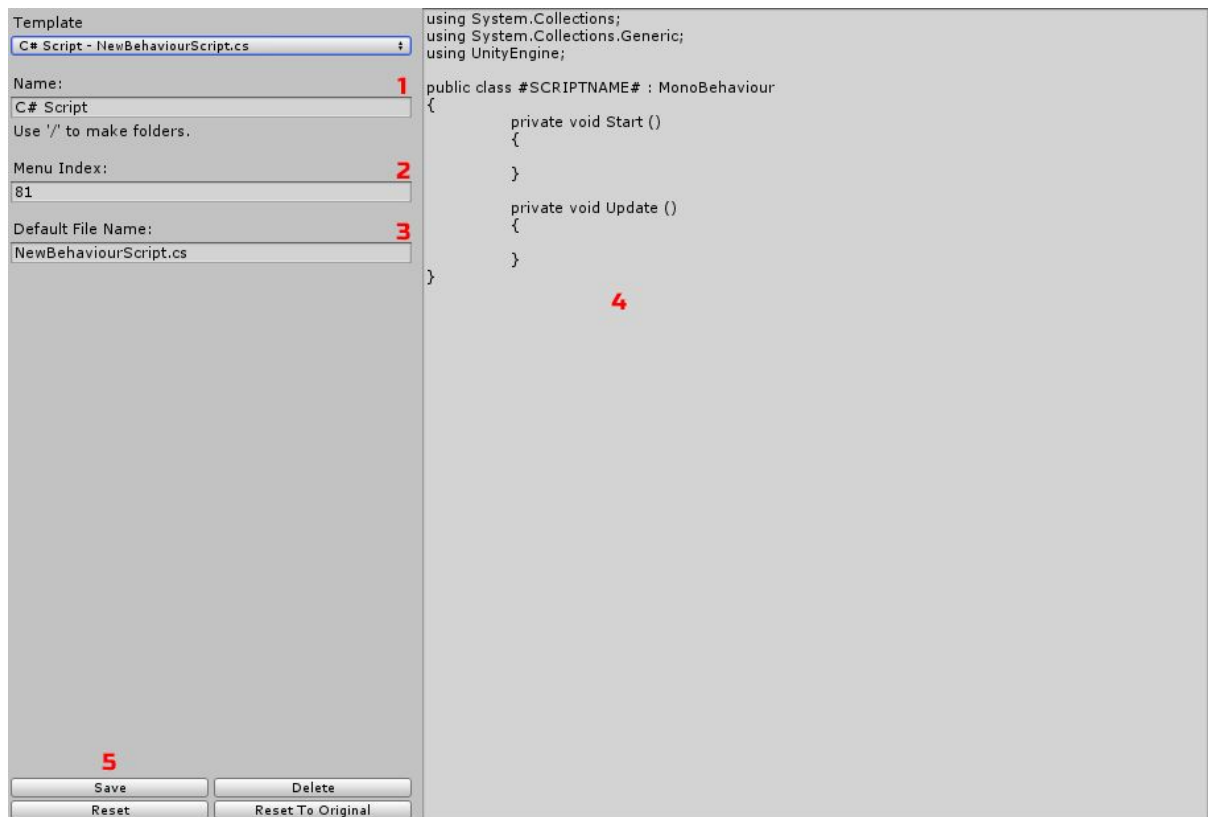
You can select a template by clicking on the dropdown menu at the top left



## Edit Template

After you have selected a template you can begin to edit it.

1. The name of the template. Use / to go into a folder in the “Create New” context menu.  
*E.g. Custom/Weapons/Handgun*
2. Index is used to order the items in the "Create New" context menu.
3. The default suggested filename that Unity has highlighted.
4. The content of the template.
5. Click the “Save” button to save your changes.
6. You need to restart Unity in order to see your changes. This does not apply to the template content.

