

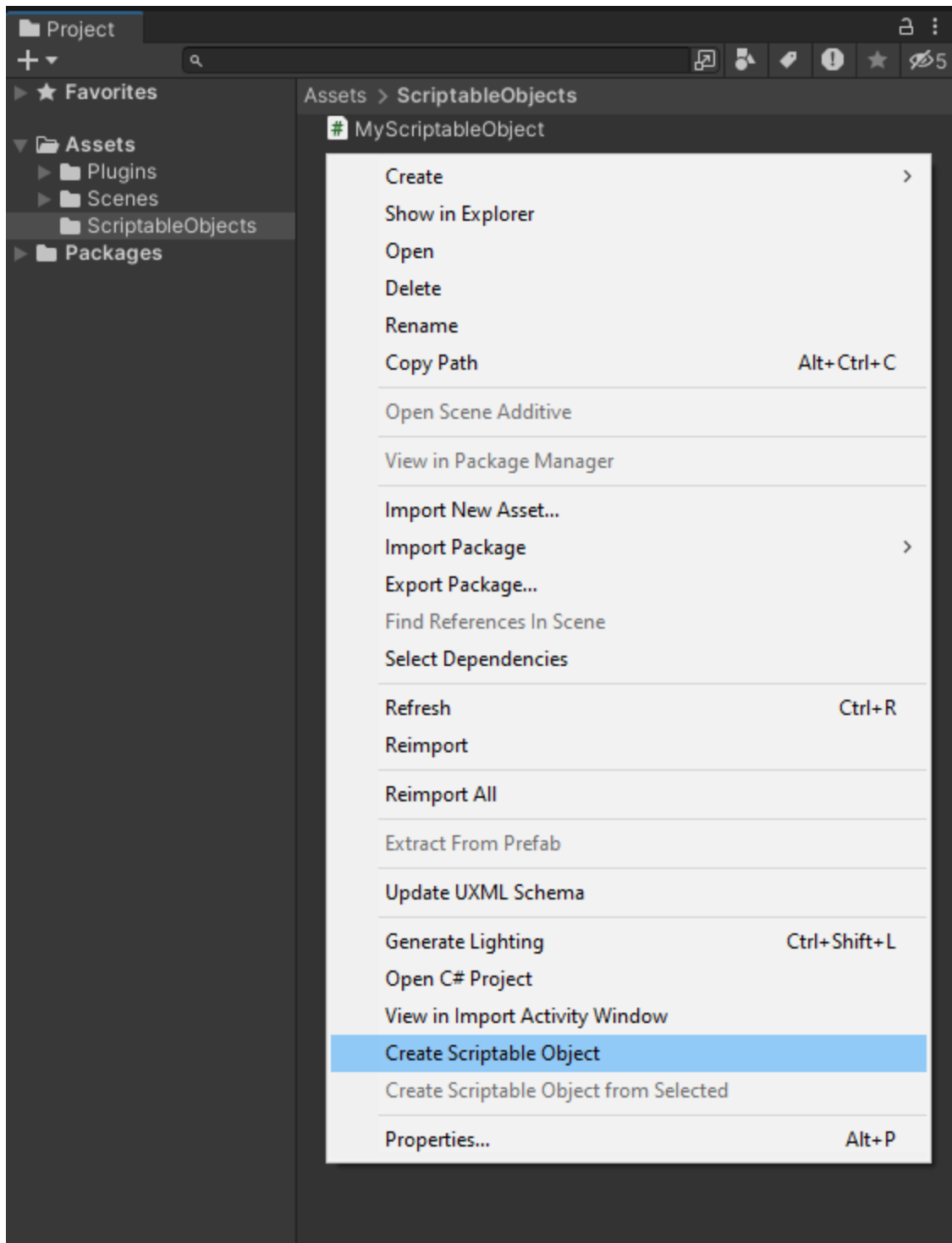
Scriptable Object Maker Documentation

The Scriptable Object Maker is a simple editor code that allows you to create scriptable object instances without the need using the [CreateAssetMenu] attribute.

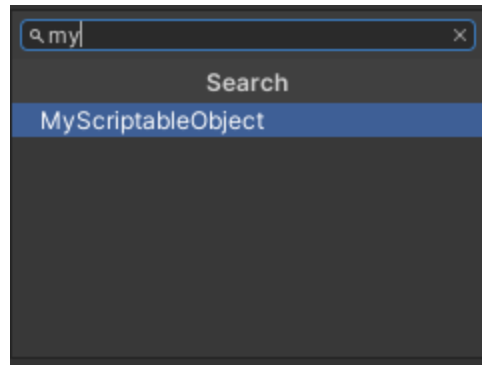
It works by collecting all scriptable object scripts and grouping them by assembly name and namespaces.

