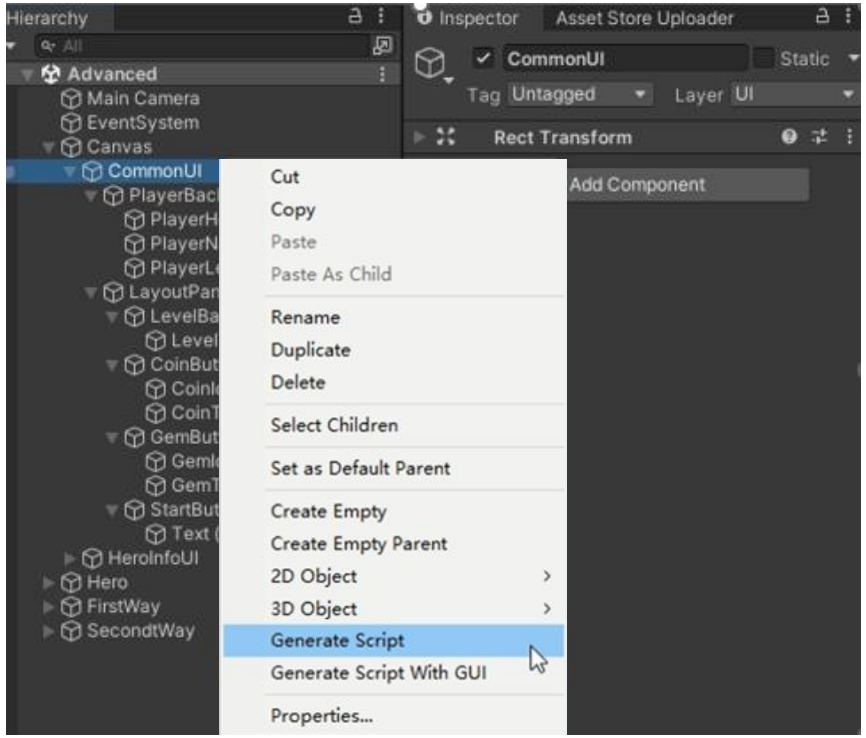
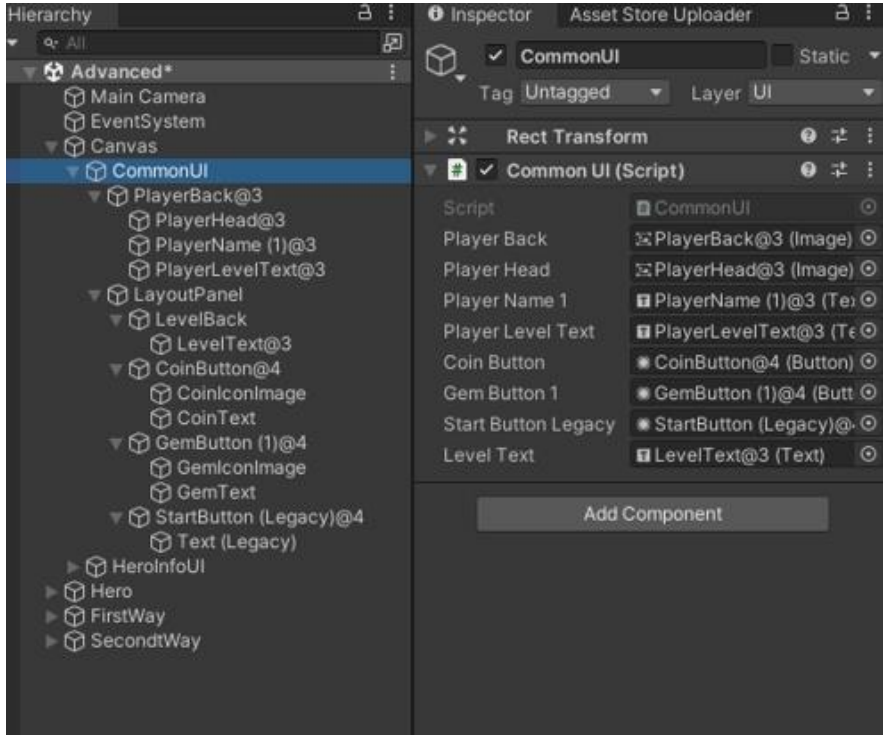
Coding Assistant

One-click(The Fastest Way, Use@)



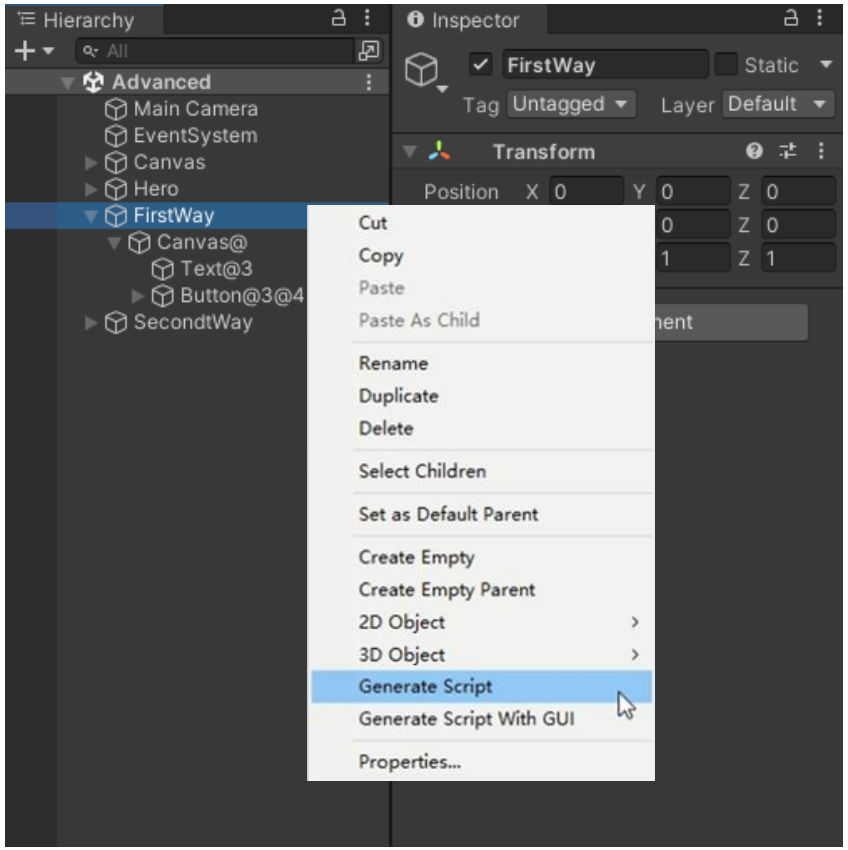


Just click the Generate Script and wait a while

- **Section 1:** Script Generation

1. The Generate Script(fastest) way (Use @).
2. The Generate Script With GUI(powerful) way (GUI & @).