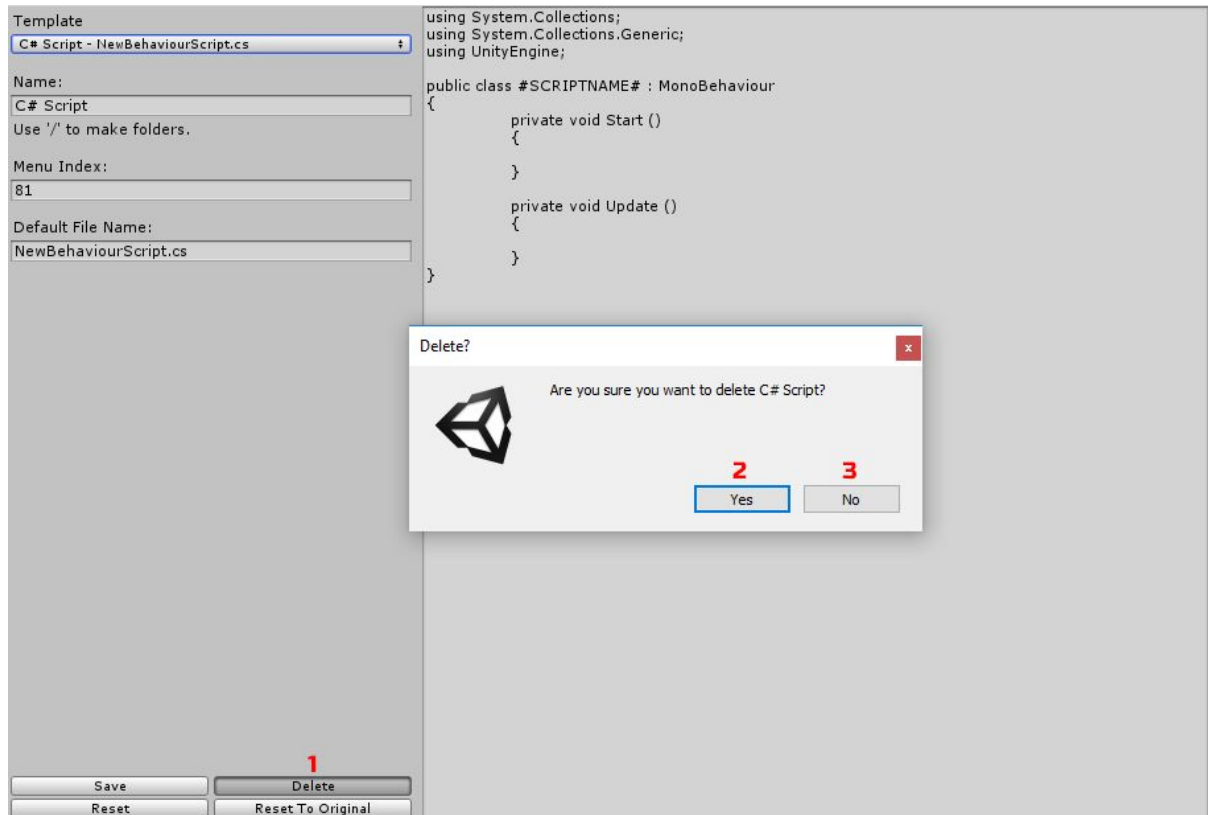


## Delete Template

After you have selected a template you can delete it.

1. Click on the “Delete” button.
2. If you click yes the template will be deleted, and cannot be recovered.
3. If you click no nothing will happen.

