Finder for Game Creator Documentation

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Inhalt

Introduction

Finder for Game Creator is a module for [Game Creator](#) and allows you to find and edit all Game Creator components and scriptable objects in centralized Editor windows.

Key Features

- Edit all Game Creator components and scriptable objects in centralized Editor windows

- Search for titles in actions or descriptions in conditions

- Sort from A-Z or Z-A

- Use the Extension Installer to quickly install or remove the Game Creator module extensions

Online Documentation

There is also an [online documentation](#) you can visit.

Getting Started

Setup

Download the package from the the **Unity Asset Store**. You need **Game Creator** and the **Stats** module installed first.

Then, bring up the *Modules Window* clicking on the Game Creator option in the toolbar. Click the Skills Module **Enable** button. It should then look like this after importing all of the content:
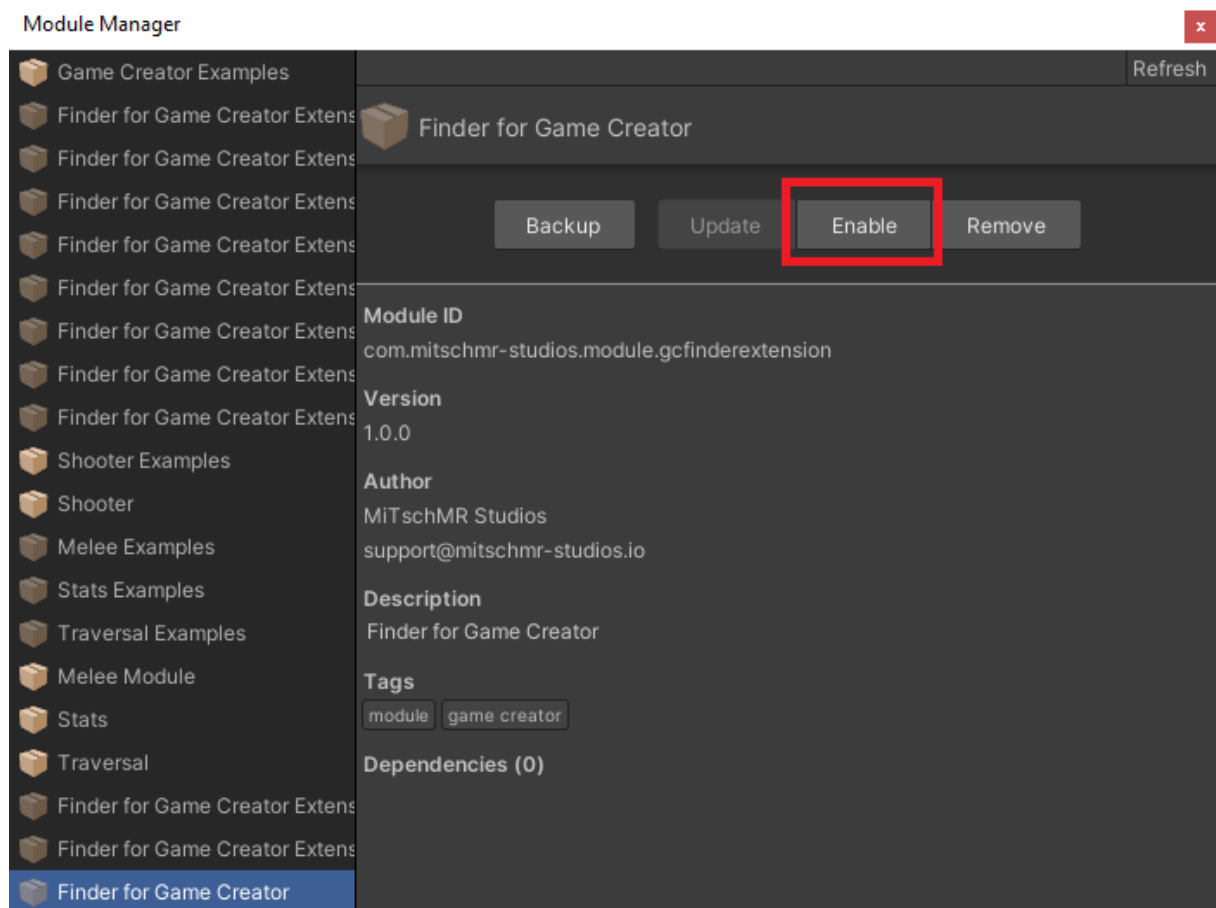
This asset requires **Game Creator** and won't work without it. Don't attempt to extract the package inside the Plugins/ folder as it will throw errors.

