

UnityEditorAI

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

AIAssistant	Single application for the AI extension. It is used to chat with the AI model	7
AIOBJECTGenerator	Single application for the AI extension. It is used to generate new GameObjects inside a Unity Scene	16
AIScript	Single application for the AI extension. It is used to create new scripts or update existing ones .	24
AISettings	The AI Settings application	32
AISettingsFileManager	The file manager for the AI settings	40
AISettingsSerializable	Serializable class for the AI settings	48
ColorArrayObject	Class that represents an image as a color array object of colors and	50
ColorExtruder	The color extruder, that extracts the colors of an image and saves them as a color array object	53
ColorScriptDemo	62
GptCompletionResponse.CompletionResponseChoice	The completion response choice class that contains the index and text	63
ExtensionTabs	The main window of the AI extension	64
FileManager< T >	The file manager class that contains methods for saving and loading json files	68
GptCompletionRequest	The completion request class that contains the model, prompt, and temperature	72
GptCompletionResponse	The completion response class that contains the id and response choices	74
GptRequest	The request class that contains the model, messages, and temperature	75
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Chapter 3

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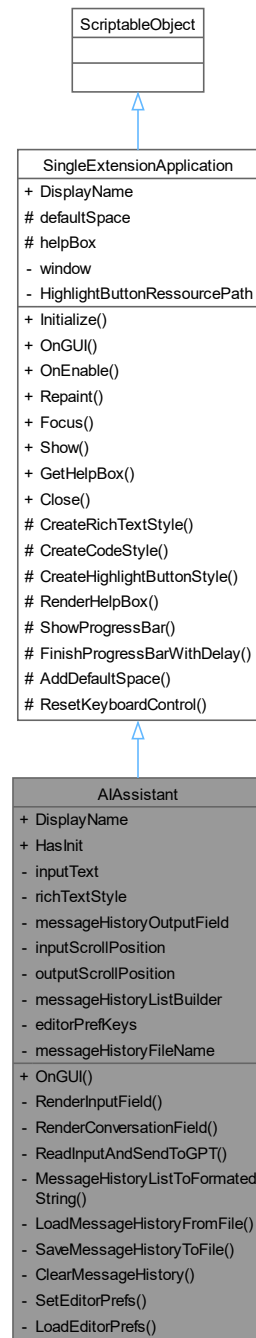
Chapter 4

Class Documentation

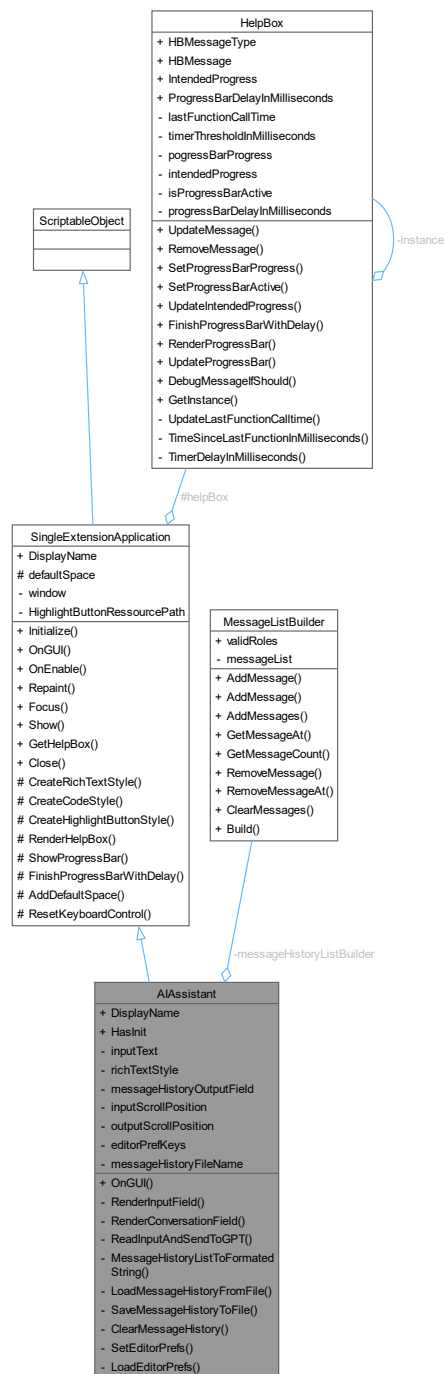
4.1 AIAssistant Class Reference

Single application for the AI extension. It is used to chat with the AI model.

Inheritance diagram for AIAssistant:



Collaboration diagram for AIAssistant:



Public Types

- enum `EditorPrefKey` { `InputText` , `MessageHistoryListJson` }

Public Member Functions

- override void `OnGUI()`
GUI callback for rendering the AI Assistant extension.

Public Member Functions inherited from [SingleExtensionApplication](#)

- void [Initialize](#) (EditorWindow [window](#))
Initializes the application.
- void [OnGUI](#) ()
Abstract method that renders the GUI of the application.
- virtual void [OnEnable](#) ()
Abstract method that is called when the application is enabled.
- void [Repaint](#) ()
Method that repaints the window.
- void [Focus](#) ()
Method that focuses the window.
- void [Show](#) ()
Method that shows the window.
- [HelpBox](#) [GetHelpBox](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (Highlight↔ Button.guiskin)
- void [Close](#) ()
Method that closes the window.

Properties

- override string [DisplayName](#) [get]
The display name of the AI Assistant extension.
- bool [HasInit](#) = false [get, set]
The help box for displaying messages to the user.

Properties inherited from [SingleExtensionApplication](#)

- string [DisplayName](#) [get]
The display name of a single application.

Private Member Functions

- void [RenderInputField](#) ()
Renders the input field for user input.
- void [RenderConversationField](#) ()
Renders the output field for displaying the chat history.
- async void [ReadInputAndSendToGPT](#) (string input)
Sends the user input to the AI model for processing.
- string [MessageHistoryListToFormatedString](#) ([MessageListBuilder](#) messageListBuilder)
Creates a readable string from the message history list that is formatted for the output field.
- void [LoadMessageHistoryFromFile](#) ()
Loads the message history from the file panel and adds it to the message history list.
- void [SaveMessageHistoryToFile](#) ()
Saves the message history to a file.
- void [ClearMessageHistory](#) ()
Clears the message history.
- void [SetEditorPrefs](#) ()
Sets the EditorPrefs.
- void [LoadEditorPrefs](#) ()
Loads the EditorPrefs.

