Post-Lab

1. What is the purpose of the Editor folder?

This is a manually created folder for placing editor scripts. These scripts will edit the Unity Editor and will not be added to any build upon compilation.

1. Menu items can be added to the inspector using what statement?

Using UnityEditor;

…

[MenuItem(string args)]

1. What must you watch out for when adding menu items

One *cannot* add a menu item without it being nested.

1. How do you attach an action to a menu item?

Immediately below the menu item, add a “public static void” function with no arguments

Ex

[MenuItem(“Herp/Derp”)]

public static void WhatThe(){…}

1. What is the purpose of AssetDatabase.Refresh()?

An action that refreshes the project to reflect the new changes.

1. What is the difference between a static asset and a dynamic asset?

A dynamic asset is one that will be placed into the game at runtime while a static one is not.

1. Why is it important to keep static and dynamic assets in different folders?

All dynamic resources are added via Resources.Load(…) are then don’t have to be piecemealed together by Unity. It’s a time-saving device to get the game started faster.

1. Think about your workflow, what would be your optimal folder structure/organization?

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Testing