Update Procedure

The following steps show you how to update this module:

1. Import the new version from the package manager / builtin Unity Assetstore
2. Update the Finder in the Module Manager until it shows the latest version (you may have to click Update twice or thrice to register it properly)
3. Install the extensions you need either from the extension installer or the Module Manager
4. Go to the Module Manager and update the extensions to the latest version if they show an Update icon
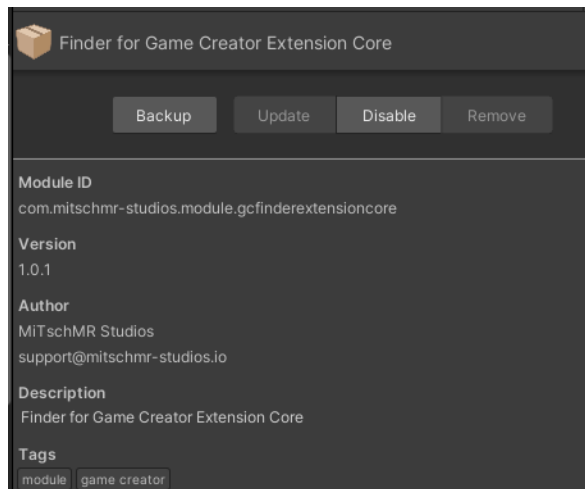
   This procedure is necessary for the Module Manager to register the updated version numbers and changes to the module manifests.

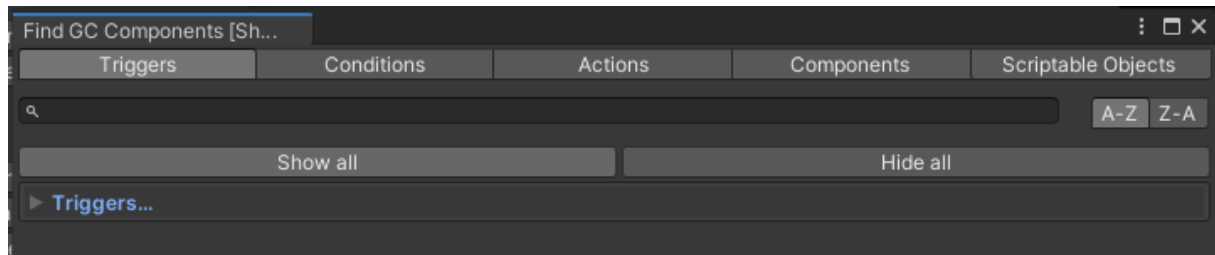   The following images show a typical update procedure:
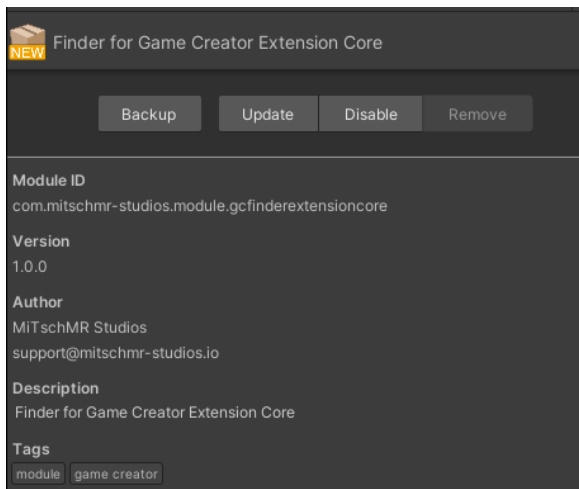
Old version   New version

The Finder Window

For each Game Creator module there is an extension which provides its own editor window. The window looks like this:

Screenshot taken from the Shooter extension.