Private Attributes

- string `inputText` = ""
The input text of the user.
- GUIStyle `richTextStyle`
- string `messageHistoryOutputField` = ""
The output field for displaying the chat history.
- Vector2 `inputScrollPosition`
The scroll position of the input field.
- Vector2 `outputScrollPosition`
The scroll position of the output field.
- readonly `MessageListBuilder messageHistoryListBuilder` = new()
The list of messages in the conversation.
- readonly Dictionary< `EditorPrefKey`, string > `editorPrefKeys`
The keys for the EditorPrefs.

Static Private Attributes

- const string `messageHistoryFileName` = "messageHistory.json"
The name of the file to save the message history to.

Additional Inherited Members

Protected Member Functions inherited from `SingleExtensionApplication`

- GUIStyle `CreateRichTextStyle` ()
Method that creates a rich text style for colored text.
- GUIStyle `CreateCodeStyle` ()
Method that creates a code style for displaying code.
- GUIStyle `CreateHighlightButtonStyle` ()
Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (Highlight↔ Button.guiskin)
- void `RenderHelpBox` ()
Method that renders the help box of the application.
- void `ShowProgressBar` (float progress)
Method that renders the help box of the application.
- void `FinishProgressBarWithDelay` (int milliseconds=700)
Method that finishes the progress bar of the help box and closes it after a delay.
- void `AddDefaultSpace` ()
Method to add a default space between GUI elements.
- void `ResetKeyboardControl` ()
Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

Protected Attributes inherited from `SingleExtensionApplication`

- int `defaultSpace` = 10
The default space between GUI elements.

Static Protected Attributes inherited from [SingleExtensionApplication](#)

- static [HelpBox](#) `helpBox` = [HelpBox.GetInstance\(\)](#)
The help box of a single application.

4.1.1 Detailed Description

Single application for the AI extension. It is used to chat with the AI model.

4.1.2 Member Enumeration Documentation

4.1.2.1 EditorPrefKey

enum [AIAssistant.EditorPrefKey](#)

Enumerator

InputText	
MessageHistoryListJson	

4.1.3 Member Function Documentation

4.1.3.1 ClearMessageHistory()

```
void AIAssistant.ClearMessageHistory ( ) [private]
```

Clears the message history.

4.1.3.2 LoadEditorPrefs()

```
void AIAssistant.LoadEditorPrefs ( ) [private]
```

Loads the EditorPrefs.

4.1.3.3 LoadMessageHistoryFromFile()

```
void AIAssistant.LoadMessageHistoryFromFile ( ) [private]
```

Loads the message history from the file panel and adds it to the message history list.

4.1.3.4 MessageHistoryListToFormattedString()

```
string AIAssistant.MessageHistoryListToFormattedString (
    MessageListBuilder messageListBuilder ) [private]
```

Creates a readable string from the message history list that is formatted for the output field.

Parameters

<i>messageListBuilder</i>	Contains the messages to display in the conversation.
---------------------------	---

Returns

The formatted message list as a string.

4.1.3.5 OnGUI()

```
override void AIAssistant.OnGUI ( )
```

GUI callback for rendering the AI Assistant extension.

4.1.3.6 ReadInputAndSendToGPT()

```
async void AIAssistant.ReadInputAndSendToGPT (
    string input ) [private]
```

Sends the user input to the AI model for processing.

Parameters

<i>input</i>	The user input message.
--------------	-------------------------

4.1.3.7 RenderConversationField()

```
void AIAssistant.RenderConversationField ( ) [private]
```

Renders the output field for displaying the chat history.

4.1.3.8 RenderInputField()

```
void AIAssistant.RenderInputField ( ) [private]
```

Renders the input field for user input.

4.1.3.9 SaveMessageHistoryToFile()

```
void AIAssistant.SaveMessageHistoryToFile ( ) [private]
```

Saves the message history to a file.

4.1.3.10 SetEditorPrefs()

```
void AIAssistant.SetEditorPrefs ( ) [private]
```

Sets the EditorPrefs.

4.1.4 Member Data Documentation

4.1.4.1 editorPrefKeys

```
readonly Dictionary<EditorPrefKey, string> AIAssistant.editorPrefKeys [private]
```

Initial value:

```
=  
    new()  
    {  
        { EditorPrefKey.InputText, "InputTextKey" },  
        { EditorPrefKey.MessageHistoryListJson, "MessageHistoryListJsonKey" }  
    }
```

The keys for the EditorPrefs.

4.1.4.2 inputScrollPosition

```
Vector2 AIAssistant.inputScrollPosition [private]
```

The scroll position of the input field.

4.1.4.3 inputText

```
string AIAssistant.inputText = "" [private]
```

The input text of the user.

4.1.4.4 messageHistoryFileName

```
const string AIAssistant.messageHistoryFileName = "messageHistory.json" [static], [private]
```

The name of the file to save the message history to.

4.1.4.5 messageHistoryListBuilder

```
readonly MessageListBuilder AIAssistant.messageHistoryListBuilder = new() [private]
```

The list of messages in the conversation.

4.1.4.6 messageHistoryOutputField

```
string AIAssistant.messageHistoryOutputField = "" [private]
```

The output field for displaying the chat history.

4.1.4.7 outputScrollPosition

```
Vector2 AIAssistant.outputScrollPosition [private]
```

The scroll position of the output field.

4.1.4.8 richTextStyle

```
GUIStyle AIAssistant.richTextStyle [private]
```

4.1.5 Property Documentation

4.1.5.1 DisplayName

```
override string AIAssistant.DisplayName [get]
```

The display name of the AI Assistant extension.

4.1.5.2 HasInit

```
bool AIAssistant.HasInit = false [get], [set]
```

The help box for displaying messages to the user.

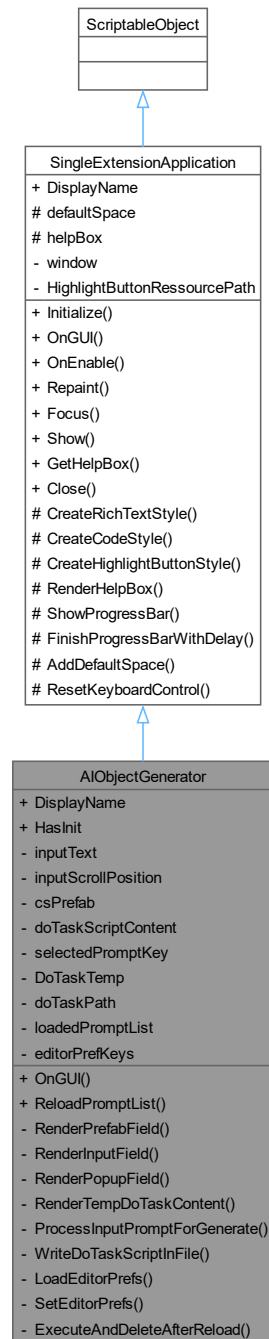
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[AIAssistant.cs](#)

4.2 AIObjGenerator Class Reference

Single application for the AI extension. It is used to generate new GameObjects inside a Unity Scene.

