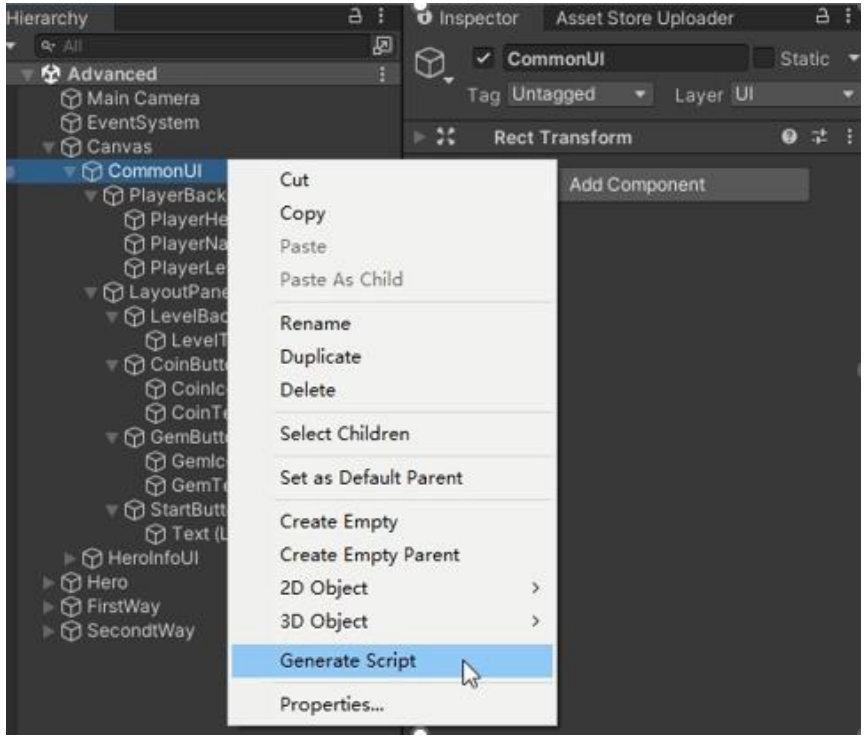
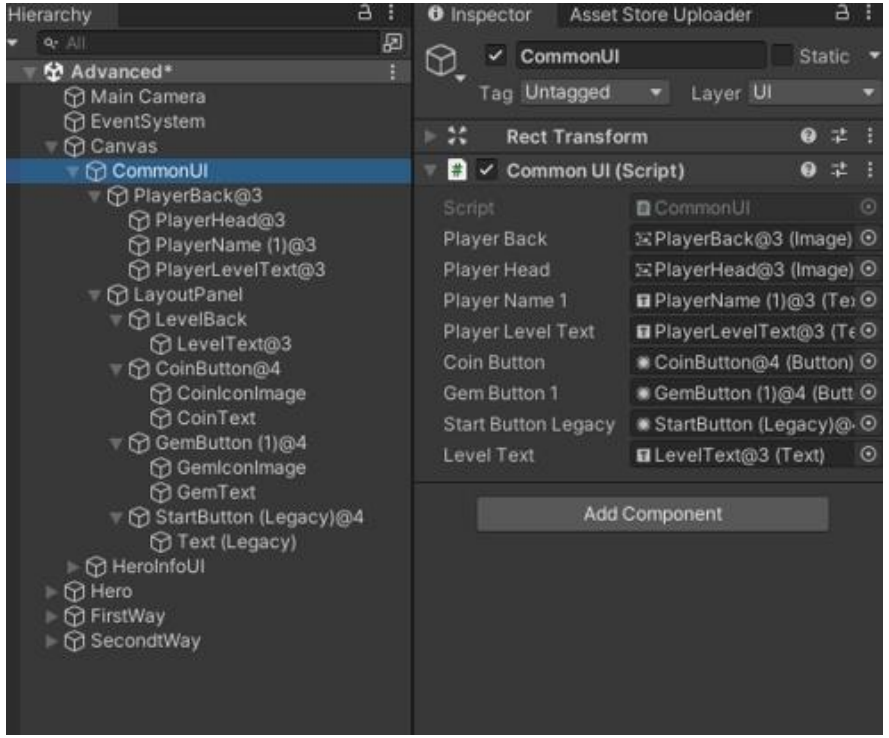
Coding Assistant