The window is split into five sections:

Triggers: Contains a list of all gameobjects in the open scene(s) which have a Trigger component

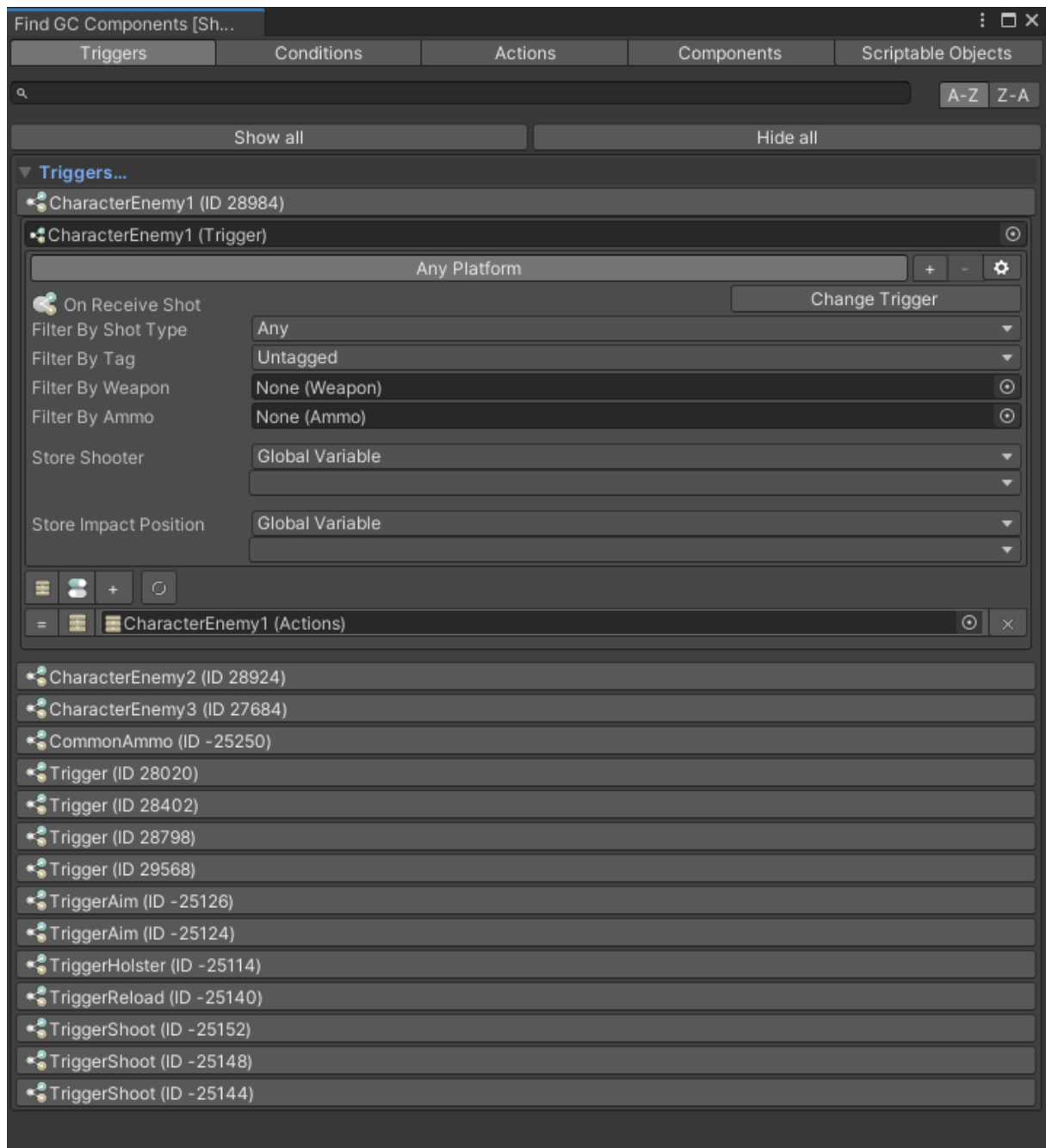Conditions: Contains a list of all gameobjects in the open scene(s) which have a Conditions component