Inheritance diagram for AIObjGenerator:



Collaboration diagram for AIOBJECTGENERATOR:



Public Types

- enum `EditorPrefKey` { `InputObjectText` , `DoTaskScriptContent` , `DoTaskPath` , `SelectedPrompt` }

Public Member Functions

- override void `OnGUI` ()
GUI callback for rendering the AI Object Generator extension.

Public Member Functions inherited from [SingleExtensionApplication](#)

- void [Initialize](#) (EditorWindow [window](#))
Initializes the application.
- void [OnGUI](#) ()
Abstract method that renders the GUI of the application.
- virtual void [OnEnable](#) ()
Abstract method that is called when the application is enabled.
- void [Repaint](#) ()
Method that repaints the window.
- void [Focus](#) ()
Method that focuses the window.
- void [Show](#) ()
Method that shows the window.
- [HelpBox](#) [GetHelpBox](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (Highlight↔ Button.guiskin)
- void [Close](#) ()
Method that closes the window.

Static Public Member Functions

- static void [ReloadPromptList](#) ()
Reloads the prompt list from the JSON file.

Properties

- override string [DisplayName](#) [get]
The display name of the application.
- bool [HasInit](#) = false [get, set]

Properties inherited from [SingleExtensionApplication](#)

- string [DisplayName](#) [get]
The display name of a single application.

Private Member Functions

- void [RenderPrefabField](#) ()
Renders the prefab field. (not used yet)
- void [RenderInputField](#) ()
Renders the input field.
- void [RenderPopupField](#) ()
Renders the prompt popup field.
- void [RenderTempDoTaskContent](#) ()
Renders the temporary script content (if it exists)
- async void [ProcessInputPromptForGenerate](#) (string inputPrompt)
Processes the input prompt and sends it to the OpenAI API to generate a new GameObject.
- void [WriteDoTaskScriptInFile](#) ()
Creates a script with reflection inside a temporary file and refreshes the asset database.
- void [LoadEditorPrefs](#) ()
Loads the editor prefs.
- void [SetEditorPrefs](#) ()
Sets the editor prefs.

Static Private Member Functions

- static void [ExecuteAndDeleteAfterReload](#) ()
Executes the temporary script and deletes it afterwards. It is called after the asset database is refreshed.

Private Attributes

- string [inputText](#) = ""
The input text for the prompt.
- Vector2 [inputScrollPosition](#)
The scroll position of the input text.
- GameObject [csPrefab](#)
The prefab that is used to generate the new GameObject. It is not used yet.
- string [doTaskScriptContent](#)
The content of the temporary script that is used to generate the new GameObject.
- int [selectedPromptKey](#) = 0
The index of the selected prompt.

Static Private Attributes

- const string [DoTaskTemp](#) = "DoTaskTemp"
The name of the temporary script that is used to generate the new GameObject.
- static string [doTaskPath](#)
The path of the temporary script that is used to generate the new GameObject.
- static List<(string Title, string Content)> [loadedPromptList](#) = new()
The list of prompts that are loaded from the JSON file.
- static readonly Dictionary< [EditorPrefKey](#), string > [editorPrefKeys](#)
The dictionary that contains the keys for the editor prefs.

Additional Inherited Members

Protected Member Functions inherited from [SingleExtensionApplication](#)

- GUIStyle [CreateRichTextStyle](#) ()
Method that creates a rich text style for colored text.
- GUIStyle [CreateCodeStyle](#) ()
Method that creates a code style for displaying code.
- GUIStyle [CreateHighlightButtonStyle](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a ressource file (Highlight↔ Button.guiskin)
- void [RenderHelpBox](#) ()
Method that renders the help box of the application.
- void [ShowProgressBar](#) (float progress)
Method that renders the help box of the application.
- void [FinishProgressBarWithDelay](#) (int milliseconds=700)
Method that finishes the progress bar of the help box and closes it after a delay.
- void [AddDefaultSpace](#) ()
Method to add a default space between GUI elements.
- void [ResetKeyboardControl](#) ()
Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

Protected Attributes inherited from [SingleExtensionApplication](#)

- int [defaultSpace](#) = 10
The default space between GUI elements.

Static Protected Attributes inherited from [SingleExtensionApplication](#)

- static [HelpBox](#) [helpBox](#) = [HelpBox.GetInstance\(\)](#)
The help box of a single application.

4.2.1 Detailed Description

Single application for the AI extension. It is used to generate new GameObjects inside a Unity Scene.

4.2.2 Member Enumeration Documentation

4.2.2.1 EditorPrefKey

```
enum AIOBJECTGENERATOR.EditorPrefKey
```

Enumerator

InputObjectText	
DoTaskScriptContent	
DoTaskPath	
SelectedPrompt	

4.2.3 Member Function Documentation

4.2.3.1 ExecuteAndDeleteAfterReload()

```
static void AIOBJECTGENERATOR.ExecuteAndDeleteAfterReload ( ) [static], [private]
```

Executes the temporary script and deletes it afterwards. It is called after the asset database is refreshed.

4.2.3.2 LoadEditorPrefs()

```
void AIOBJECTGENERATOR.LoadEditorPrefs ( ) [private]
```

Loads the editor prefs.

4.2.3.3 OnGUI()

```
override void AIOBJECTGENERATOR.OnGUI ( )
```

GUI callback for rendering the AI Object Generator extension.

4.2.3.4 ProcessInputPromptForGenerate()

```
async void AIObjectGenerator.ProcessInputPromptForGenerate (
    string inputPrompt ) [private]
```

Processes the input prompt and sends it to the OpenAI API to generate a new GameObject.

Parameters

<i>inputPrompt</i>	The input prompt that is used to generate the new GameObject.
--------------------	---

4.2.3.5 ReloadPromptList()

```
static void AIObjectGenerator.ReloadPromptList ( ) [static]
```

Reloads the prompt list from the JSON file.

4.2.3.6 RenderInputField()

```
void AIObjectGenerator.RenderInputField ( ) [private]
```

Renders the input field.

4.2.3.7 RenderPopupField()

```
void AIObjectGenerator.RenderPopupField ( ) [private]
```

Renders the prompt popup field.

4.2.3.8 RenderPrefabField()

```
void AIObjectGenerator.RenderPrefabField ( ) [private]
```

Renders the prefab field. (not used yet)

4.2.3.9 RenderTempDoTaskContent()

```
void AIObjectGenerator.RenderTempDoTaskContent ( ) [private]
```

Renders the temporary script content (if it exists)

4.2.3.10 SetEditorPrefs()

```
void AIObjectGenerator.SetEditorPrefs ( ) [private]
```

Sets the editor prefs.

