CSHARP WIZARD

User guide

TABLE OF CONTENT

OVERVIEW

CSharp Wizard	
Namespace	Pinwheel
Class name	
Base class	
Interfaces	
Type	Class
Visibility	☑ Public ☐ Internal
Modifiers	☑ None ☐ Static ☐ Abstract ☐ Sealed
Code formatting	☑ Add space after Usings ☑ Add space between methods ☑ Open curly brackets on new line
Directory	*Assets/CsharpWizard/Scripts* [Browse] [Create]

Leave feedback...
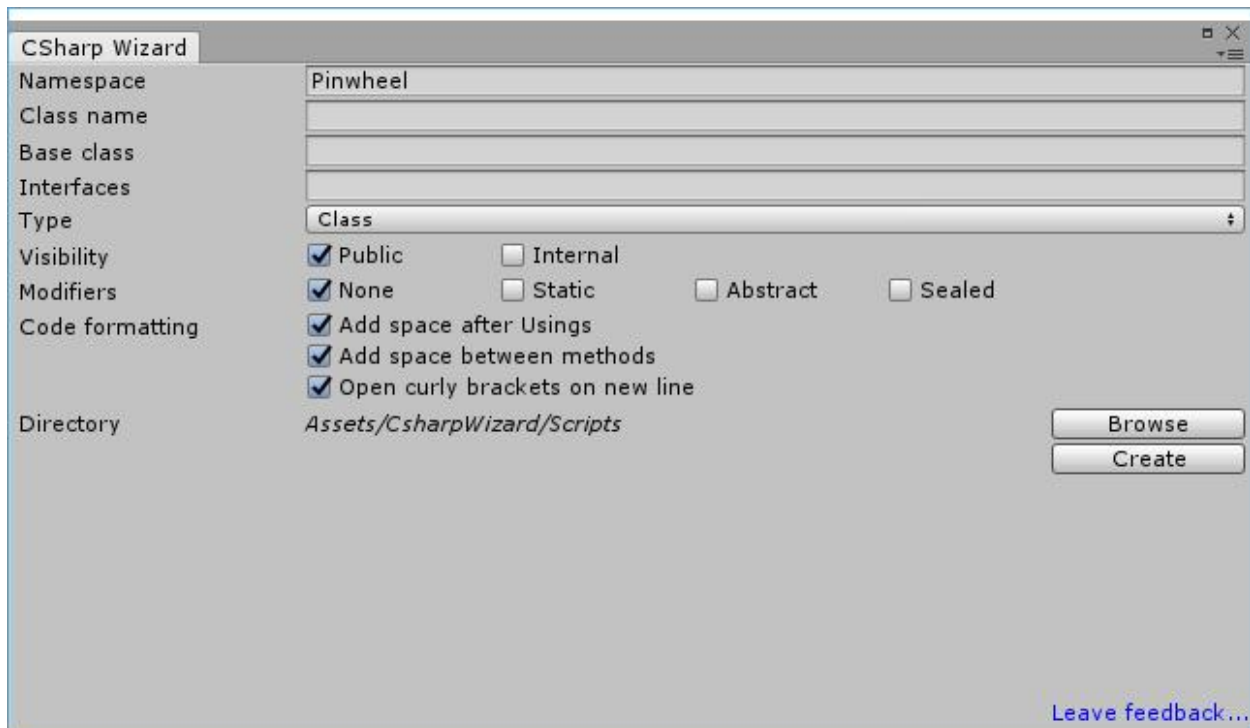
Creating new script file is one of the most common tasks of any programmer working with Unity. For simple projects, there is nothing to worry about. But for larger projects, where inheritance and interfaces are everywhere, and you need to put your class into separate namespaces, it would be a trouble.

Until now, Unity only provides you a solution to deal with this: edit the template files, located in *InstallationPath/Editor/Data/Resources/ScriptTemplates/*, but is it enough? No, it's not! Because it simply find-and-replace, and would affect multiple projects.

CsharpWizard was made to solve that. The only thing you have to do is to tell what you want to create, and everything will be done automatically. Some highlights on what it can do:

- Generate the skeleton code with no compile error (of course!)

- Namespace, base class and interface suggestion based on what you type, sorting and giving the most relevant result

- Error handling, warning you before generating the code

- Auto override abstract methods from base class

- Auto implement properties and methods of the inherited interfaces

- Code formatting

- Multiple type of code to generate, from class, struct, to interface and enum

More feature will be added in the next update:

- Save and load custom settings template

- Template gallery to create CustomEditor, CustomInspector, etc.