To do this you can either:

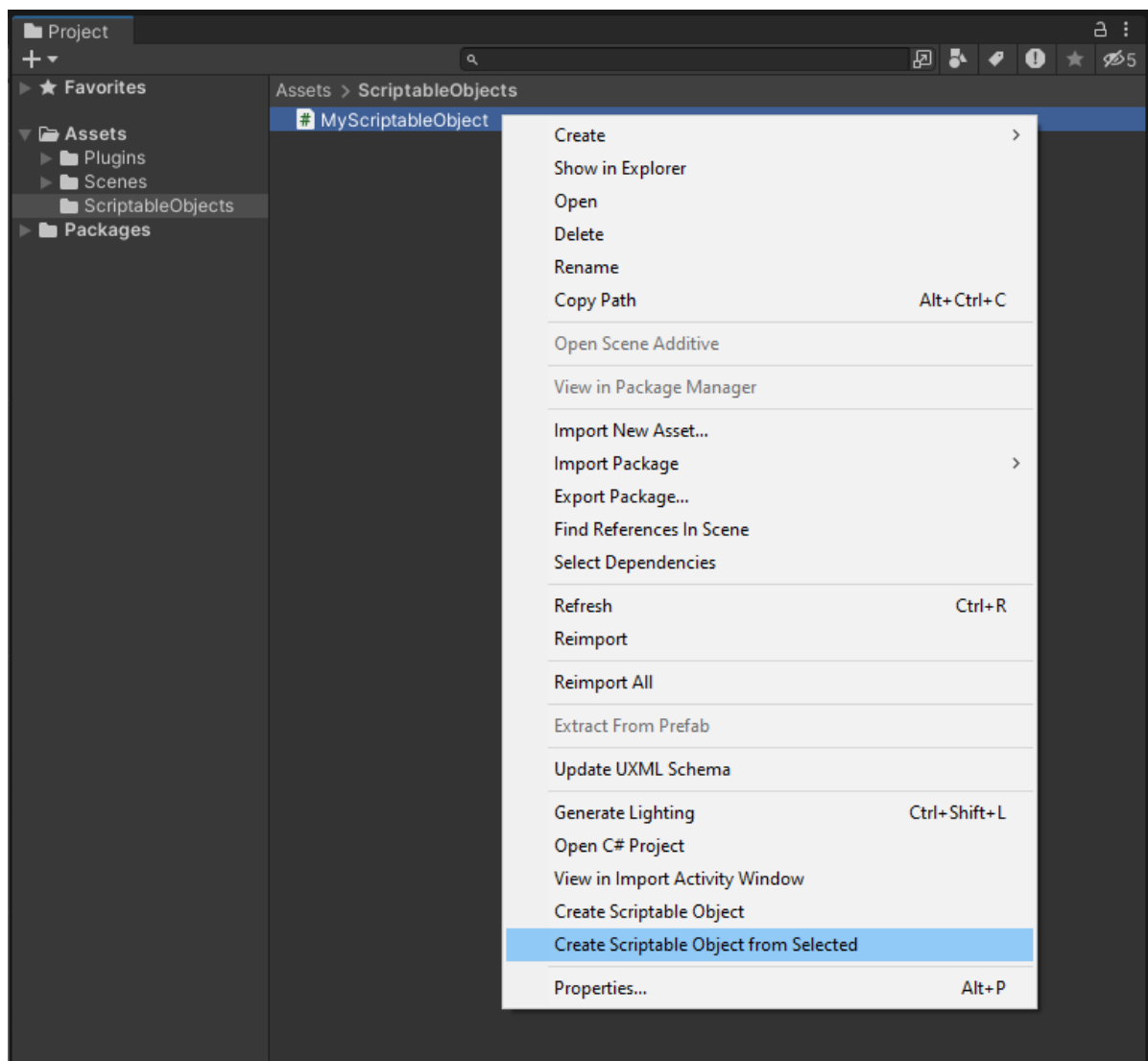
1. Right-Click in the Project Window and select "Create Scriptable Object".



