# Unity Easy Scripts Tool

## Rink Wilbrink

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# Introduction

## What is Easy Script?

Easy Scripts is a Tool for Unity, you can create scripts from Templates.

This is really useful if you have a specific layout that you always use for those kinds of script, Like a Player Controller.

# Installation:

## How to install the .unitypackage?

1. Click on the Assets/Import Package/Custom Package… button on the top bar.
2. Go to the folder where the EasyScripts.unitypackage file is on your computer, Select it and click on the Open button in the bottom right corner
3. Select all the items in the Import window if they are not selected already and press Import in the bottom right corner of the window.
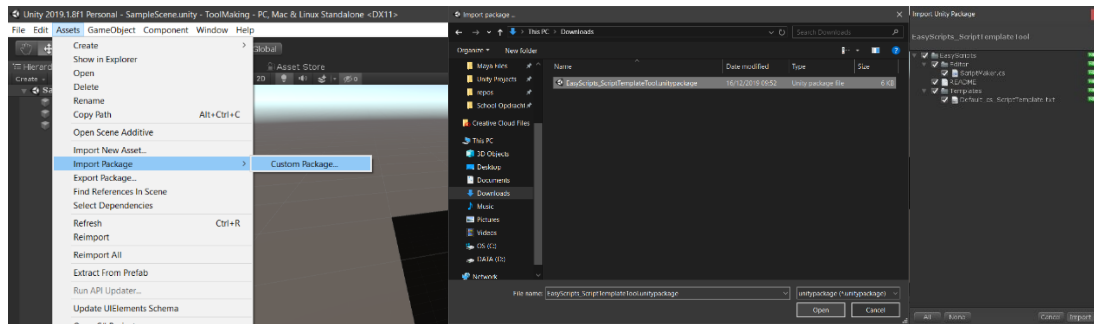


## How to open the Easy Scripts Window

1. Click on the Window/Easy Scripts Window button on the top bar.
2. The window should open, Drag it into a window section where you would like.
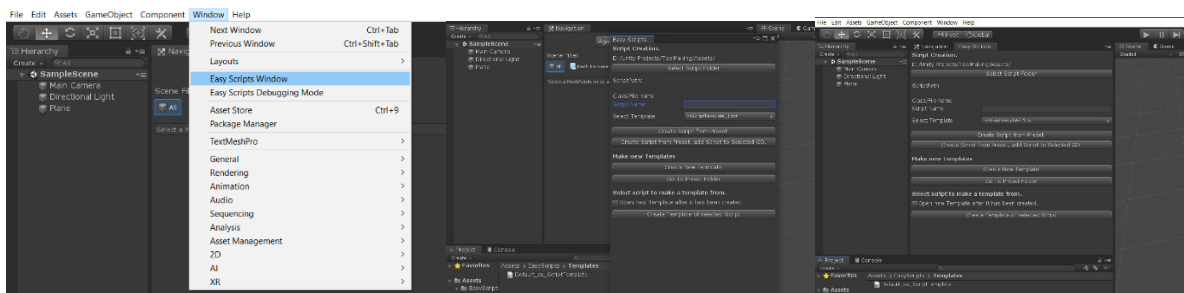
# How to use:

## How to create a template

1. Click on the Create Template button, this will also open a new file explorer window where the template is stored.
2. Open the .txt file with any text editor you like, and edit the script template.