Actions: Contains a list of all gameobjects in the open scene(s) which have an Actions component

Components: Contains a list of all gameobjects in the open scene(s) and the project (i.e. prefabs) which have asset specific components

Scriptable Objects: Contains a list of all specific asset related scriptable objects
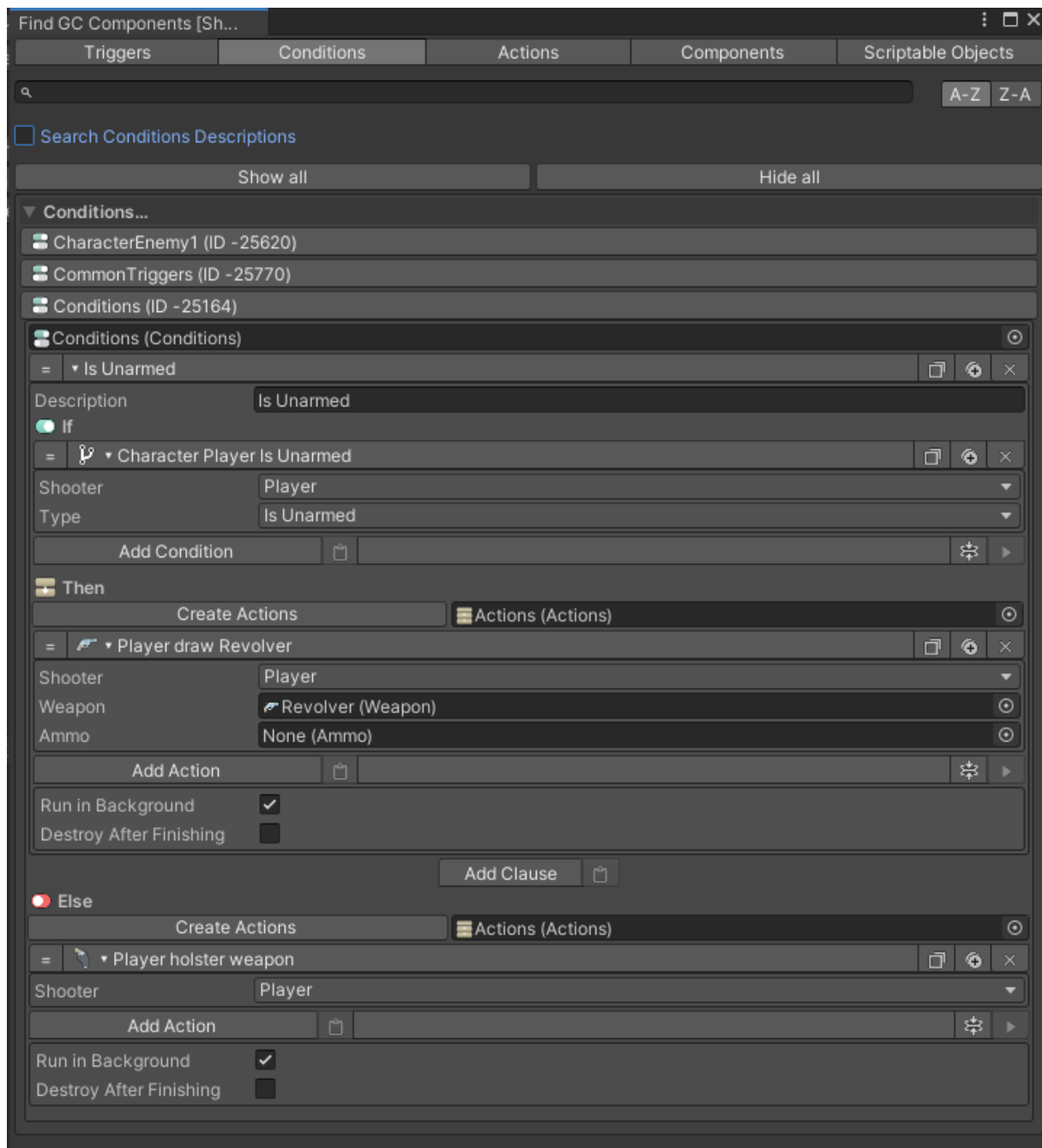
Triggers

Contains a list of all gameobjects in the open scene(s) which have a Trigger component.