4.2.3.11 WriteDoTaskScriptInFile()

```
void AIObjectGenerator.WriteDoTaskScriptInFile ( ) [private]
```

Creates a script with reflection inside a temporary file and refreshes the asset database.

<Availability> <https://github.com/keijiro/AICommand/> </Availability> License> Free To Use Public Domain License. View LICENSE.md to see the license and information. </License> Description> AICommand is a Unity extension that experiment with a command window for executing C# scripts from the gpt api.

4.2.4 Member Data Documentation

4.2.4.1 csPrefab

```
GameObject AIObjectGenerator.csPrefab [private]
```

The prefab that is used to generate the new GameObject. It is not used yet.

4.2.4.2 doTaskPath

```
string AIObjectGenerator.doTaskPath [static], [private]
```

The path of the temporary script that is used to generate the new GameObject.

4.2.4.3 doTaskScriptContent

```
string AIObjectGenerator.doTaskScriptContent [private]
```

The content of the temporary script that is used to generate the new GameObject.

4.2.4.4 DoTaskTemp

```
const string AIObjectGenerator.DoTaskTemp = "DoTaskTemp" [static], [private]
```

The name of the temporary script that is used to generate the new GameObject.

4.2.4.5 editorPrefKeys

```
readonly Dictionary<EditorPrefKey, string> AIObjectGenerator.editorPrefKeys [static], [private]
```

Initial value:

```
=
    new()
    {
        { EditorPrefKey.InputObjectText, "InputObjectTextKey" },
        { EditorPrefKey.DoTaskScriptContent, "DoTaskScriptContentKey" },
        { EditorPrefKey.DoTaskPath, "DoTaskPathKey" },
        { EditorPrefKey.SelectedPrompt, "SelectedPromptKey" }
    }
```

The dictionary that contains the keys for the editor prefs.

4.2.4.6 inputScrollPosition

```
Vector2 AIObjectGenerator.inputScrollPosition [private]
```

The scroll position of the input text.

4.2.4.7 inputText

```
string AIObjectGenerator.inputText = "" [private]
```

The input text for the prompt.

4.2.4.8 loadedPromptList

```
List<(string Title, string Content)> AIObjectGenerator.loadedPromptList = new() [static],  
[private]
```

The list of prompts that are loaded from the JSON file.

4.2.4.9 selectedPromptKey

```
int AIObjectGenerator.selectedPromptKey = 0 [private]
```

The index of the selected prompt.

4.2.5 Property Documentation

4.2.5.1 DisplayName

```
override string AIObjectGenerator.DisplayName [get]
```

The display name of the application.

4.2.5.2 HasInit

```
bool AIObjectGenerator.HasInit = false [get], [set], [private]
```

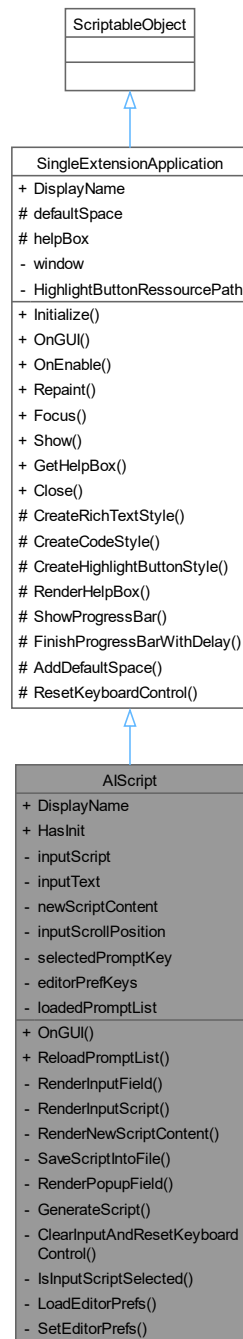
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[AIObjectGenerator.cs](#)

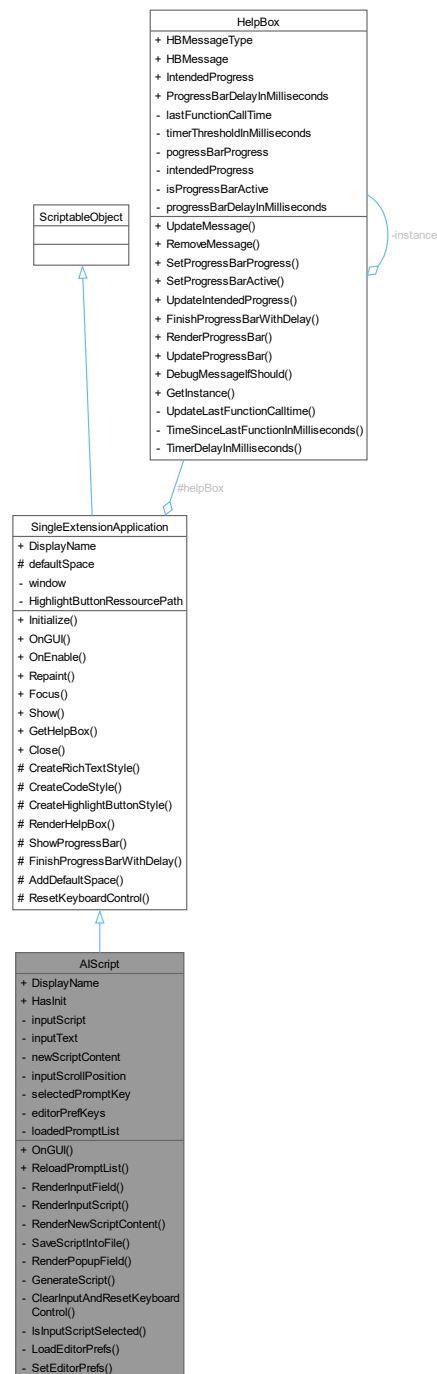
4.3 AIScript Class Reference

Single application for the AI extension. It is used to create new scripts or update existing ones.

Inheritance diagram for AIScript:



Collaboration diagram for AIScript:



Public Types

- enum `EditorPrefKey` { `InputScriptGUID` , `InputScriptText` , `NewScriptContent` , `SelectedPrompt` }

Public Member Functions

- override void `OnGUI` ()
GUI callback for rendering the AI Script extension.