Important note: The Template must contain a #CLASSNAME# at the the position where the name of the class would be, other wise you could get duplicate class names and that creates errors.
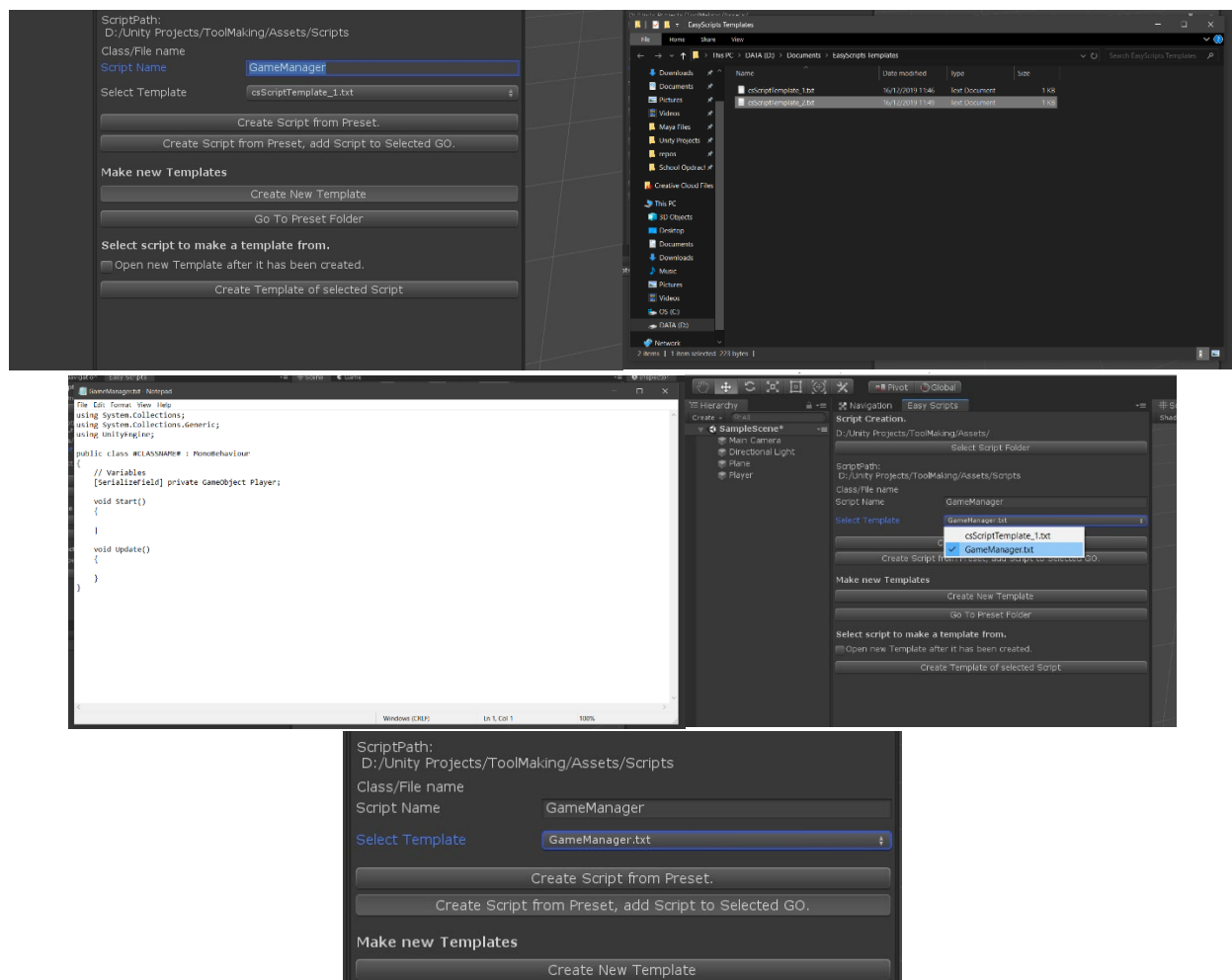
## Creating a script from a Template

1. Select a path where the Script should be stored by clicking on the Select Script Folder button on the top of the window, Select a folder and click on the Select Folder button on the bottom right corner.
2. Type a name you would like to give the script and the class in the script. This name cant contain spaces or invalid character, Just like a normal class.
3. Select a template that you want to use by clicking on the drop down menu and selecting one of the Templates.
4. Click on the Create Script from Preset button to create a script, Or click and select an object you want this script on, click on the Create Script from Preset, Add Script to Selected GO button.
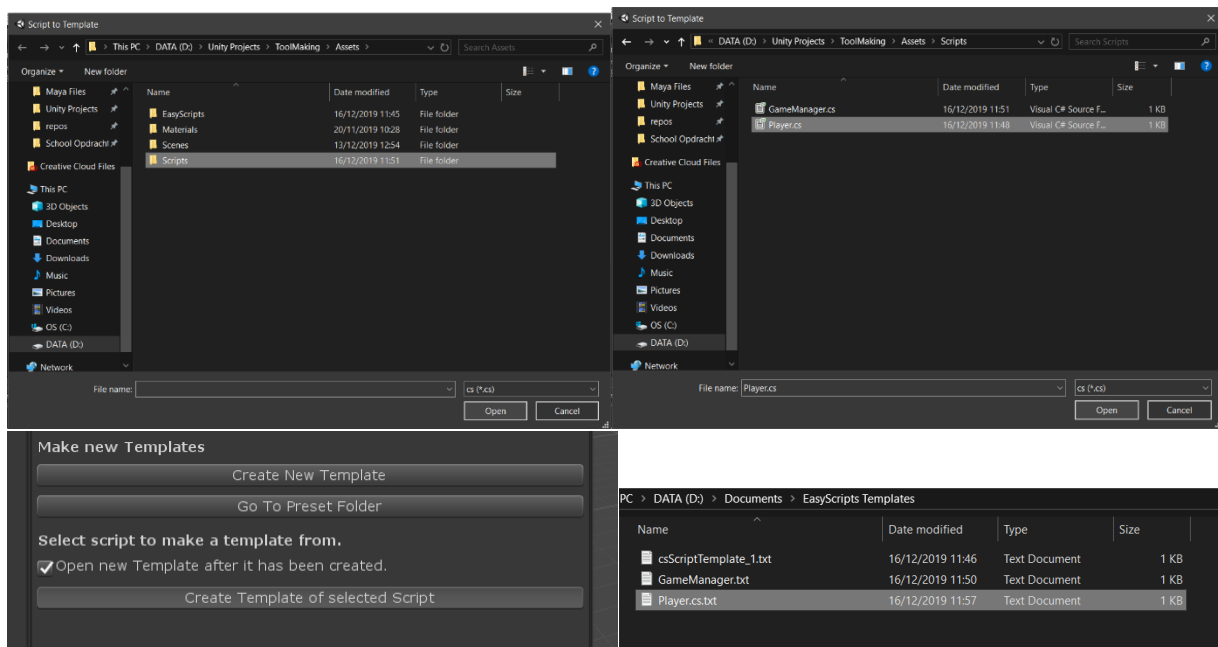


