

A simple editor extension that makes it easier to add new files.

How to use

1. In the Project tab, open the folder at which you wish to create a new file or a folder.
2. Open the Add New File window by:
 - Using the default shortcut - CTRL + E
 - Going to the menu option found at Window -> Add New File
3. Type in the name of the file followed by it's extension.
4. Click "Add" or press the enter key.
5. And vuola, you created a new file using the plugin!

Examples of valid inputs for the window:

1. "MyScript.cs"
2. "ReadMe.txt"
3. "New Folder/"
4. "New Folder/MyScript.cs"
5. "NewFolder/New Folder 2/"

Package folders worth mentioning

- **/Demo** - this can be deleted if necessary.
- **/Editor** - this contains all the core functionality of the package.
- **/Editor/Templates** - this contains all the file templates that are used for creating new files.

Extra notes

The project is fully open-source and is available at: <https://github.com/Quickz/UnityFileAdder>