- Adding more type of code like shader, etc.

To request a feature, leave a feedback, or report a bug, please contact us via email: pinwheel.customer@gmail.com


CREATING A SCRIPT FILE

The creation of class, struct, interface and enum is nearly the same. The editor only shows you the appropriate options based on what you want to create. Below is a short guide to create a class.

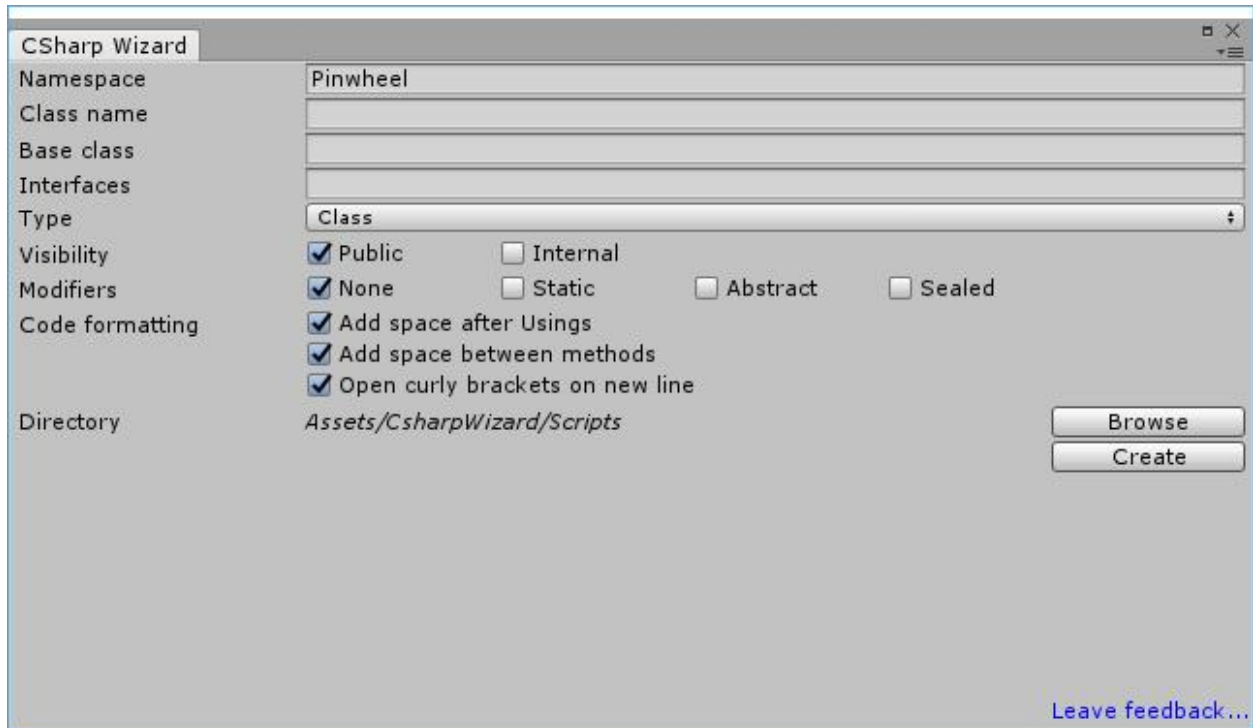## 1. Open the editor in you desired folder

