

FoxOS/Texter

DIFFERENT WAY OF MANAGING TEXT FILES

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Introduction

Welcome to FoxOS/Texter. This small editor add-on for Unity3D allows you to handle different text-based file types by allowing you to view and edit their contents directly in the Inspector. On top of that it allows you to create basic file types directly within the editor, similar to how you would create a script file.

Creating Text Files

To create any of the provided text files, simply **right-click** in the Project Window and select:

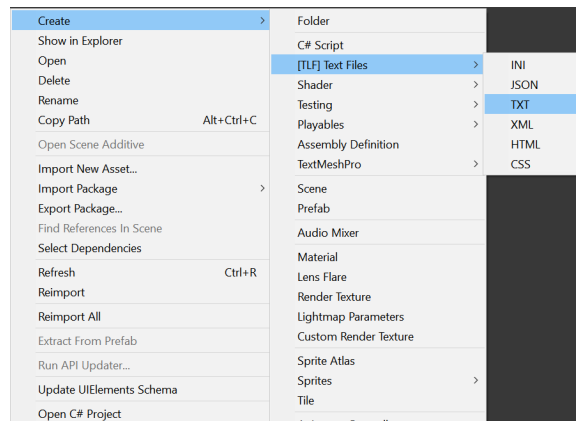
*Create/*Text Files/[File Type]*

Or go to:

*Assets/Create/*Text Files/[File Type]*

Available *File Types* are:

- INI
- JSON
- TXT
- XML
- HTML
- CSS



Editing Text Files

By default, imported text files will be locked. Simply click on **Edit** to make them editable. You can then **Revert** or **Apply** your changes; the latter will lock the file afterwards. **Open** will open the file in the default application for it; for example, HTML files in your browser.