1. The Generate Script(fastest) way (Use @).



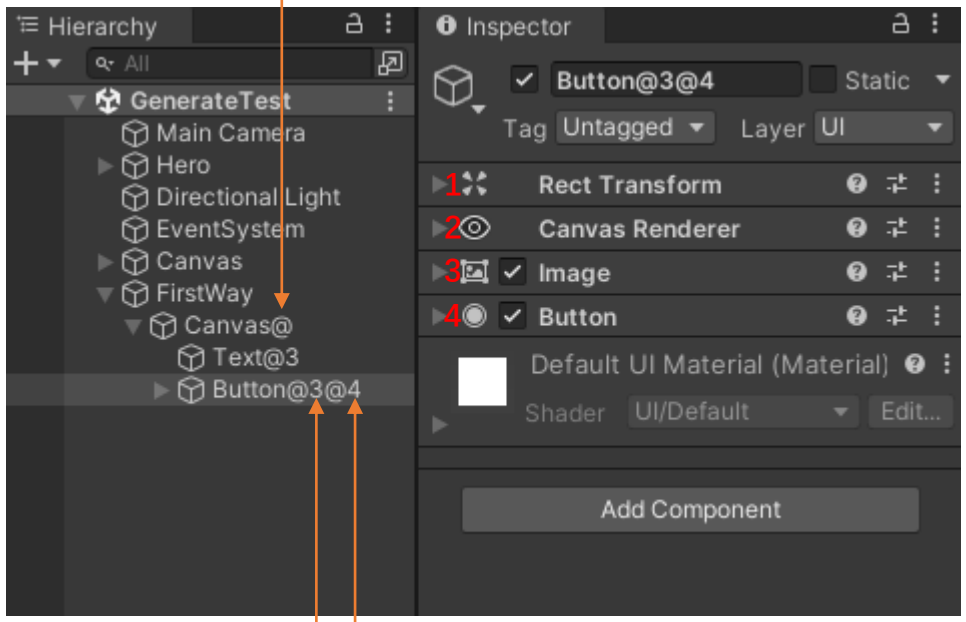
1. Right-click on your GameObject
2. Locate the **Generate Script** menu from the context menu and click:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Unity Script | 0 references
public class FirstWay : MonoBehaviour
{
    [SerializeField] protected UnityEngine.GameObject canvas;
    [SerializeField] protected UnityEngine.UI.Text text;
    [SerializeField] protected UnityEngine.UI.Image button_Image;
    [SerializeField] protected UnityEngine.UI.Button button_Button;

    //Start is called before the first frame update
    Unity Message | 0 references
    protected void Start()
    {
        button_Button.onClick.AddListener(OnButtonClick);
    }
    Unity Message | 0 references
    protected void OnDestroy()
    {
        button_Button.onClick.RemoveListener(OnButtonClick);
    }

    2 references
    protected void OnButtonClick() { }