In the Project window, select the folder you want to save the new file to, for example: *Assets/CsharpWizard/Scripts/*
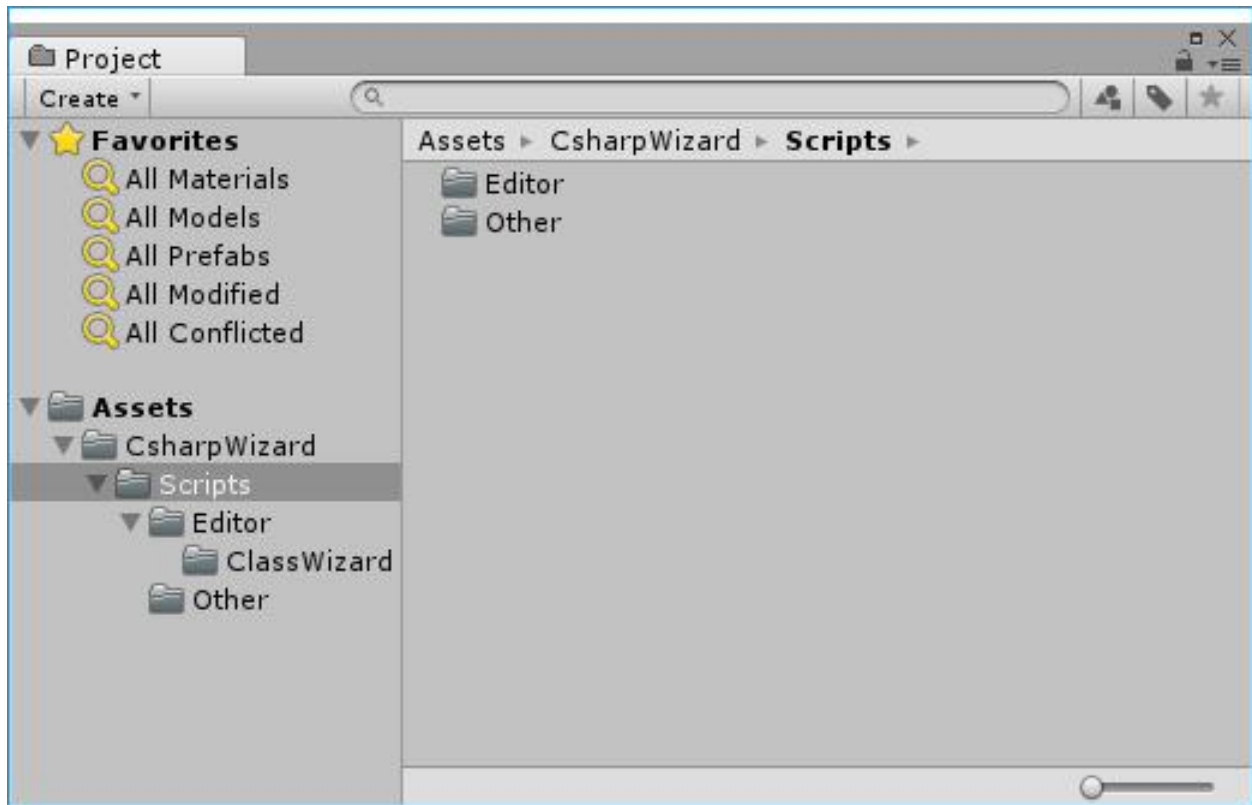
Right-click on the empty space of the window, then select *Create/C# Script with Wizard*
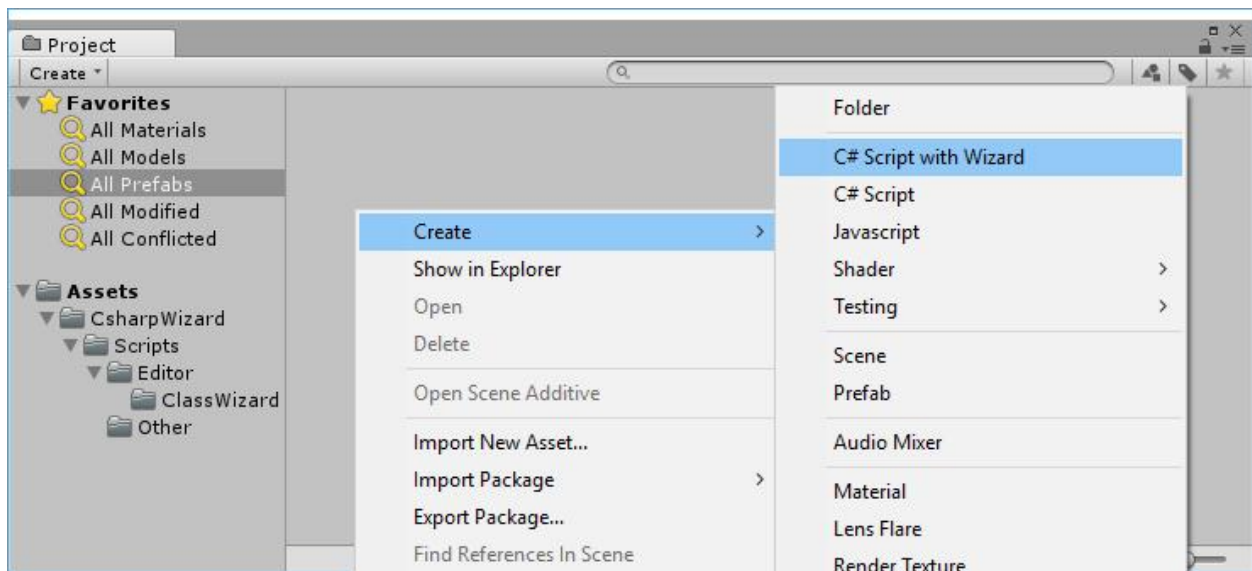
It will open up the Wizard, you will notice that Directory is set to *Assets/CsharpWizard/Scripts*