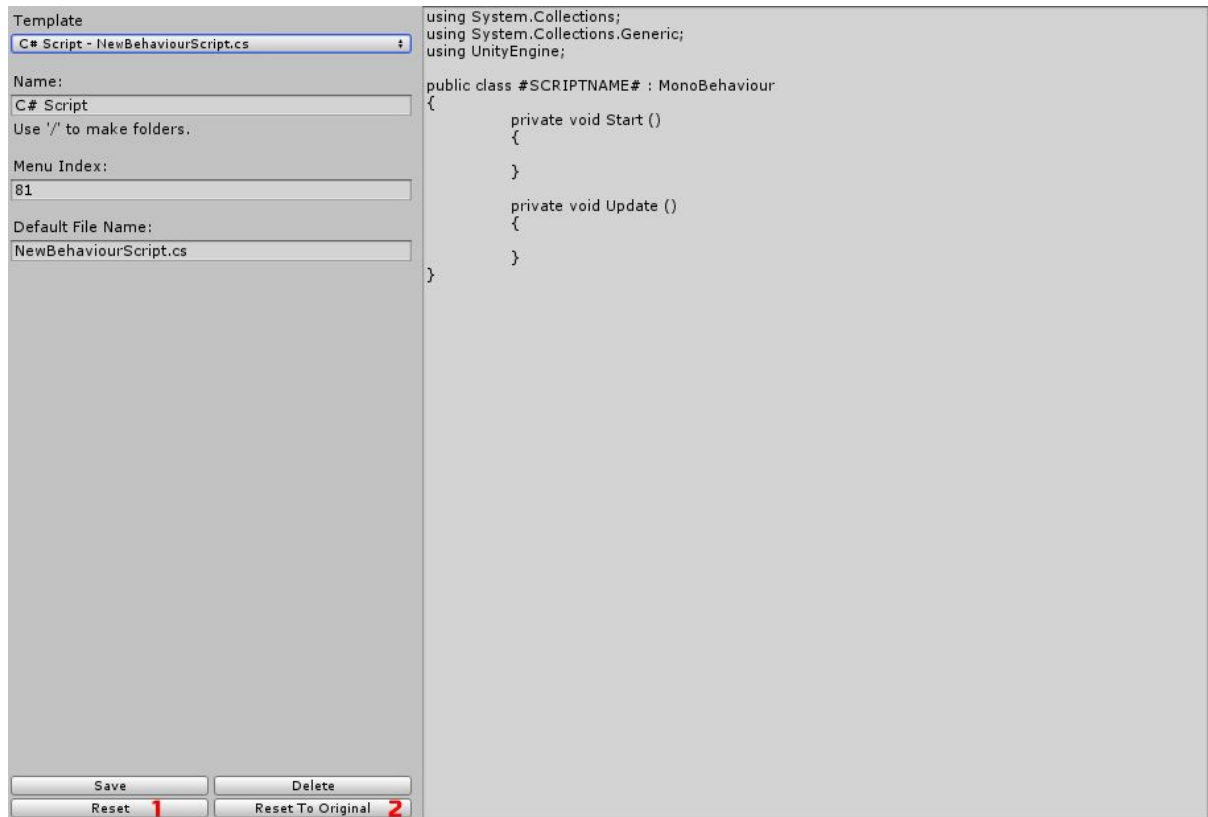
**(Be very careful. If you delete a template Unity uses it may cause trouble)**