One-click(Recommended, Use@)



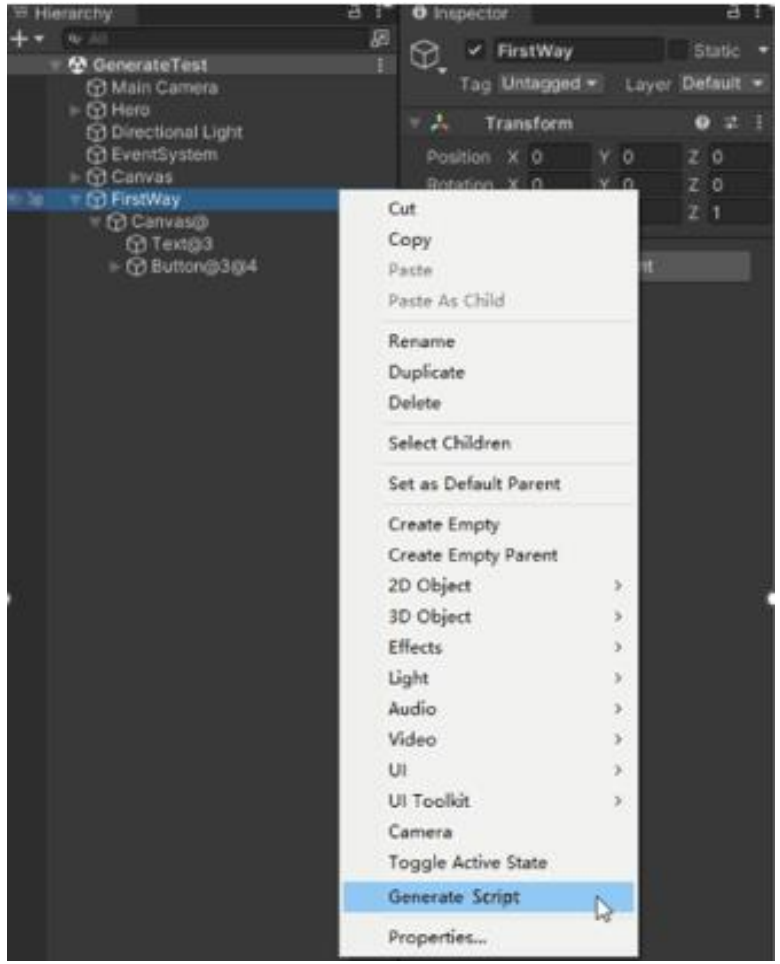


Just click the Generate Script and wait a while

- **Section 1:** Script generation

1. The first way (Use @)
2. The second way (Use GUI)
3. The mixed way (GUI & @)

1. The first way (Use @)



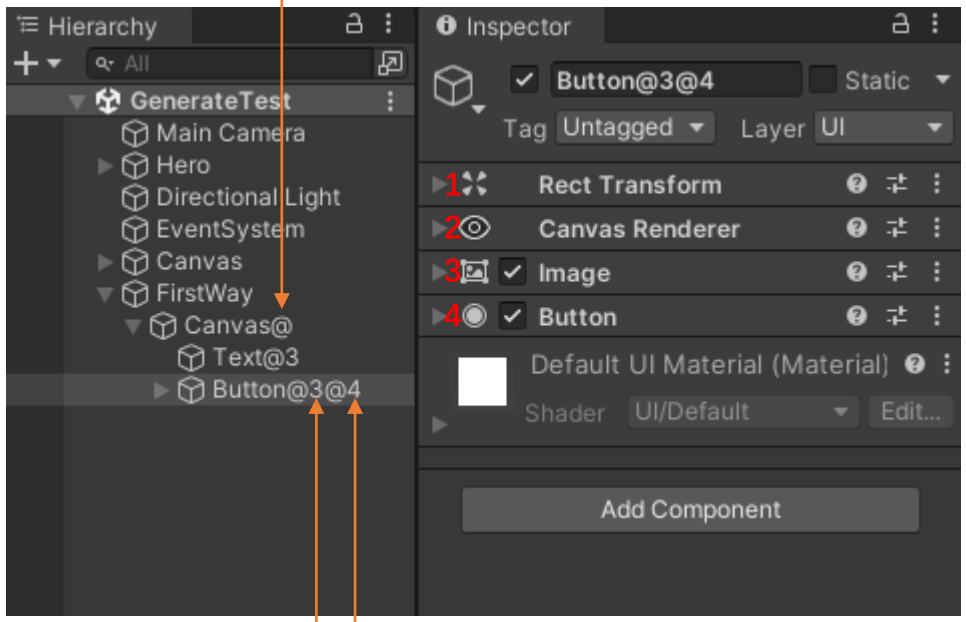
1. Right-click on your GameObject
2. Locate the **Generate Script** menu from the context menu and click:

```