2. Fill in some basic info

Type your namespace, class name, base class name and interfaces into the appropriate textbox. If you don't want it to inherit from any base class or interface, leave them blank. If you want to implement multiple interfaces, separate their name by commas.

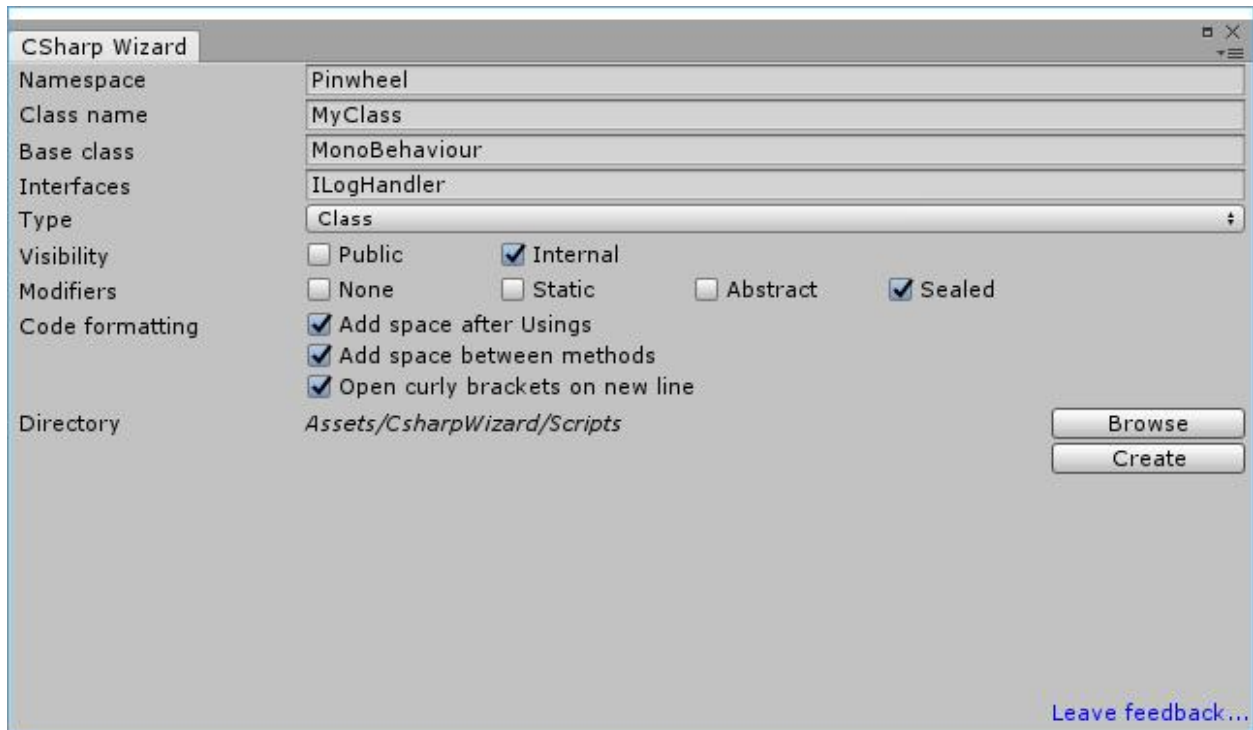After typing some characters, you would see a suggestion box shows up, like this:
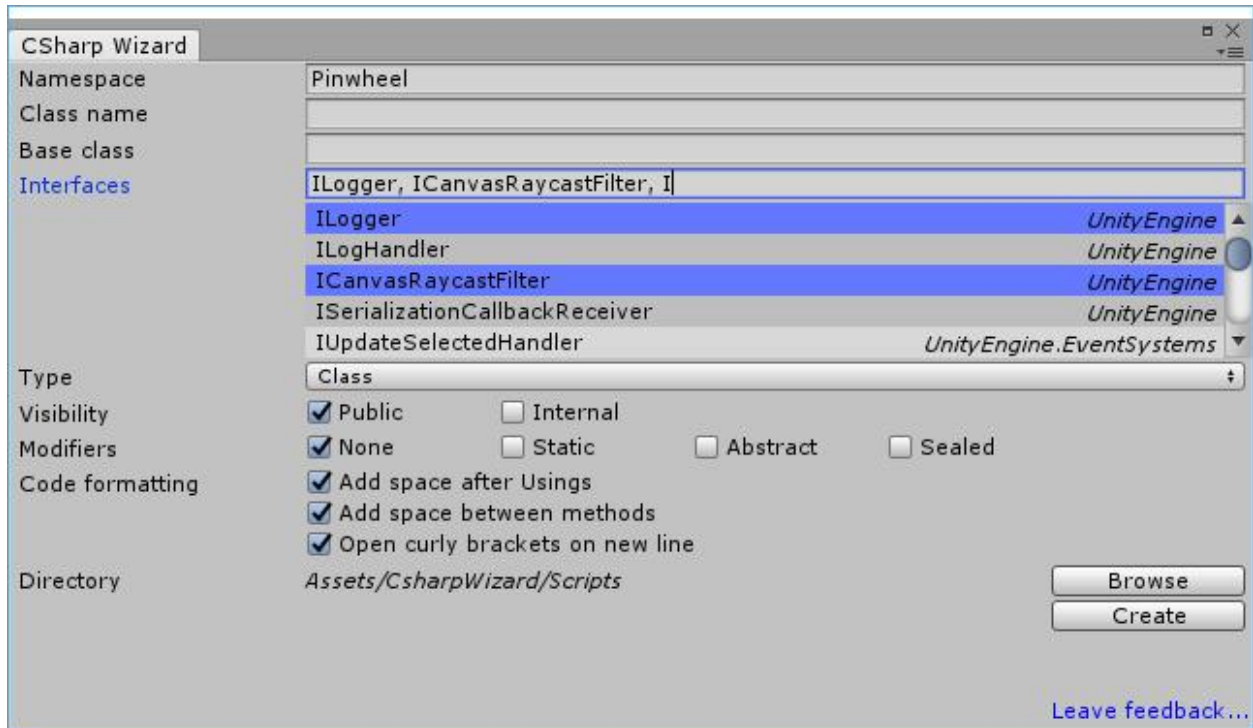
You can click on an item to select it.