## Reset Template

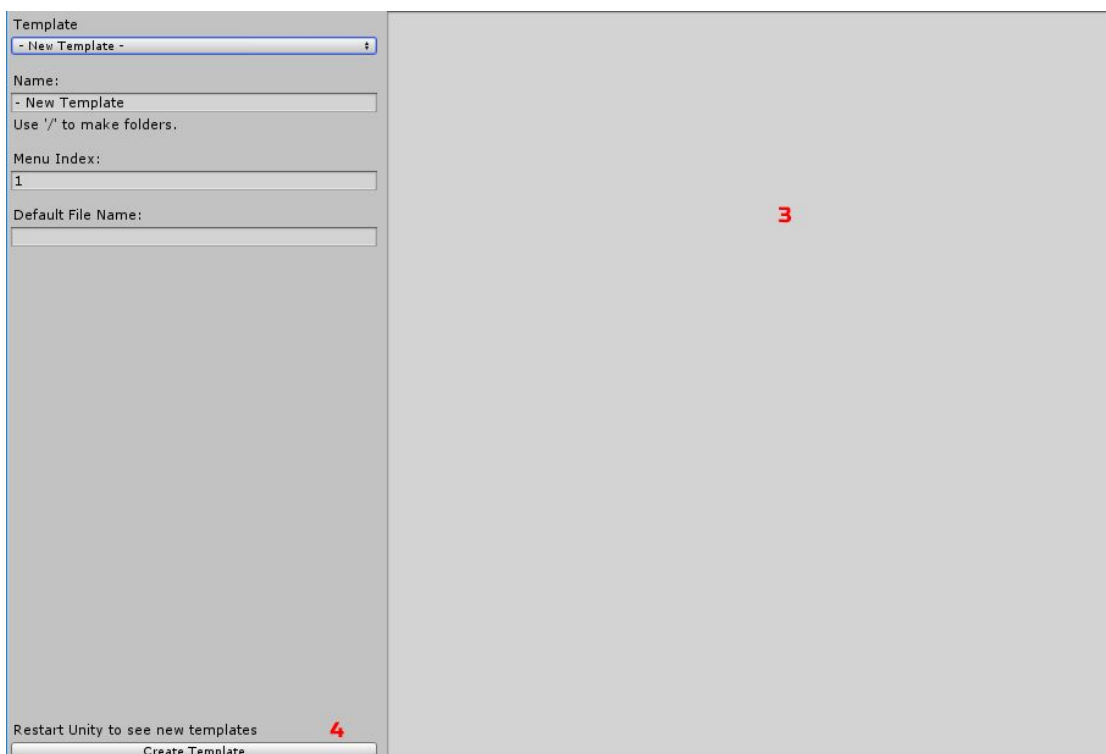
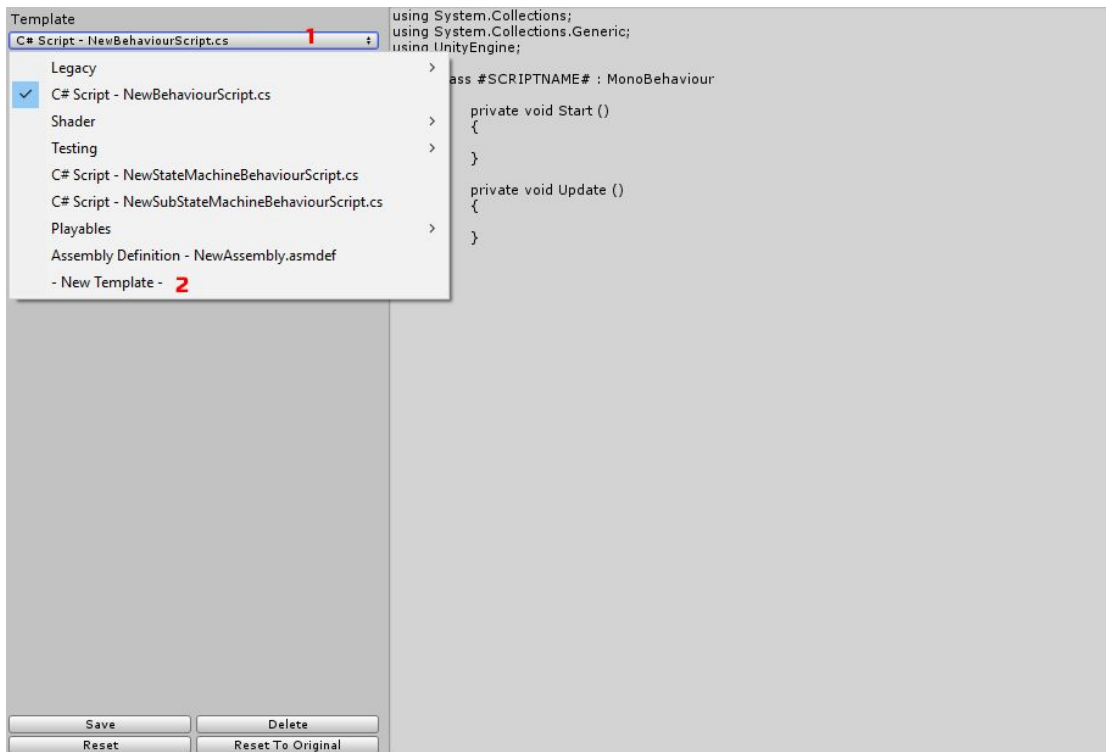
After you have selected a template you have two reset options.

1. If you click on the normal “Reset” button, all the changes you have made since the last time you saved will be discarded.
2. If you click on the “Reset To Original” button the template will try to find the earliest version of itself and reset everything to that.



## Create New Template

1. Click on the dropdown menu at the top left.
2. Click on the last item called “ - New Template - ”
3. Edit the template. If you need help with this see page 5.
4. Click on the “Create Template” button.
5. You need to restart Unity in order to use your new template.





## Template Folder

If you for some reason want to edit the template json files used by Script Template Editor (THIS IS NOT RECOMMENDED) they can be found here.

*“Documents\ZeroRare\ScriptTemplateEditor\”*

## Need help

If you need help or have questions regarding any of our packages, do not hesitate to contact us.

[mail@zerorare.com](mailto:mail@zerorare.com)

[www.zerorare.com](http://www.zerorare.com)

[www.facebook.com/ZeroRare](https://www.facebook.com/ZeroRare)

[www.twitter.com/zero\\_rare](https://www.twitter.com/zero_rare)