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)"** and generate scripts

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:

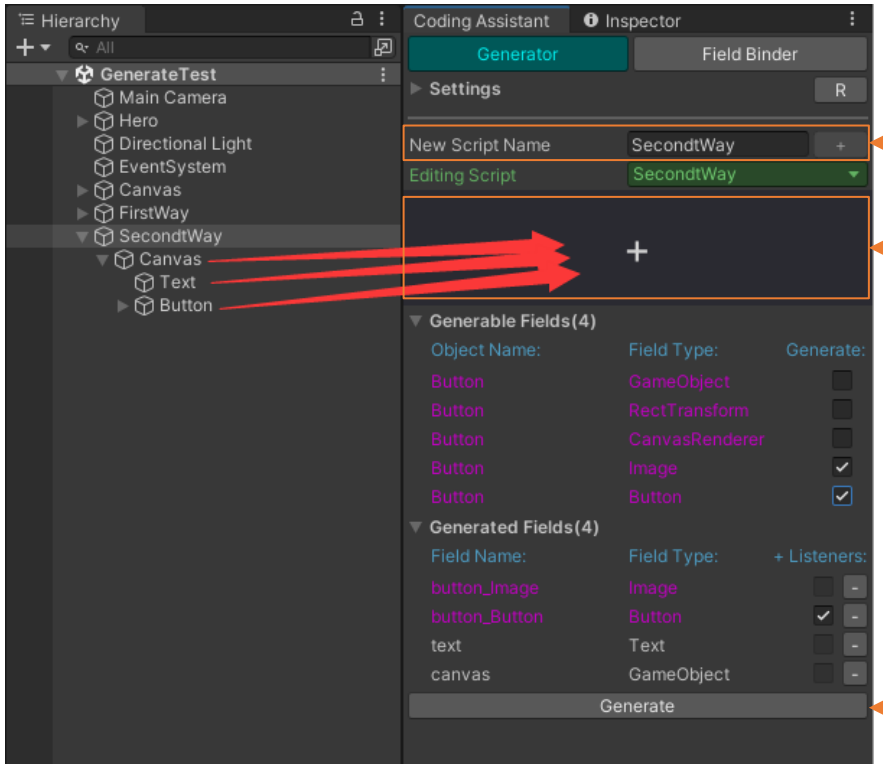
   ...
   [SerializeField] protected GameObject canvas;
   ...

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 second way (Use GUI), Open(Tools => We Can Do => Coding Assistant, select Generator tap)

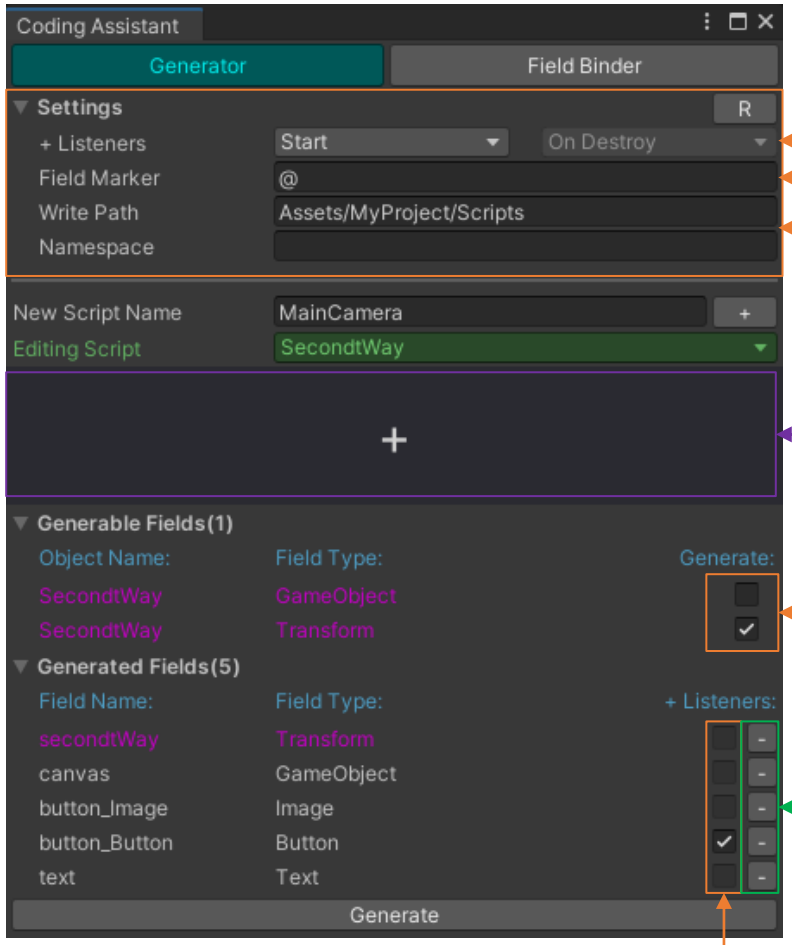