You can search for the name of the triggers, sort them from A-Z or Z-A and, when opening the section, you can directly edit the trigger.
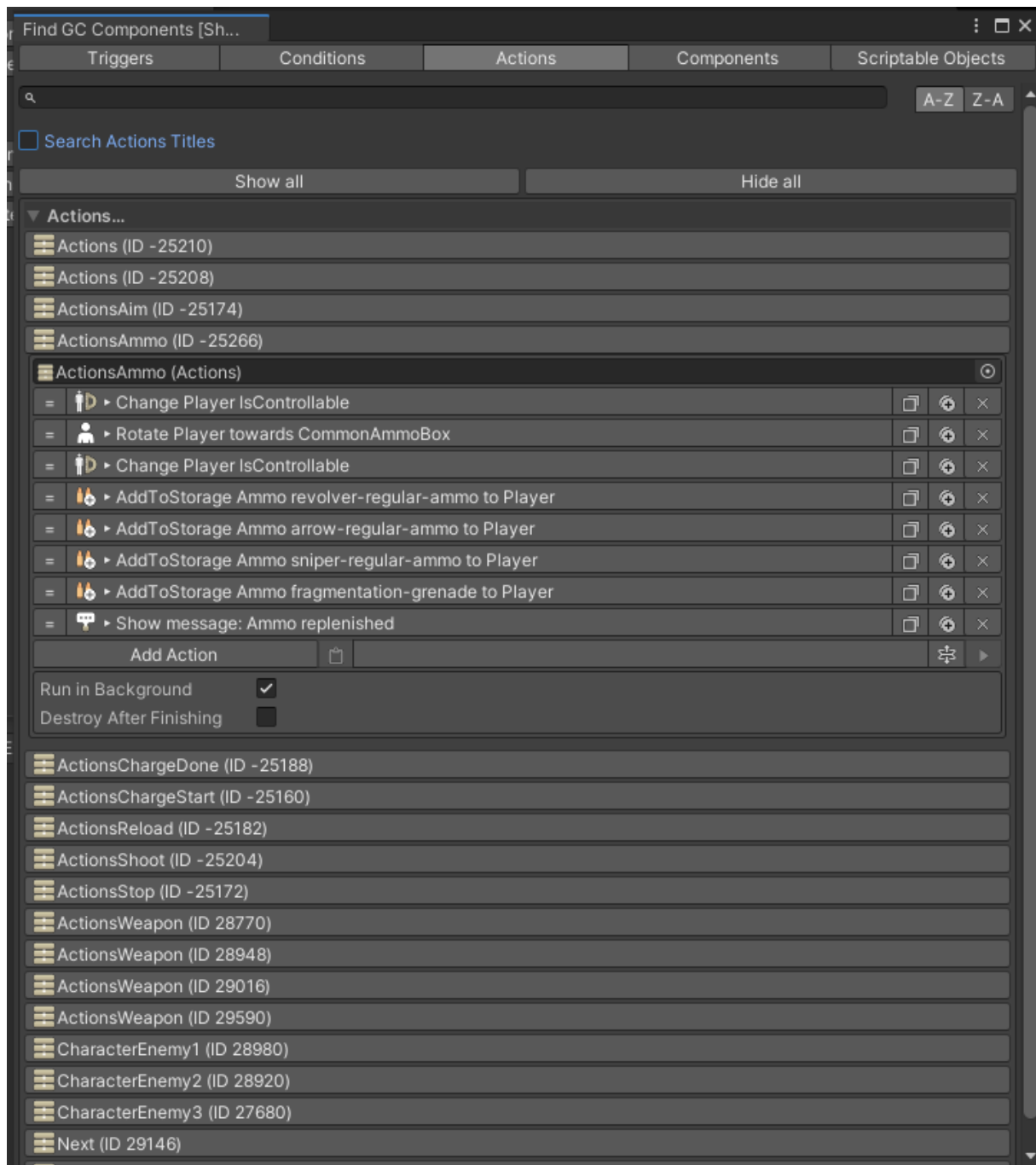
Conditions

Contains a list of all gameobjects in the open scene(s) which have a Conditions component.