Public Member Functions inherited from [SingleExtensionApplication](#)

- void [Initialize](#) (EditorWindow [window](#))
Initializes the application.
- void [OnGUI](#) ()
Abstract method that renders the GUI of the application.
- virtual void [OnEnable](#) ()
Abstract method that is called when the application is enabled.
- void [Repaint](#) ()
Method that repaints the window.
- void [Focus](#) ()
Method that focuses the window.
- void [Show](#) ()
Method that shows the window.
- [HelpBox](#) [GetHelpBox](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a resource file ([HighlightButton.guiskin](#))
- void [Close](#) ()
Method that closes the window.

Static Public Member Functions

- static void [ReloadPromptList](#) ()
Reloads the prompt list from the JSON file.

Properties

- override string [DisplayName](#) [get]
The display name of the application.
- bool [HasInit](#) = false [get, set]
Whether the application has been initialized.

Properties inherited from [SingleExtensionApplication](#)

- string [DisplayName](#) [get]
The display name of a single application.

Private Member Functions

- void [RenderInputField](#) ()
Renders the input field for the prompt.
- void [RenderInputScript](#) ()
Renders the input script field.
- void [RenderNewScriptContent](#) ()
Renders the new script content (if there is any).
- void [SaveScriptIntoFile](#) ()
Saves the generated script into a file inside the GenerateFolder.
- void [RenderPopupField](#) ()
Renders the popup field for the prompt list.

- async void [GenerateScript](#) (string inputPrompt, bool isUpdate)
Processes the input prompt and creates a new script or updates an existing one./.
- void [ClearInputAndResetKeyboardControl](#) ()
Clears the input field and resets the keyboard control.
- bool [IsInputScriptSelected](#) ()
Checks if an input script is selected.
- void [LoadEditorPrefs](#) ()
Loads the editor prefs.
- void [SetEditorPrefs](#) ()
Sets the editor prefs.

Private Attributes

- MonoScript [inputScript](#)
The input script that is used to update an existing script.
- string [inputText](#) = ""
The input text that is used to create a new script.
- string [newScriptContent](#)
The content of the new script that is generated.
- Vector2 [inputScrollPosition](#)
The scroll position of the input field.
- int [selectedPromptKey](#) = 0
- readonly Dictionary< [EditorPrefKey](#), string > [editorPrefKeys](#)
The list of keys for the editor prefs.

Static Private Attributes

- static List<(string Title, string Content)> [loadedPromptList](#) = new()
The list of prompts that are loaded from the JSON file.

Additional Inherited Members

Protected Member Functions inherited from [SingleExtensionApplication](#)

- GUIStyle [CreateRichTextStyle](#) ()
Method that creates a rich text style for colored text.
- GUIStyle [CreateCodeStyle](#) ()
Method that creates a code style for displaying code.
- GUIStyle [CreateHighlightButtonStyle](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a ressource file (Highlight↵ Button.guiskin)
- void [RenderHelpBox](#) ()
Method that renders the help box of the application.
- void [ShowProgressBar](#) (float progress)
Method that renders the help box of the application.
- void [FinishProgressBarWithDelay](#) (int milliSeconds=700)
Method that finishes the progress bar of the help box and closes it after a delay.
- void [AddDefaultSpace](#) ()
Method to add a default space between GUI elements.
- void [ResetKeyboardControl](#) ()
Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

Protected Attributes inherited from [SingleExtensionApplication](#)

- int [defaultSpace](#) = 10

The default space between GUI elements.

Static Protected Attributes inherited from [SingleExtensionApplication](#)

- static [HelpBox](#) [helpBox](#) = [HelpBox.GetInstance\(\)](#)

The help box of a single application.

4.3.1 Detailed Description

Single application for the AI extension. It is used to create new scripts or update existing ones.

4.3.2 Member Enumeration Documentation

4.3.2.1 EditorPrefKey

```
enum AIScript.EditorPrefKey
```

Enumerator

InputScriptGUID	
InputScriptText	
NewScriptContent	
SelectedPrompt	

4.3.3 Member Function Documentation

4.3.3.1 ClearInputAndResetKeyboardControl()

```
void AIScript.ClearInputAndResetKeyboardControl ( ) [private]
```

Clears the input field and resets the keyboard control.

4.3.3.2 GenerateScript()

```
async void AIScript.GenerateScript (
    string inputPrompt,
    bool isUpdate ) [private]
```

Processes the input prompt and creates a new script or updates an existing one./.

Parameters

<i>inputScript</i>	The input script that is used to generate the Script
<i>isUpdate</i>	Whether a script should be used to update an existing script or not.

4.3.3.3 IsInputScriptSelected()

```
bool AIScript.IsInputScriptSelected ( ) [private]
```

Checks if an input script is selected.

Returns

Returns true if an input script is selected.

4.3.3.4 LoadEditorPrefs()

```
void AIScript.LoadEditorPrefs ( ) [private]
```

Loads the editor prefs.

4.3.3.5 OnGUI()

```
override void AIScript.OnGUI ( )
```

GUI callback for rendering the AI Script extension.

4.3.3.6 ReloadPromptList()

```
static void AIScript.ReloadPromptList ( ) [static]
```

Reloads the prompt list from the JSON file.

4.3.3.7 RenderInputField()

```
void AIScript.RenderInputField ( ) [private]
```

Renders the input field for the prompt.

4.3.3.8 RenderInputScript()

```
void AIScript.RenderInputScript ( ) [private]
```

Renders the input script field.

4.3.3.9 RenderNewScriptContent()

```
void AIScript.RenderNewScriptContent ( ) [private]
```

Renders the new script content (if there is any).

4.3.3.10 RenderPopupField()

```
void AIScript.RenderPopupField ( ) [private]
```

Renders the popup field for the prompt list.

```
ProcessInputPrompt(selectedPromptContent);
```

4.3.3.11 SaveScriptIntoFile()

```
void AIScript.SaveScriptIntoFile ( ) [private]
```

Saves the generated script into a file inside the GenerateFolder.

4.3.3.12 SetEditorPrefs()

```
void AIScript.SetEditorPrefs ( ) [private]
```

Sets the editor prefs.

4.3.4 Member Data Documentation

4.3.4.1 editorPrefKeys

```
readonly Dictionary<EditorPrefKey, string> AIScript.editorPrefKeys [private]
```

Initial value:

=

```
new()
{
    { EditorPrefKey.InputScriptGUID, "InputScriptGUIDKey" },
    { EditorPrefKey.InputScriptText, "InputScriptTextKey" },
    { EditorPrefKey.NewScriptContent, "NewScriptContentKey" },
    { EditorPrefKey.SelectedPrompt, "SelectedPromptKey" }
}
```

The list of keys for the editor prefs.

4.3.4.2 inputScript

```
MonoScript AIScript.inputScript [private]
```

The input script that is used to update an existing script.

4.3.4.3 inputScrollPosition

```
Vector2 AIScript.inputScrollPosition [private]
```

The scroll position of the input field.