1. Select GameObject SecondtWay and click the "+" at the end of the New Script Name line to create a new script

2. Drag GameObject into GameObject Reading Area and select the component you want to generate from the Generable Fields list

3. Finally, click the Generate 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

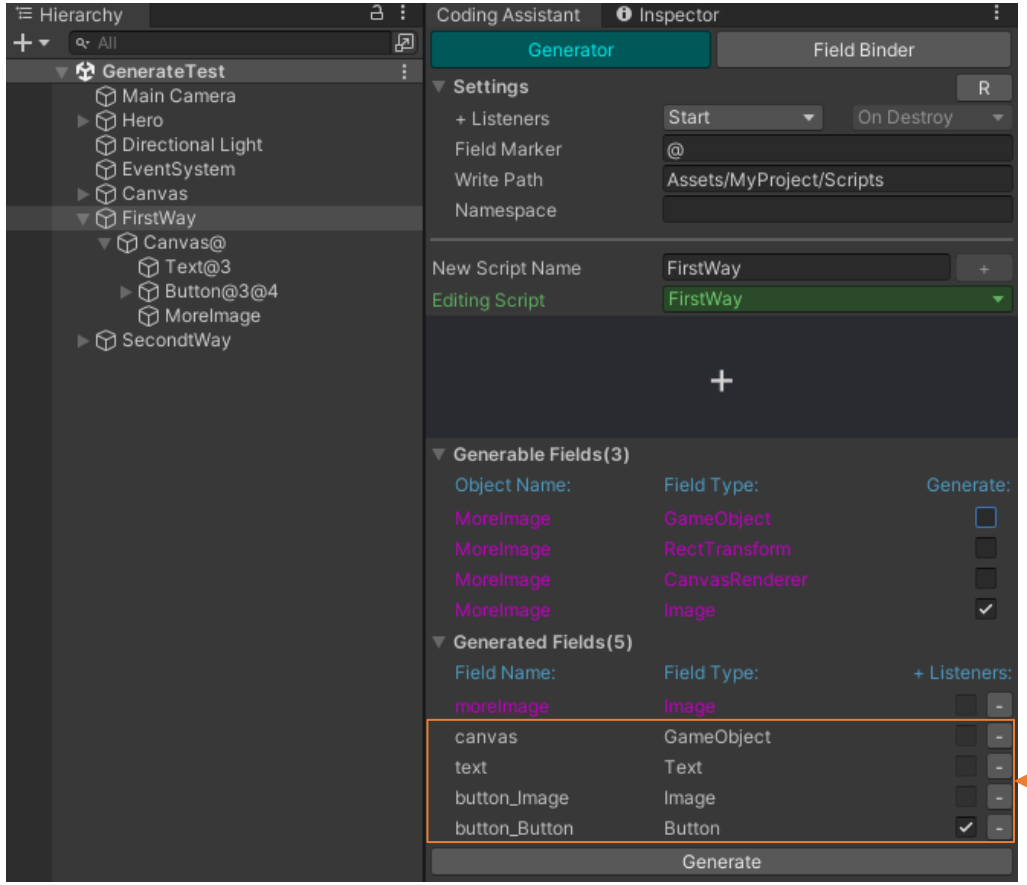
Whether to generate fields for this component

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() { }
...
```