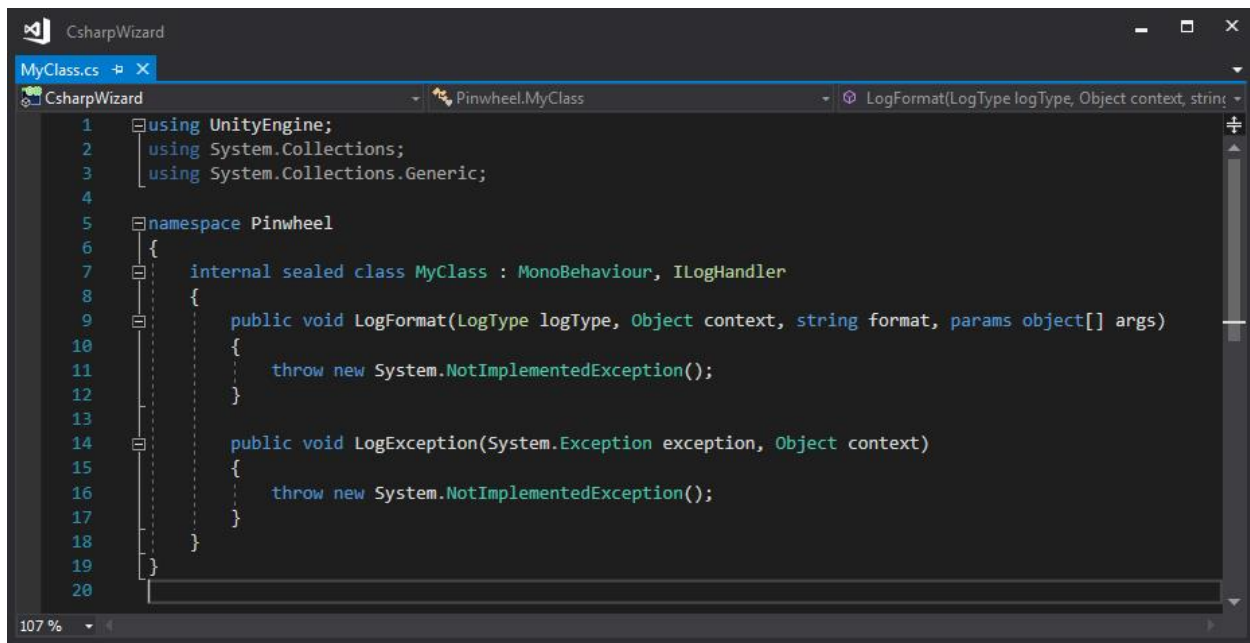If there is any error with these info, the warnings will show up:
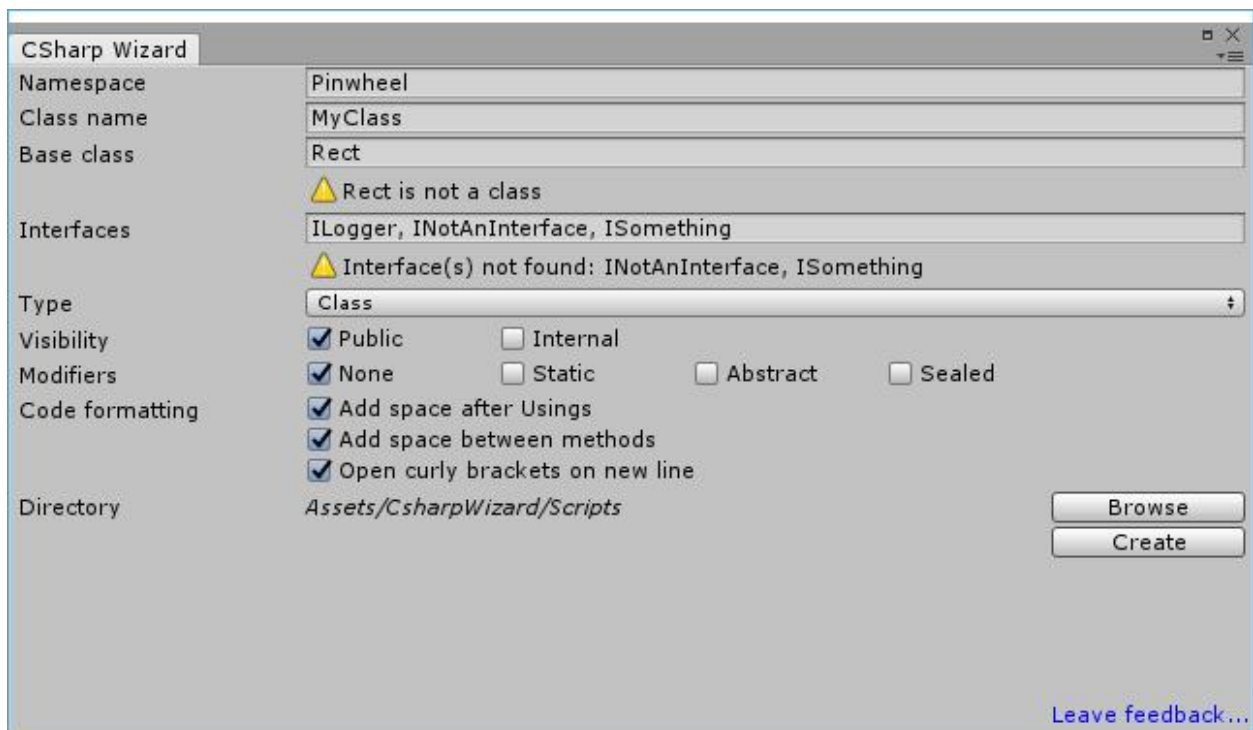
Set Type to Class.

Select its visibility, modifiers and formatting options.

3. Click Create and see the result

Here is what you will get:

SOURCE CODE MODIFICATION

You can modify the source code to fit your need. Everything is fully commented. Please

see the .cs file for detail.