The script has now been created and if you had a GameObject selected and clicked on the Create Script from Preset, Add Script to Selected GO button, the script will be added to the selected GameObject as a component.

## How to create a Template from a script.

1. Click on the Create Template of selected Script button on the bottom of the Easy Scripts window.
2. If you want to open the Folder path after creation, select the Open new Template after it has been created Check marker.
3. Select a script that you want to make a template of.
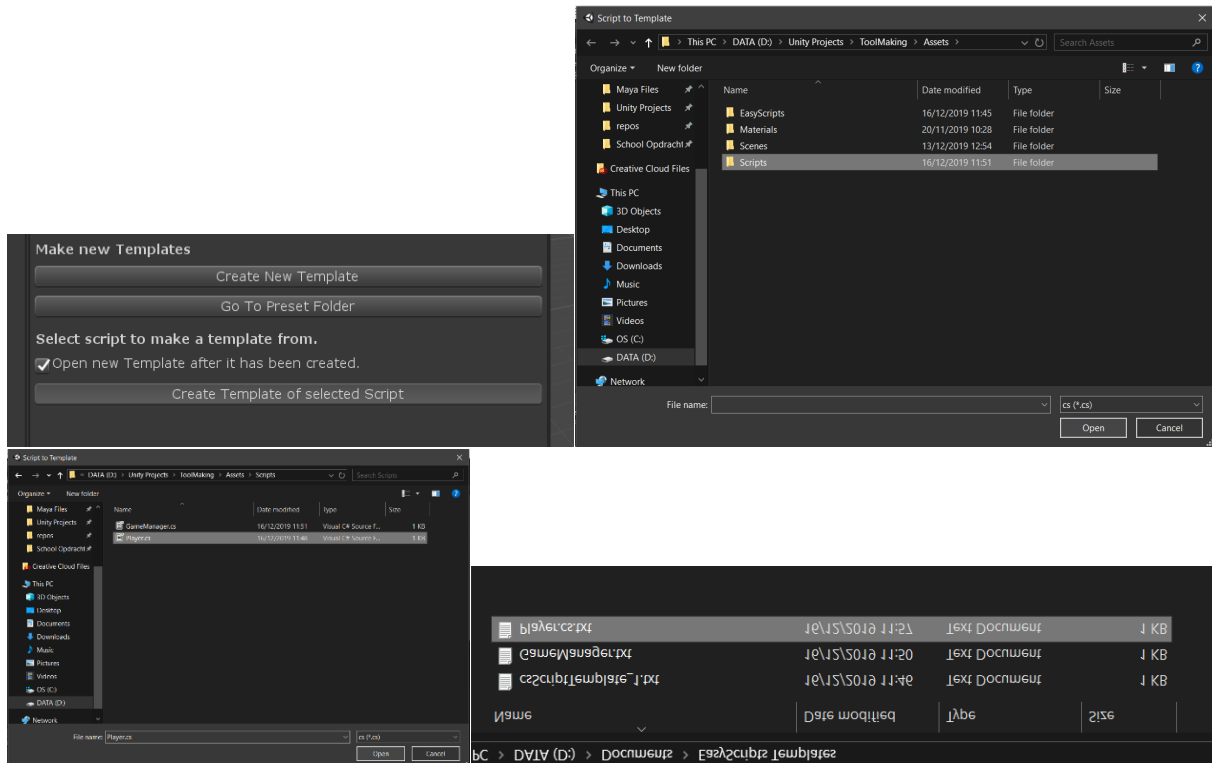
# How to use Debug mode

1. Click on the Window/Easy Scripts Debugging Mode button
2. A new Button will appear on the bottom of the Easy Scripts window
3. By clicking this button the paths will be logged in the console.
4. If you encounter problems with creating files, this could help
5. Usually closing the Easy Scripts window, deleting the settings.txt file and reopening the Easy Scripts window will solve the problem.