3. The mixed way (GUI & @), Open(Tools => We Can Do => Coding Assistant)



1. As the second way above, if you select GameObject FirstWay to create script, components tagged with @ will be automatically identified and listed below the Generated Fields section

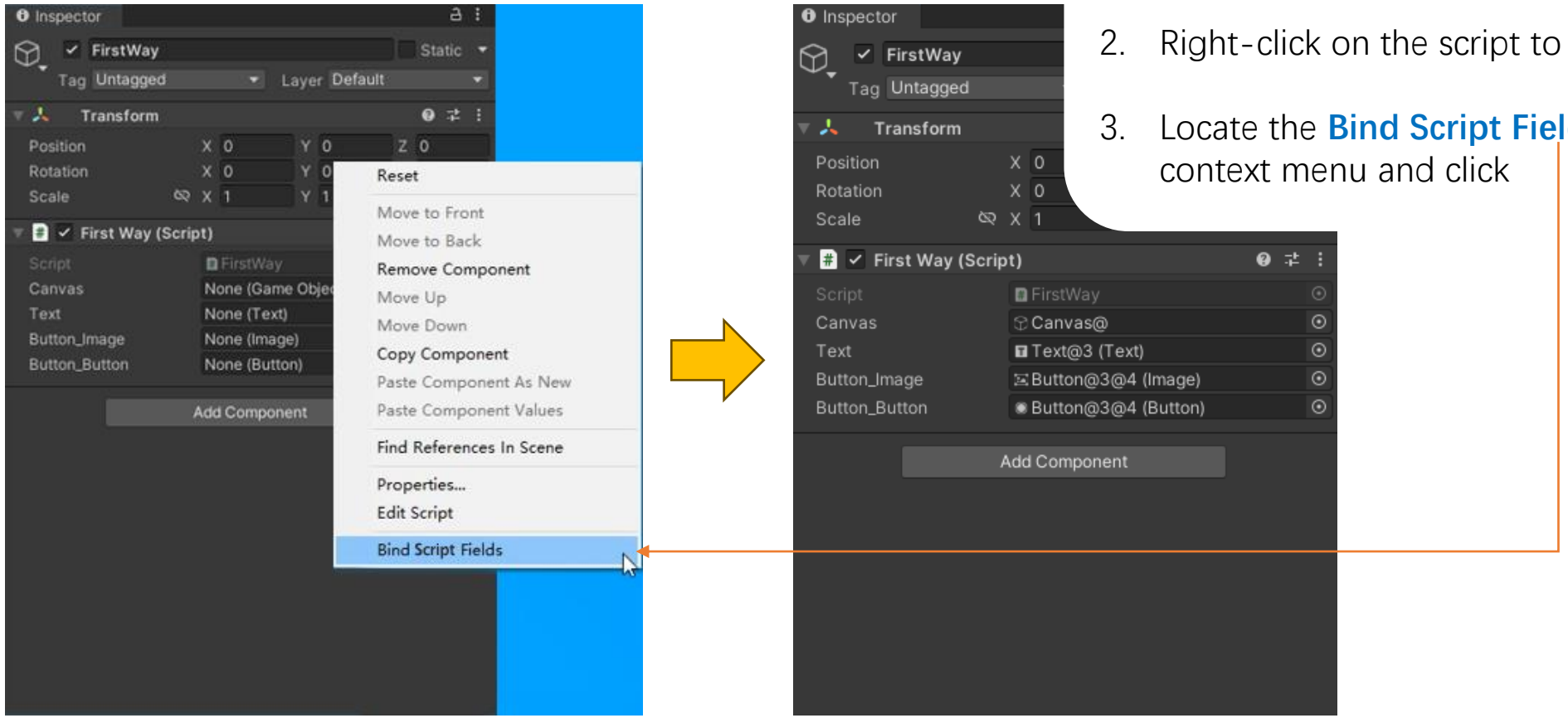
2. Now, all you have to do is manually drag the unlisted GameObjects into GameObject Reading Area and select the component you want to generate, like MoreImage on the left