4.3.4.4 inputText

```
string AIScript.inputText = "" [private]
```

The input text that is used to create a new script.

4.3.4.5 loadedPromptList

```
List<(string Title, string Content)> AIScript.loadedPromptList = new() [static], [private]
```

The list of prompts that are loaded from the JSON file.

4.3.4.6 newScriptContent

```
string AIScript.newScriptContent [private]
```

The content of the new script that is generated.

4.3.4.7 selectedPromptKey

```
int AIScript.selectedPromptKey = 0 [private]
```

4.3.5 Property Documentation

4.3.5.1 DisplayName

```
override string AIScript.DisplayName [get]
```

The display name of the application.

4.3.5.2 HasInit

```
bool AIScript.HasInit = false [get], [set], [private]
```

Whether the application has been initialized.

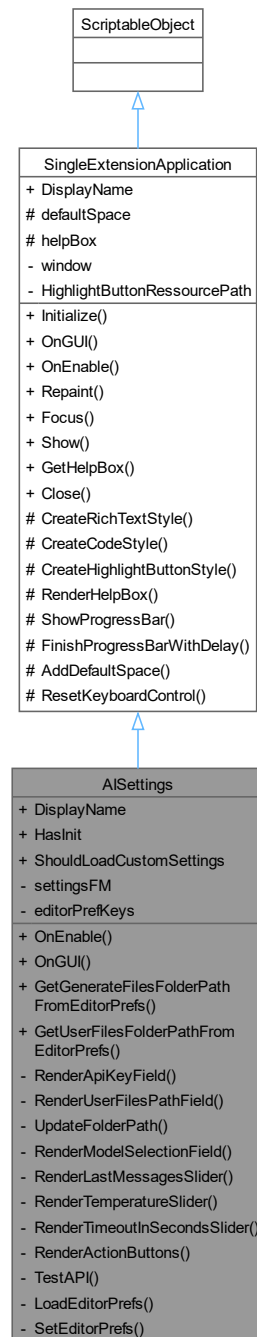
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[AIScript.cs](#)

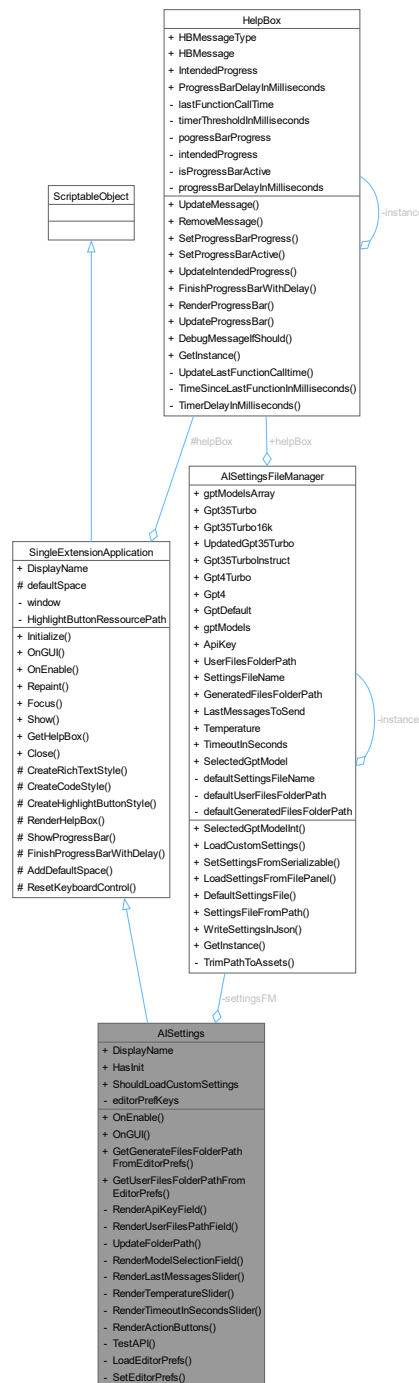
4.4 AISettings Class Reference

The AI Settings application.

Inheritance diagram for AISettings:



Collaboration diagram for AISettings:



Public Types

- enum `EditorPrefKey` { `UserFilesFolderPath` , `GeneratedFilesFolderPath` , `SettingsFileName` }

Public Member Functions

- override void `OnEnable` ()

Loads the custom settings from the the settings file manager. Important to only set this to OnEnable otherwise settings might not be loaded before the other applications are initialized.

- override void [OnGUI](#) ()

Renders the GUI of the application.

Public Member Functions inherited from [SingleExtensionApplication](#)

- void [Initialize](#) (EditorWindow [window](#))

Initializes the application.

- void [OnGUI](#) ()

Abstract method that renders the GUI of the application.

- void [Repaint](#) ()

Method that repaints the window.

- void [Focus](#) ()

Method that focuses the window.

- void [Show](#) ()

Method that shows the window.

- [HelpBox](#) [GetHelpBox](#) ()

Method that creates a highlight button style for displaying buttons. Loads the style from a ressource file (Highlight↔ Button.guiskin)

- void [Close](#) ()

Method that closes the window.

Static Public Member Functions

- static string [GetGenerateFilesFolderPathFromEditorPrefs](#) ()

Gets the generated files folder path from the EditorPrefs.

- static string [GetUserFilesFolderPathFromEditorPrefs](#) ()

Gets the user files folder path from the EditorPrefs.

Properties

- override string [DisplayName](#) [get]

The display name of a single application.

- bool [HasInit](#) = false [get, set]

- bool [ShouldLoadCustomSettings](#) = true [get, set]

Whether the EditorPrefs should be loaded.

Properties inherited from [SingleExtensionApplication](#)

- string [DisplayName](#) [get]

The display name of a single application.

Private Member Functions

- void [RenderApiKeyField](#) ()
Renders the ApiKey field.
- void [RenderUserFilesPathField](#) ()
Renders the User Files Path field.
- void [UpdateFolderPath](#) (string selectedFolderPath, bool isGenerateFolderPath=false)
Updates the folder path inside the settings file manager.
- void [RenderModelSelectionField](#) ()
Renders the Model Selection field.
- void [RenderLastMessagesSlider](#) ()
Renders the Last Messages Slider.
- void [RenderTemperatureSlider](#) ()
Renders the Temperature Slider.
- void [RenderTimeoutInSecondsSlider](#) ()
Renders the Timeout in Seconds Slider.
- void [RenderActionButtons](#) ()
Renders the Action Buttons.
- async void [TestAPI](#) ()
Tests the API Key by sending a request with Hello World! as the prompt.
- void [LoadEditorPrefs](#) ()
Loads the EditorPrefs.
- void [SetEditorPrefs](#) ()
Sets the EditorPrefs.