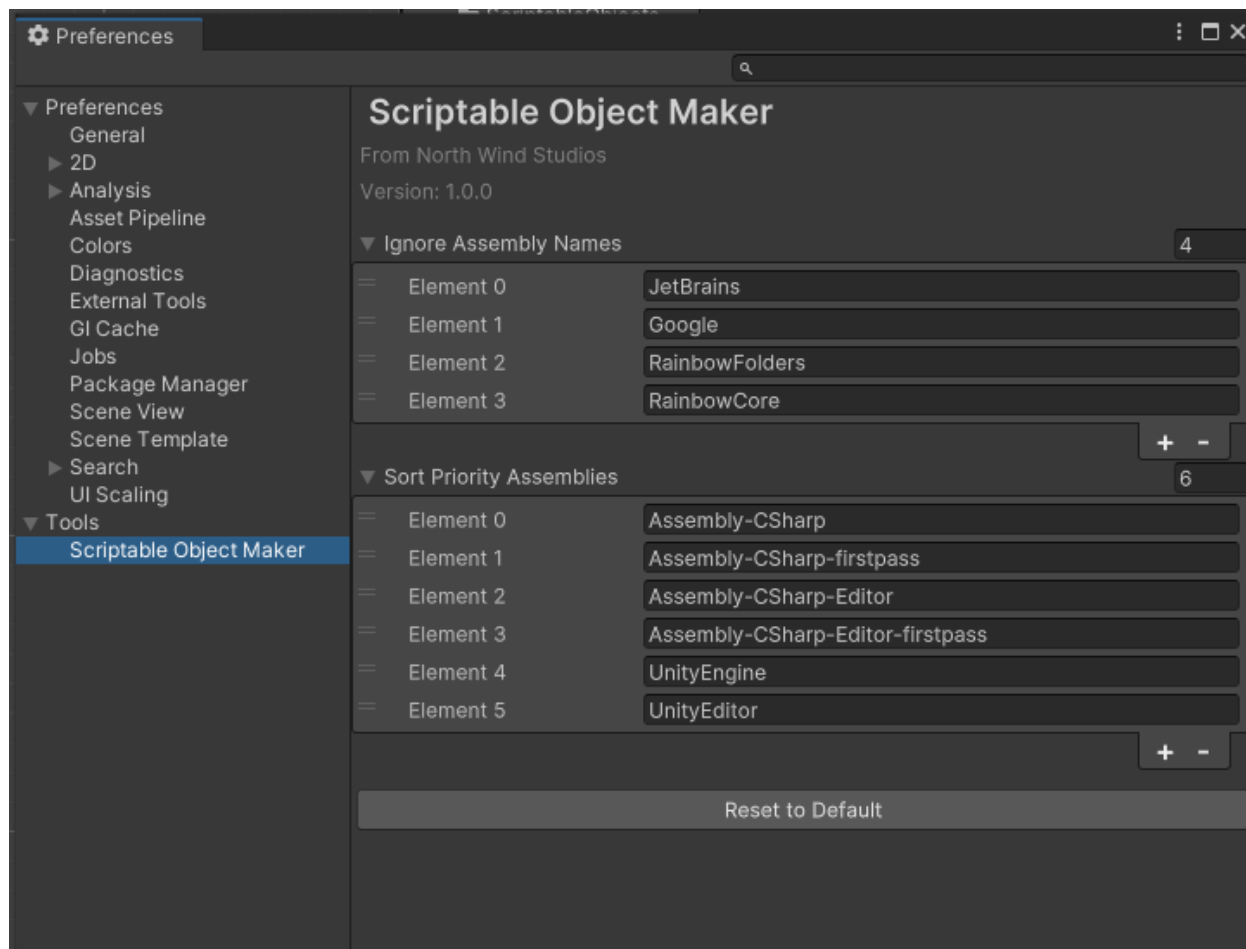
In the advanced dropdown menu, search and select an scriptable object type to create the instance.



2. Right-Click on the scriptable object from which you wish to create an instance and select "Create Scriptable Object From Selected".



The package provides two settings options in the “Preferences” window.



Ignore Assembly Names: Any scriptable object within the assembly names in the list will not show up in the advanced dropdown menu when using the “Create Scriptable Object”.

Sort Priority Assemblies: In the advanced dropdown menu when using the “Create Scriptable Object”, everything is sorted by names. This option separates mentioned assembly names in the list and sort them based on the list instead.