Section 2: Script field binding

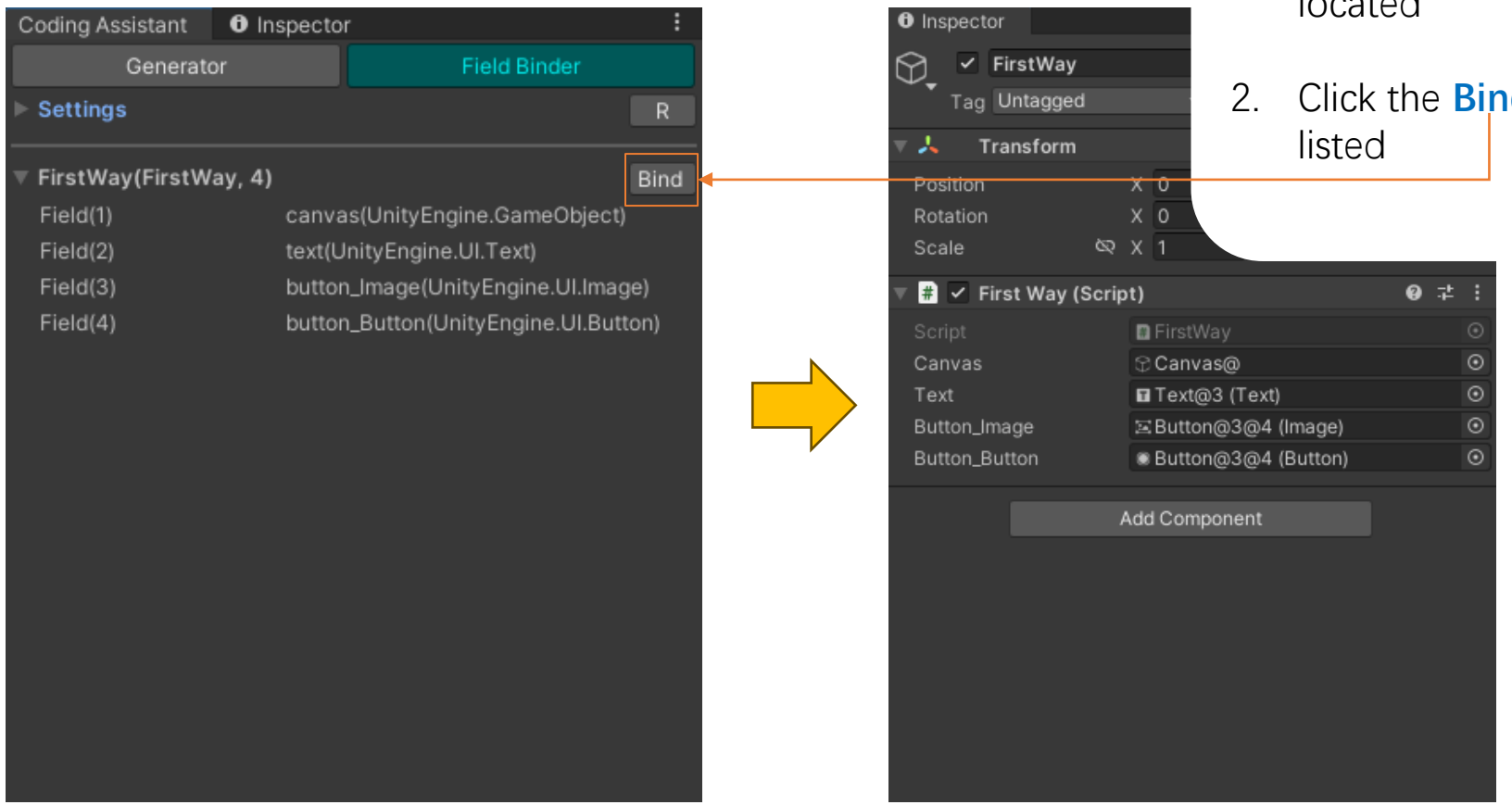
1. The first way
2. The second way (Use GUI)