Static Private Attributes

- static readonly [AISettingsFileManager settingsFM](#) = [AISettingsFileManager.GetInstance](#)()
A [FileManager](#) for the AI Settings that reads and writes the settings to a json file.
- static readonly Dictionary< [EditorPrefKey](#), string > [editorPrefKeys](#)
The list of keys for the EditorPrefs.

Additional Inherited Members

Protected Member Functions inherited from [SingleExtensionApplication](#)

- GUIStyle [CreateRichTextStyle](#) ()
Method that creates a rich text style for colored text.
- GUIStyle [CreateCodeStyle](#) ()
Method that creates a code style for displaying code.
- GUIStyle [CreateHighlightButtonStyle](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a ressource file ([HighlightButton.guiskin](#))
- void [RenderHelpBox](#) ()
Method that renders the help box of the application.
- void [ShowProgressBar](#) (float progress)
Method that renders the help box of the application.
- void [FinishProgressBarWithDelay](#) (int milliSeconds=700)
Method that finishes the progress bar of the help box and closes it after a delay.
- void [AddDefaultSpace](#) ()
Method to add a default space between GUI elements.
- void [ResetKeyboardControl](#) ()
Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

Protected Attributes inherited from [SingleExtensionApplication](#)

- int [defaultSpace](#) = 10
The default space between GUI elements.

Static Protected Attributes inherited from [SingleExtensionApplication](#)

- static [HelpBox](#) [helpBox](#) = [HelpBox.GetInstance\(\)](#)
The help box of a single application.

4.4.1 Detailed Description

The AI Settings application.

4.4.2 Member Enumeration Documentation

4.4.2.1 EditorPrefKey

enum [AISettings.EditorPrefKey](#)

Enumerator

UserFilesFolderPath	
GeneratedFilesFolderPath	
SettingsFileName	

4.4.3 Member Function Documentation

4.4.3.1 GetGenerateFilesFolderPathFromEditorPrefs()

```
static string AISettings.GetGenerateFilesFolderPathFromEditorPrefs ( ) [static]
```

Gets the generated files folder path from the EditorPrefs.

Returns

Returns the stored generated files folder path. If no path is stored then returns the default path.

4.4.3.2 GetUserFilesFolderPathFromEditorPrefs()

```
static string AISettings.GetUserFilesFolderPathFromEditorPrefs ( ) [static]
```

Gets the user files folder path from the EditorPrefs.

Returns

Returns the stored user files folder path. If no path is stored then returns the default path.

4.4.3.3 LoadEditorPrefs()

```
void AISettings.LoadEditorPrefs ( ) [private]
```

Loads the EditorPrefs.

4.4.3.4 OnEnable()

```
override void AISettings.OnEnable ( ) [virtual]
```

Loads the custom settings from the the settings file manager. Important to only set this to OnEnable otherwise settings might not be loaded before the other applications are initialized.

TODO: Change to store a settings json in the editor prefs and load from there

Reimplemented from [SingleExtensionApplication](#).

4.4.3.5 OnGUI()

```
override void AISettings.OnGUI ( )
```

Renders the GUI of the application.

4.4.3.6 RenderActionButtons()

```
void AISettings.RenderActionButtons ( ) [private]
```

Renders the Action Buttons.

4.4.3.7 RenderApiKeyField()

```
void AISettings.RenderApiKeyField ( ) [private]
```

Renders the ApiKey field.

4.4.3.8 RenderLastMessagesSlider()

```
void AISettings.RenderLastMessagesSlider ( ) [private]
```

Renders the Last Messages Slider.

4.4.3.9 RenderModelSelectionField()

```
void AISettings.RenderModelSelectionField ( ) [private]
```

Renders the Model Selection field.

4.4.3.10 RenderTemperatureSlider()

```
void AISettings.RenderTemperatureSlider ( ) [private]
```

Renders the Temperature Slider.

4.4.3.11 RenderTimeoutInSecondsSlider()

```
void AISettings.RenderTimeoutInSecondsSlider ( ) [private]
```

Renders the Timeout in Seconds Slider.

4.4.3.12 RenderUserFilePathField()

```
void AISettings.RenderUserFilePathField ( ) [private]
```

Renders the User Files Path field.

4.4.3.13 SetEditorPrefs()

```
void AISettings.SetEditorPrefs ( ) [private]
```

Sets the EditorPrefs.

4.4.3.14 TestAPI()

```
async void AISettings.TestAPI ( ) [private]
```

Tests the API Key by sending a request with Hello World! as the prompt.

4.4.3.15 UpdateFolderPath()

```
void AISettings.UpdateFolderPath (
    string selectedFolderPath,
    bool isGenerateFolderPath = false ) [private]
```

Updates the folder path inside the settings file manager.

Parameters

<i>selectedFolderPath</i>	The selected folder path.
<i>isGenerateFolderPath</i>	The selected folder path is for the generated files folder. Has an default value of false. If true then instead the generated files folder path will be updated.

4.4.4 Member Data Documentation

4.4.4.1 editorPrefKeys

readonly Dictionary<[EditorPrefKey](#), string> AISettings.editorPrefKeys [static], [private]

Initial value:

```
=  
    new()  
    {  
        { EditorPrefKey.UserFilesFolderPath, "UserFilesFolderPath" },  
        { EditorPrefKey.GeneratedFilesFolderPath, "GeneratedFilesFolderPath" },  
        { EditorPrefKey.SettingsFileName, "SettingsFileName" }  
    }
```

The list of keys for the EditorPrefs.

4.4.4.2 settingsFM

readonly [AISettingsFileManager](#) AISettings.settingsFM = [AISettingsFileManager.GetInstance\(\)](#)
[static], [private]

A [FileManager](#) for the AI Settings that reads and writes the settings to a json file.

4.4.5 Property Documentation

4.4.5.1 DisplayName

override string AISettings.DisplayName [get]

The display name of a single application.

4.4.5.2 HasInit

bool AISettings.HasInit = false [get], [set], [private]

4.4.5.3 ShouldLoadCustomSettings

bool AISettings.ShouldLoadCustomSettings = true [get], [set], [private]

Whether the EditorPrefs should be loaded.

