

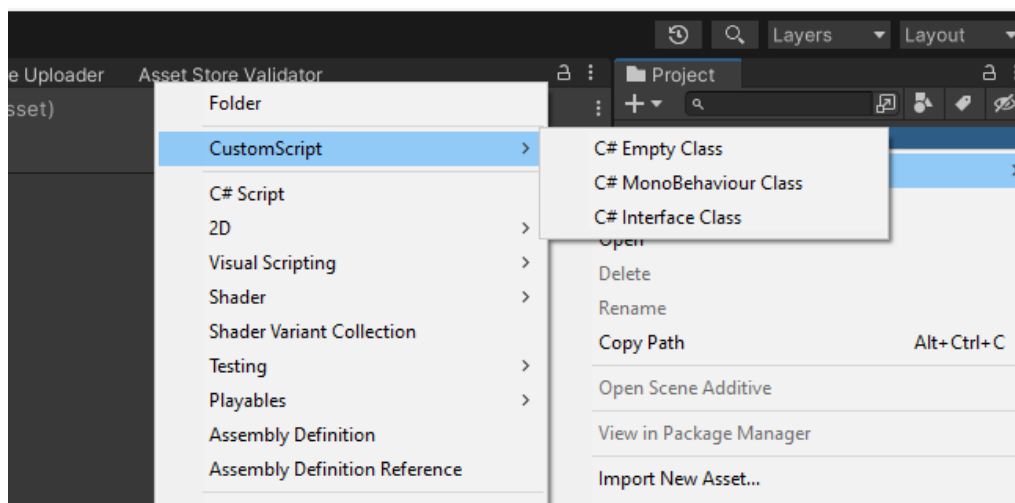
Package Creator: Nicolas Pegolo dos Anjos

Resume

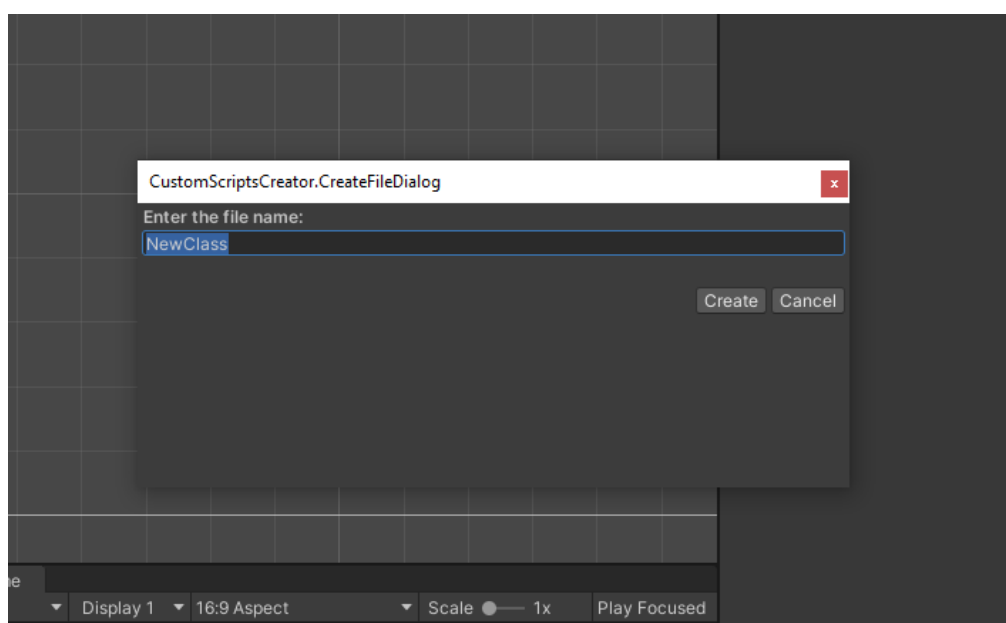
Package created to make c# class creations more fast and easy, the framework creates a tab in the editor for creating different types of c# scripts and already adding namespaces to them automatically.

How to use

The options for creating the custom is scripts are: Assets/Create/CustomScripts
Now just click on the option you want!



After choosing the option you can type the name of the file.



Files syntax

Empty class:

```
C# EmptyClass.cs U X
Assets > _Scripts > C# EmptyClass.cs > {} Default > EmptyClass
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  namespace Default
6  {
7      public class EmptyClass
8      {
9      }
10 }
11 }
```

MonoBehaviour class:

```
C# MonoClass.cs U X
Assets > _Scripts > C# MonoClass.cs > {} Default > MonoClass
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  namespace Default
6  {
7      public class MonoClass : MonoBehaviour
8      {
9      }
10 }
11 }
```

Interface:

```
C# MonoClass.cs U C# IInterface.cs U X
Assets > _Scripts > C# IInterface.cs > {} Default > IInterface
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  namespace Default
6  {
7      0 references
8      public interface IInterface
9      {
10 }
11 }
```

Files:

The files in the framework are:

CustomCreatorTab: The framework's main class, responsible for generating the editor's visual tabs and creating the files in the right folders.

CSharpFileContents: Class responsible for generating syntax for c# files.

FrameworkHelp: Class responsible for generating the help tabs in the editor.

If you have any queries, please contact: nicolaspegolo@hotmail.com

Thank you, and good production!