

ChatGPT Script Generator

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Welcome to the ChatGPT Script Generator for Unity! This document will guide you through the necessary steps to set up and use the asset in your Unity project.

API Key Generation

To use the ChatGPT Script Generator, you must first generate an API key for the ChatGPT API:

1. **Sign up or log in** to your OpenAI account: <https://beta.openai.com/>
2. Navigate to the **"View API Keys"** section in your account dashboard.
3. Click **"Create new secret key"** and copy the generated key.

API Key Setup in Unity

Once you have generated the API key, you need to set it up within Unity:

1. Open your Unity project.
2. Click on "Edit" in the top menu, then select **"Project Settings."**
3. In the Project Settings window, navigate to the **"ChatGPT Code Generator"** tab.
4. Paste your API key into the **"API Key"** field.

Using the ChatGPT Script Generator

After setting up the API key, you can now use the ChatGPT Script Generator in the Unity Editor:

1. In the Unity Editor, select a GameObject and click the **"Generate Component"** button in the Inspector.
2. **Type a ChatGPT prompt** describing the C# script you would like to add.
3. Click **"Generate,"** and the script will be automatically created and added to your project.

Important Notices

1. Please be aware that the API key is stored in the following file:
`UserSettings/ChatGptScriptGeneratorSettings.asset`. When sharing your project with others, be sure to **exclude the "UserSettings" directory** to prevent unauthorized use of your API key.
2. Please be aware that ChatGPT, being an AI model, **may sometimes generate scripts that cannot be compiled** and will show errors in the Unity Console. While we strive to improve the accuracy and functionality of the generated scripts, we have no direct control over the AI's output.

We hope you enjoy using the ChatGPT Script Generator for Unity! If you have any questions, issues, or suggestions, please join our community of developers and reach out to our dedicated support team. Happy coding!