}
```

Automatically recognize **“@(Field Maker)”**, Generate the script and hang it on the GameObject

The instruction of @(Field Maker)

If there is no number after the "@" symbol, it defaults to representing the GameObject



The number after the "@" represents the index of the component on the object

1. The GameObject Canvas@ in the left image will generate the following fields:

   ...
   [SerializeField] protected GameObject canvas;
   ...

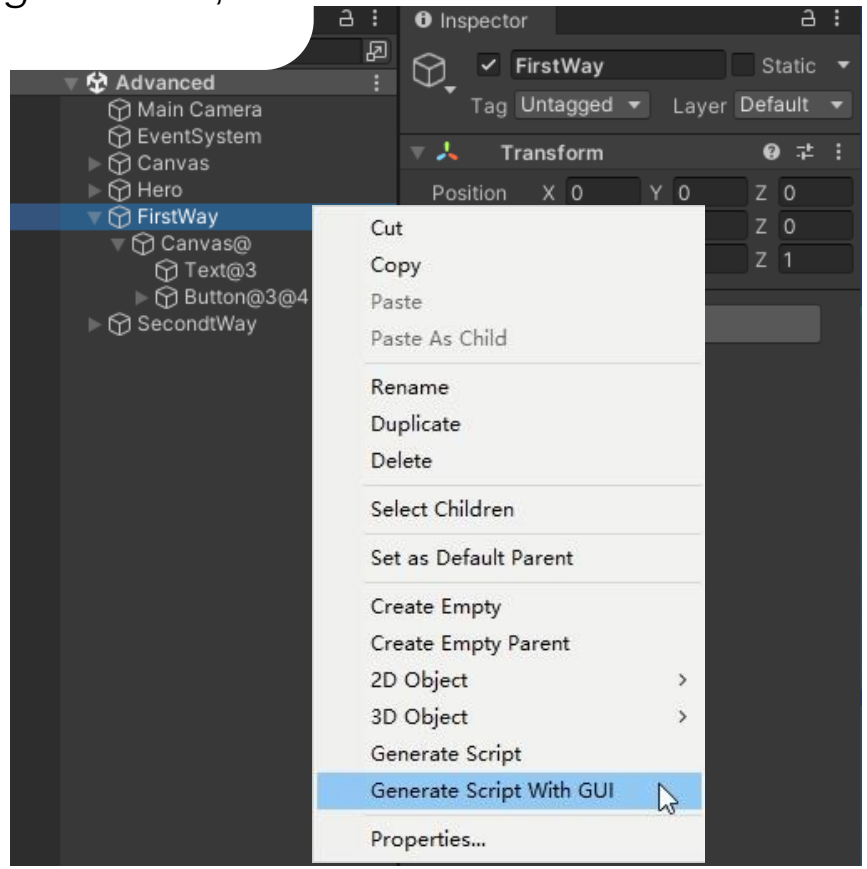
2. The GameObject Button@3@4 in the left image will generate the following fields:

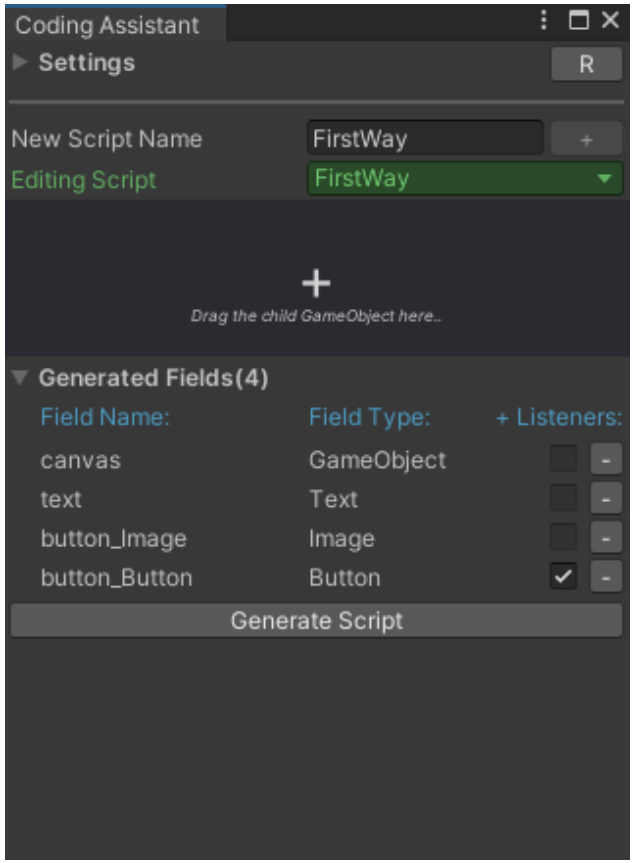
   ...
   [SerializeField] protected Image button_Image;
   [SerializeField] protected Button button_Button;
   ...

3. Therefore, if you want to generate any component you desire in the script, simply use "@" followed by the index number of the component(eg: @Index)

2. The Generate Script With GUI(powerful) way (GUI & @) .

