

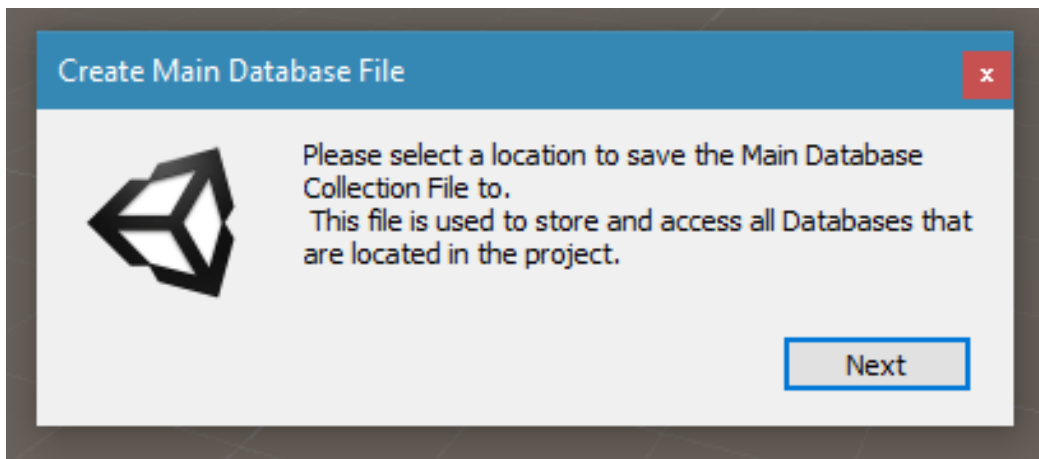
MANUAL FOR VERSION 1.X

LOADING THE ASSET:

1. Import this package into a project

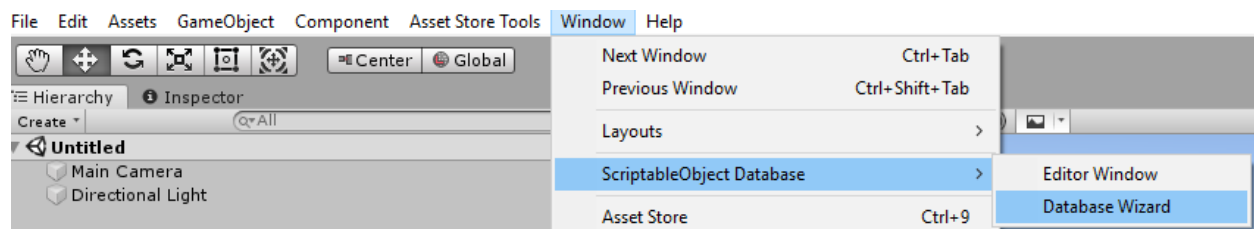


2. Select a location for the Main Database Collection which stores all databases in a project



ACCESSING PLUGIN:

In Unity, on the Top Toolbar, Select "Window\ScriptableObject Database\ "



THE DATABASE WIZARD:

Database Type Creator W...

Object Type

0

ItemCategory

1

UsableItemCategory

UsableItemCategory (External (UsableI

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The buttons to the left represent the dependencies of the selected ScriptableObject. The top item is the base class right above the ScriptableObject class. Selecting the top option allows a database to hold and create all the Sub class types of that ScriptableObject.

Database Type Class Name

ItemCategoryDatabase

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This name is used to create the classes used for the database. Leaving the Name field empty will result in the ScriptableObjects Type being used to name files and classes. Do not use '.', '/', or spaces in this name as it will be used as class names in scripts.

Database Editor Name

Item Categorys

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A short name for the database, to be displayed on the editor button as well as used in the Editor Prefs to save editor state.

Runtime Save Folder

D:/Unity/_AssetStoreDev/ScriptableObje
ctDatabasePlugin/Assets/Scripts

!

The Runtime sripts will be saved to this location.