You can search for the name of the conditions as well as the description, sort them from A-Z or Z-A and, when opening the section, you can directly edit the condition.

Actions

Contains a list of all gameobjects in the open scene(s) which have an Actions component.

You can search for the name of the actions as well as the titles, sort them from A-Z or Z-A and, when opening the section, you can directly edit the action.

Components

Contains a list of all gameobjects in the open scene(s) and the project (i.e. prefabs) which have asset specific components.
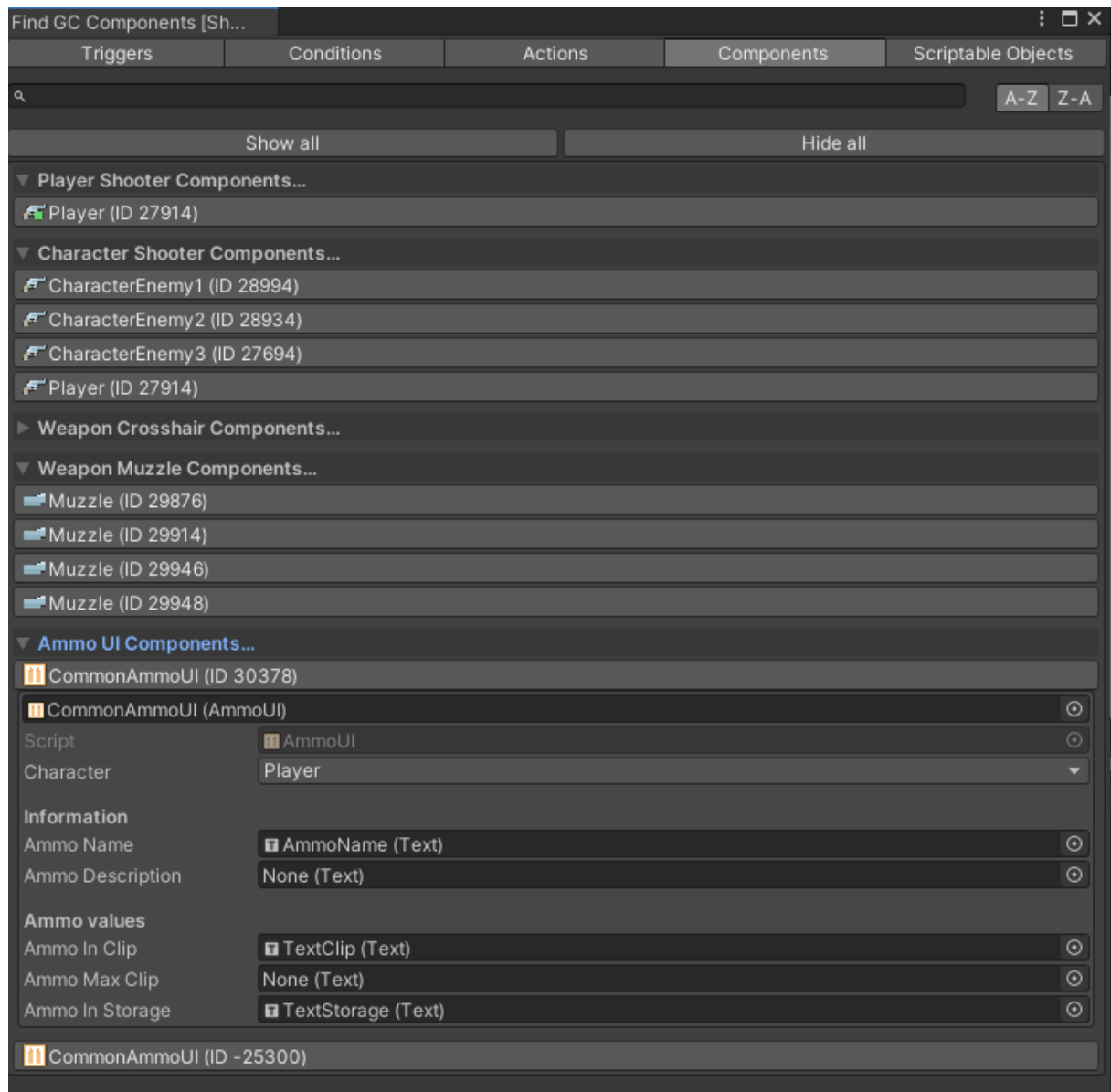
You can search for the name of the components, sort them from A-Z or Z-A and, when opening the section, you can directly edit the component.