1. Same as step above, but click the **Generate Script With GUI**.
2. You can then re-edit, add or remove fields (components) to be generated, and even more.





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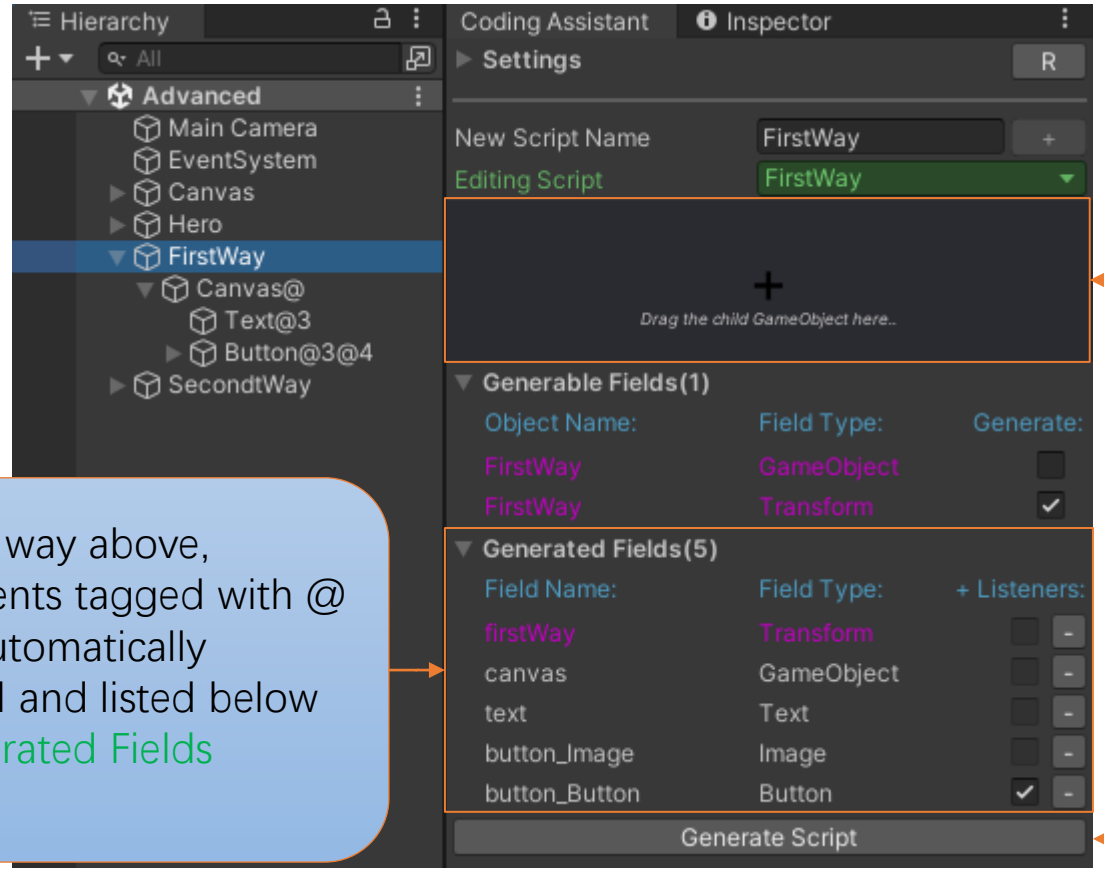
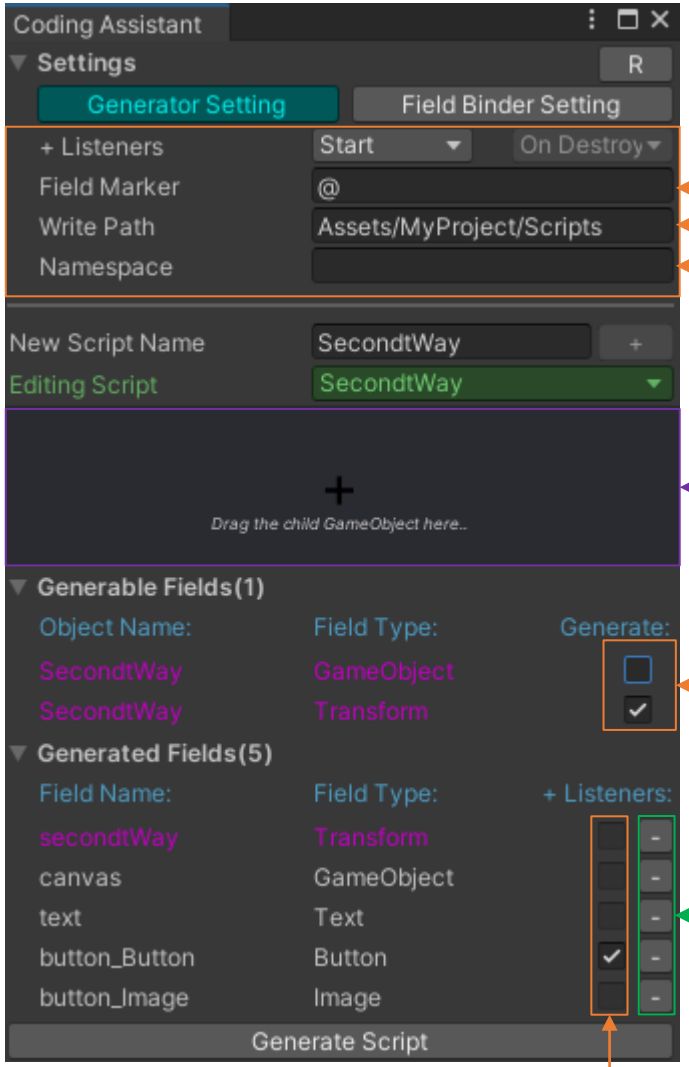


1. As the way above, components tagged with @ will be automatically identified and listed below the Generated Fields section.