Editor Save Folder

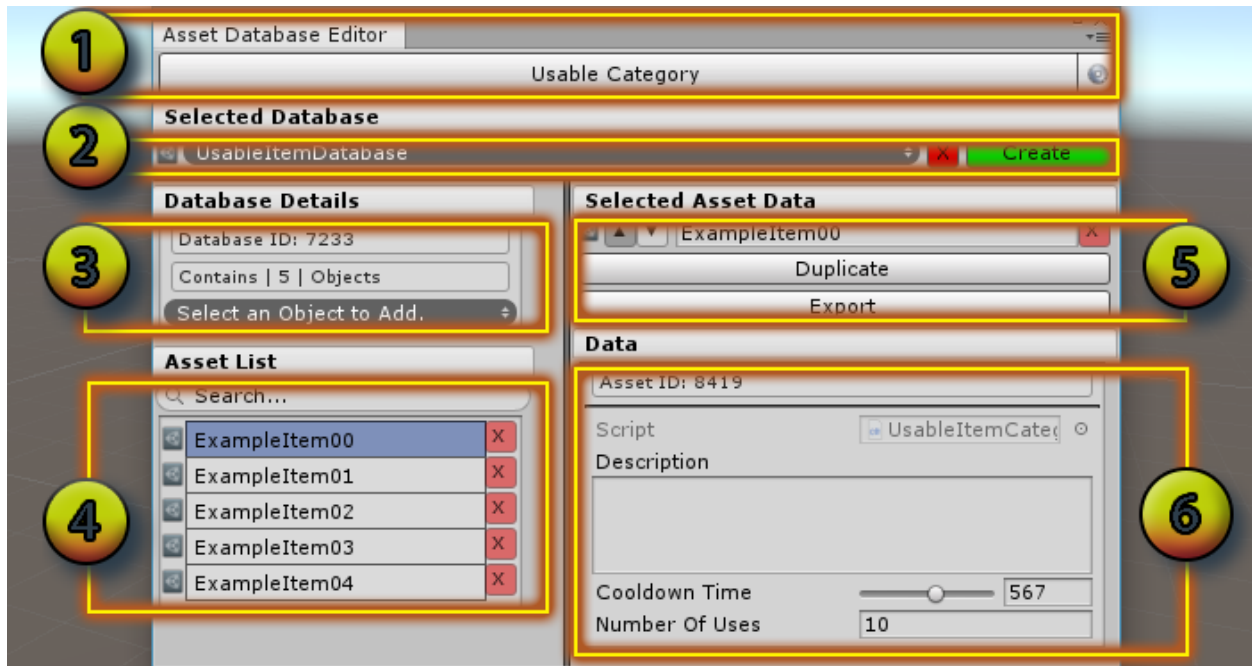
D:/Unity/_AssetStoreDev/ScriptableObje
ctDatabasePlugin/Assets/Scripts/Editor

!

The Editor sripts will be saved to this location.

Create New Database Type

THE EDITOR WINDOW



1. Tab Controls for switching between different database types. The button on the right will open a popup menu with options to hide or show different database types, as well as a button to open the Database Type Creator Wizard.
2. Currently Selected Database, Red X Button deletes the database. Green Create button prompts user with an asset creation window to save a new database.
3. Shows details about the currently selected database. Click the "Select an object to Add" button to add a scriptable object of the appropriate type to the database.
4. A list of Scriptable objects the database contains. Click the icon to the left to navigate to the scriptable object. Click the red x to the right to delete or remove the scriptable object from the database. Drag scriptable objects onto this area to import the object as a reference.
5. The currently selected asset with controls for shifting the assets position in the database, duplicating the object, or Export/Importing the object. The export button is used to take a scriptable object parented to the selected database, and allow the user to save a copy of the object to the project, note the reference in the script will not be updated with the exported object. The user must drag the object back into the asset list section (4) to reimport the object. When the selected asset is already external to the database, the import button option will replace the export button. Importing an object copy of the original, and setting the new reference to the internal copy.
6. The data section contains the database asset ID of the object, along with the default unity inspector for the scriptable object.

For questions, problems and suggestions contact me at

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