Supported Components

Behavior

- Behavior

- Perception

Game Creator Core

- Camera Controller

- Camera Motor

- Character

- Navigation Marker

- Hotspot

- List Variable

- Local Variable

Dialogue

- Dialogue

Inventory

- Container

Melee

- Character Melee

Quests

- Quests Group

- Quests UI

Shooter

- Player Shooter

- Character Shooter

- Weapon Crosshair

- Weapon Muzzle
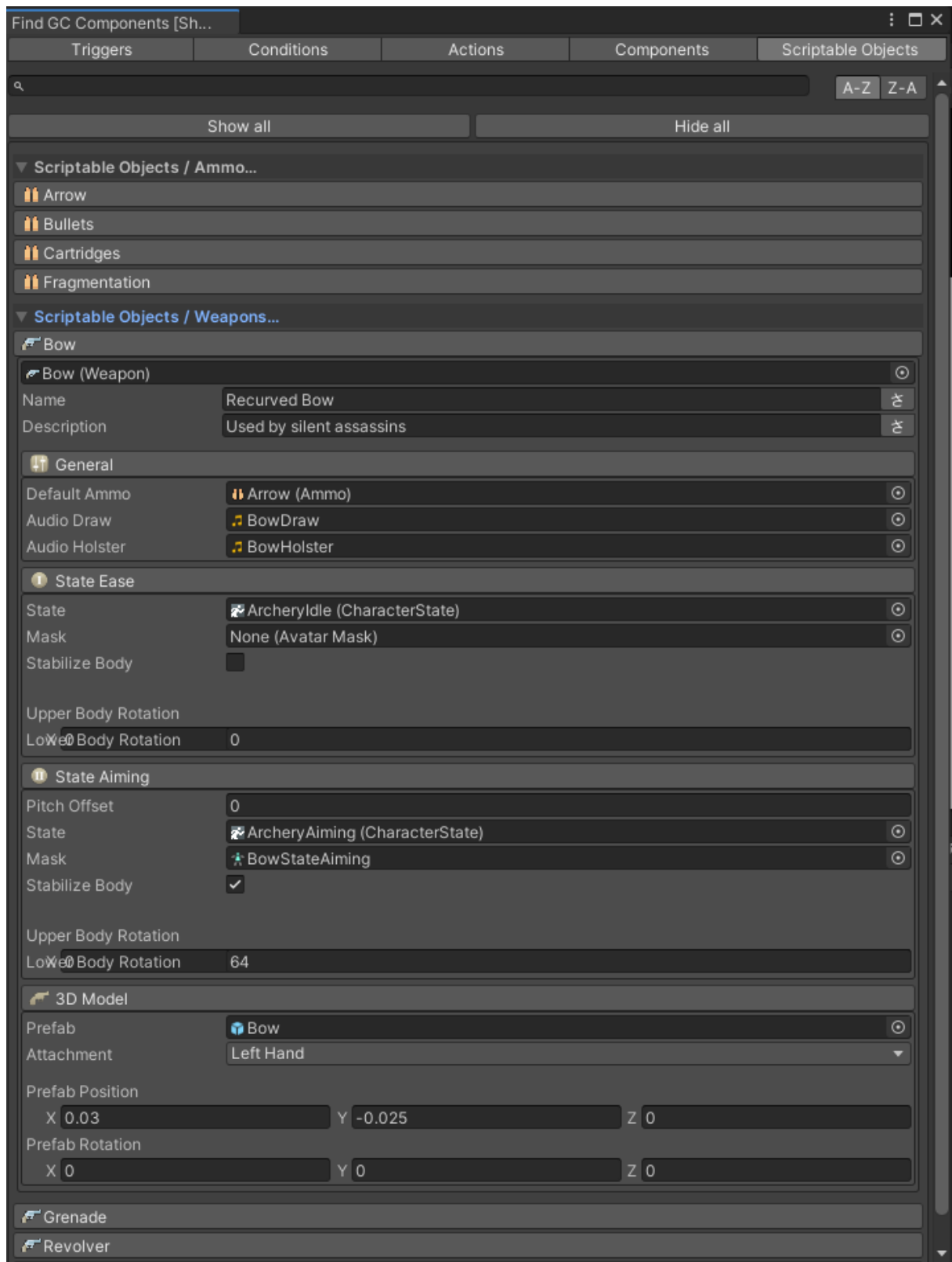- Ammo UI

Skills

- Skills

Stats

- Stats
- Stat UI
- Attribute UI
- Status Effect UI
- Status Effects UI

Traversal

- Climbable
- Obstacle

Scriptable Objects

Contains a list of all specific asset related scriptable objects.

You can search for the name of the scriptable objects, sort them from A-Z or Z-A and, when opening the section, you can directly edit the scriptable objects.

Supported Scriptable Objects

Behavior

- Behavior Graph

Game Creator Core

