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Thanks for download!
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Componensts Adder by ShashkiOnlayn

!PLEASE DO NOT TRANSFER ANY FILES!

How to use:

1. Open Window -> Components Adder (or use keyboard shortcut: Shift+Alt+Ctrl+C)
2. Choose components data* from popup list
3. In the "Scripts" and "Components" fields, you must place links to scripts and components (you can select an object and move a component from the Inspector to the "Components" field), respectively
4. Select SEVERAL objects and press on the button "Add components" below

Features:

— If you like the current preset, then you can save it in the Custom Components data block by clicking on the "Save custom data" button,

but before that, write the name in the appropriate field. Otherwise, you can also delete this preset by clicking on the corresponding button under the preset selection

— If you need to add several scripts/components somewhere in the scripts, for example, to a newly created object, then you can create data with necessary components and scripts and use the static methods in the ComponentsAdder class

``` Example: ComponentsAdder.AddScripts(gameObject, \_data); ```

— The GameObject class will receive several extensions: TryAddComponent, GetAllScripts, GetAllComponents, and so on (for more information, read their summary)

~~~I will be glad if you leave a review :)

\* - also you can create yourself components data: right click in the Project window -> Create -> ComponentsAdder -> ComponentsData