1. The first way

1. After the script is generated, hang it on the corresponding GameObject
2. Right-click on the script to open content menu
3. Locate the **Bind Script Fields** menu from the context menu and click

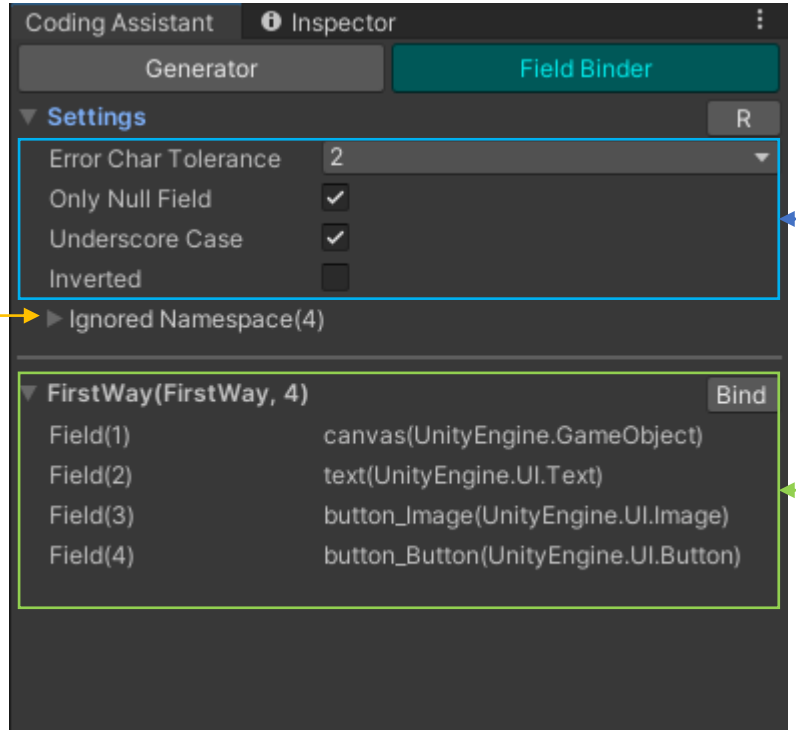


2. The second way (Use GUI), Open(Tools => We Can Do => Coding Assistant, select Field Binder tap)



1. Select the GameObject where your script is located
2. Click the **Bind** button next to all the scripts listed

The instruction of Field Binder GUI



Ignore the binding of the script under the namespace

Field binding Settings

Lists all scripts and fields on the GameObject that can be bound

Thank you