- Asset Modules

- Character States

- Animation Clip Groups

Dialogue

- Actors

Inventory

- Loot Tables

- Merchants

Melee

- Melee Clips

- Melee Shields

- Melee Weapons

Quests

- Quests

Shooter

- Ammo

- Weapon

Stats

- Formula Assets

Supported Scriptable Objects
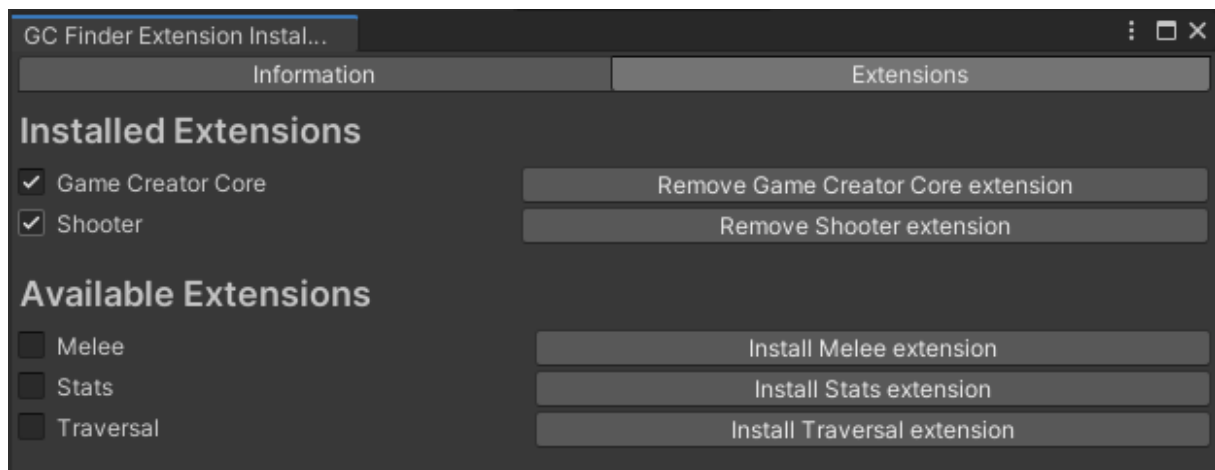
Traversal

- Climb Clips

- Obstacle Clips

Extension Installer

The extension installer is the heart of the asset. It allows you to quickly install or remove the extensions for each of the supported modules. The great thing about the installer is that it only shows you the available extensions to install, not all. If a module does not have the necessary requirement, it won't show up.

The following assets are supported:

[Game Creator](#)

[Behavior](#)

[Dialogue](#)

[Inventory](#)

[Melee](#)

[Quests](#)

[Shooter](#)

[Skills for Game Creator](#)

[Stats](#)

[Traversal](#)