2. Now, drag GameObject into Read Area and select the component you want to generate from the Generable Fields list , like the transform FirstWay on the left.

3. Finally, click the Generate Script button to generate the script

The instruction of Generator GUI



Where do you bind event listener functions like Button's OnClick

The Field Maker as mentioned above

The namespace and the location of script generation

GameObject Reading Area:
Drag your GameObject here to read all the components and list them under "Generable Fields" as shown in the left image

Whether to generate fields for this component

Remove the field generation for this component

Whether to generate events for this component(just for: Button,Toggle..) and their associated listener functions, eg(default: true):

```
...
button.onClick.AddListener(OnButtonClick);
...
button.onClick.RemoveListener(OnButtonClick);
...
protected void OnButtonClick() { }
...
```

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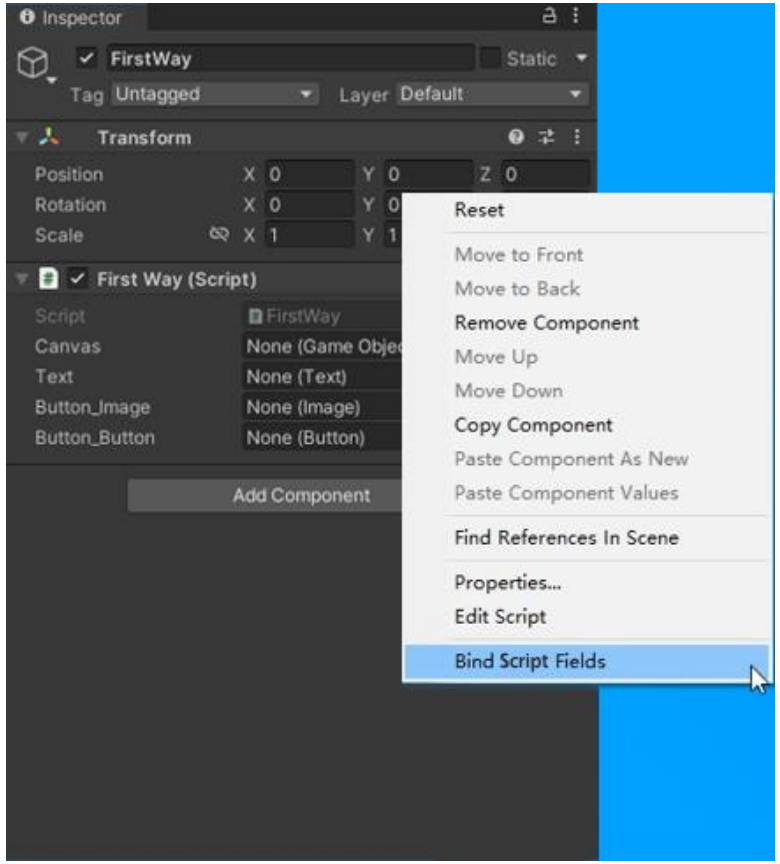
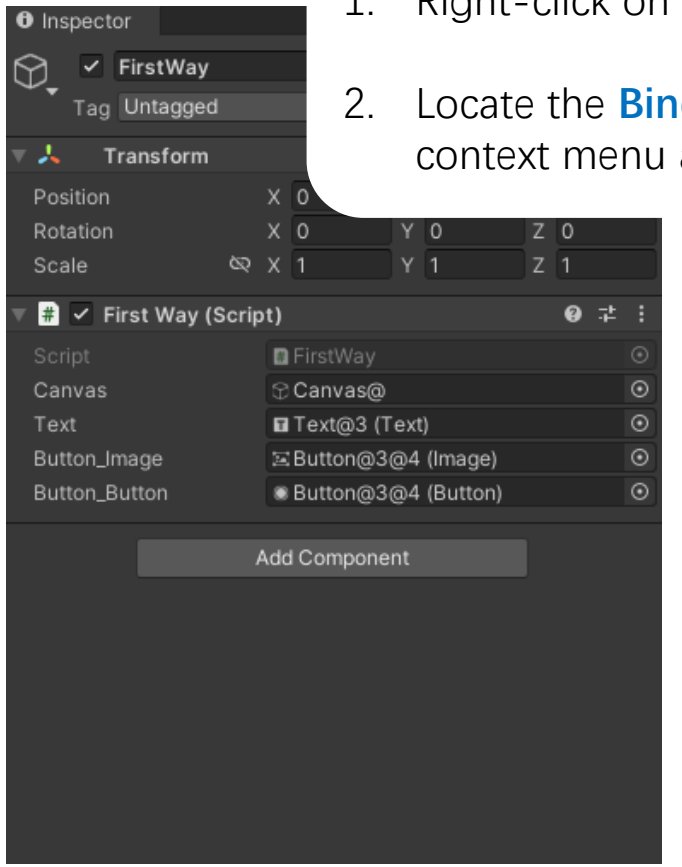
Section 2: Script Fields Binding

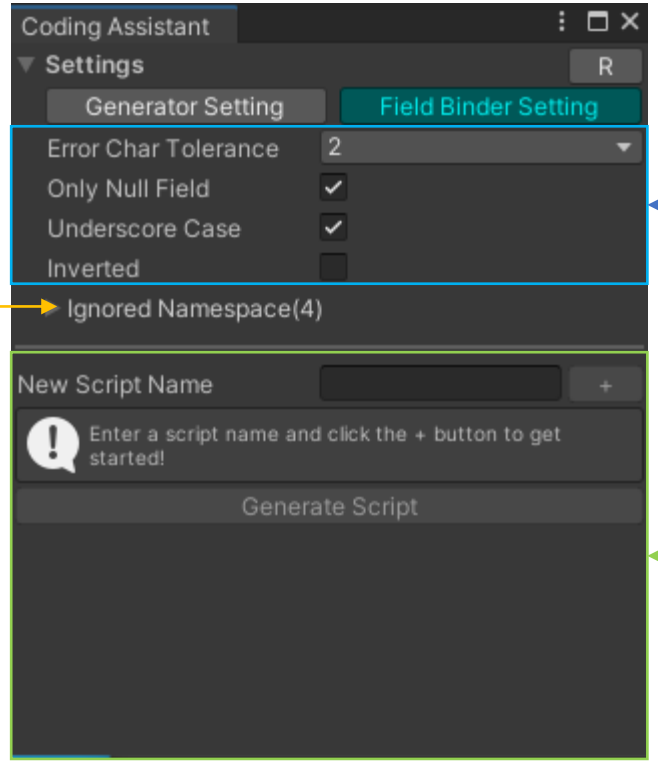
1. Bind the missing reference fields (for components).





1. Right-click on the script to open content menu.
2. Locate the **Bind Script Fields** menu from the context menu and click.

The instruction of Field Binder Setting



Ignore the binding of the script under the namespace

Field binding Settings

Script editing area.

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Thank You