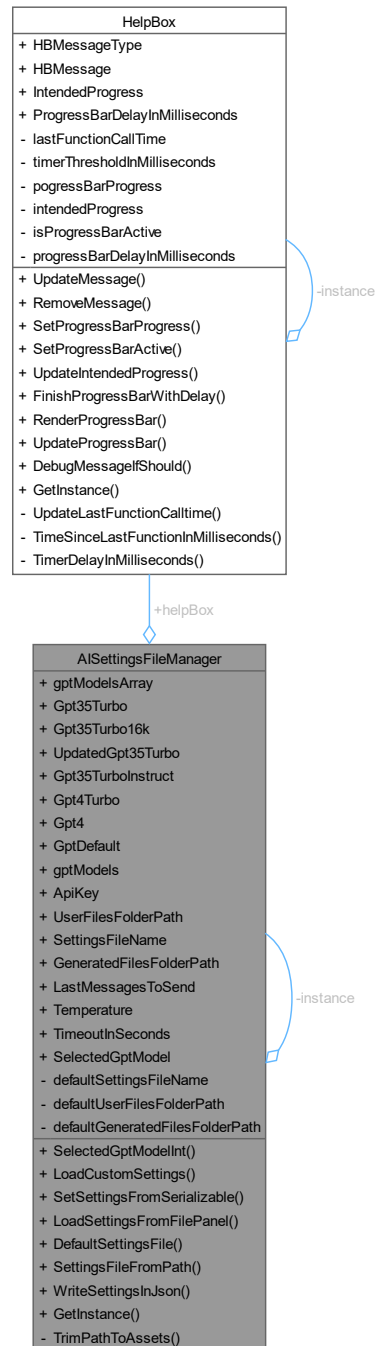
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[AISettings.cs](#)

4.5 AISettingsFileManager Class Reference

The file manager for the AI settings.

Collaboration diagram for AISettingsFileManager:



Public Member Functions

- int [SelectedGptModelInt](#) ()

- The index of the selected ai model.*
- void [LoadCustomSettings](#) (string path=null)

Loads the settings from a file.
- void [SetSettingsFromSerializable](#) ([AISettingsSerializable](#) settings, bool isDefault=false)

Sets the settings from a serializable object.
- void [LoadSettingsFromFilePanel](#) ()

Saves the settings from file panel.
- [AISettingsSerializable](#) [DefaultSettingsFile](#) ()

Saves the settings to file panel.
- [AISettingsSerializable](#) [SettingsFileFromPath](#) (string settingsPath=null)

Loads the settings from a file.
- void [WriteSettingsInJson](#) (string path=null)

Writes the settings to a json file.

Static Public Member Functions

- static [AISettingsFileManager](#) [GetInstance](#) ()

Gets the singleton instance of the file manager.

Public Attributes

- string[] [gptModelsArray](#) = [gptModels.ToArray\(\)](#)

The list of ai models available as an array (for the dropdown menu)

Static Public Attributes

- static readonly string [Gpt35Turbo](#) = "gpt-3.5-turbo"

The ai models available.
- static readonly string [Gpt35Turbo16k](#) = "gpt-3.5-turbo-16k"
- static readonly string [UpdatedGpt35Turbo](#) = "gpt-3.5-turbo-1106"
- static readonly string [Gpt35TurboInstruct](#) = "gpt-3.5-turbo-instruct"
- static readonly string [Gpt4Turbo](#) = "gpt-4-1106-preview"
- static readonly string [Gpt4](#) = "gpt-4"
- static readonly string [GptDefault](#) = [Gpt35Turbo](#)
- static readonly List< string > [gptModels](#)

The list of ai models available.
- static [HelpBox](#) [helpBox](#) = [HelpBox.GetInstance\(\)](#)

Access to the help box.

Properties

- string [ApiKey](#) [get, set]
The API Key to use for the AI.
- string [UserFilesFolderPath](#) [get, set]
The path to the user files folder.
- string [SettingsFileName](#) [get, set]
The name of the settings file.
- string [GeneratedFilesFolderPath](#) [get, set]
The path to the generated files folder.
- int [LastMessagesToSend](#) [get, set]
The number of messages to send to the AI.
- float [Temperature](#) [get, set]
Temperature of the AI.
- int [TimeoutInSeconds](#) [get, set]
Timeout in seconds for the AI after which it will stop the request.
- string [SelectedGptModel](#) [get, set]
The selected GPT model.

Private Member Functions

- string [TrimPathToAssets](#) (string fullPath, string projectPath)
Trims the path to the assets folder, so there is no long path shown in the inspector.

Private Attributes

- readonly string [defaultSettingsFileName](#) = "defaultSettings.json"
The default settings file name.
- readonly string [defaultUserFilesFolderPath](#) = "Assets\\UnityEditorAI\\UserFiles\\"
The default user files folder path.
- readonly string [defaultGeneratedFilesFolderPath](#) = "Assets\\UnityEditorAI\\Generated\\"
The default generated files folder path.

Static Private Attributes

- static [AISettingsFileManager](#) instance
The singleton instance of the file manager.

4.5.1 Detailed Description

The file manager for the AI settings.

4.5.2 Member Function Documentation

4.5.2.1 DefaultSettingsFile()

```
AISettingsSerializable AISettingsFileManager.DefaultSettingsFile ( )
```

Saves the settings to file panel.

Returns

Returns the path to the settings file.

4.5.2.2 GetInstance()

```
static AISettingsFileManager AISettingsFileManager.GetInstance ( ) [static]
```

Gets the singleton instance of the file manager.

Returns

Returns the instance of the file manager.

4.5.2.3 LoadCustomSettings()

```
void AISettingsFileManager.LoadCustomSettings (
    string path = null )
```

Loads the settings from a file.

Parameters

<i>path</i>	The path to the settings file. If null, the default path is used.
-------------	---

4.5.2.4 LoadSettingsFromFilePanel()

```
void AISettingsFileManager.LoadSettingsFromFilePanel ( )
```

Saves the settings from file panel.

4.5.2.5 SelectedGptModelInt()

```
int AISettingsFileManager.SelectedGptModelInt ( )
```

The index of the selected ai model.

Returns

Returns the index of the selected ai model.

4.5.2.6 SetSettingsFromSerializable()

```
void AISettingsFileManager.SetSettingsFromSerializable (
    AISettingsSerializable settings,
    bool isDefault = false )
```

Sets the settings from a serializable object.

Parameters

<i>settings</i>	The serializable settings object to set the settings from.
<i>isDefault</i>	Whether the settings are default settings. If true, the API Key is not set, so the api key is not overwritten.

4.5.2.7 SettingsFileFromPath()

```
AISettingsSerializable AISettingsFileManager.SettingsFileFromPath (
    string settingsPath = null )
```

Loads the settings from a file.

Parameters

<i>settingsPath</i>	The path to the settings file. If null, the default path is used.
---------------------	---

Returns

Returns the settings from the file.

4.5.2.8 TrimPathToAssets()

```
string AISettingsFileManager.TrimPathToAssets (
    string fullPath,
    string projectPath ) [private]
```

Trims the path to the assets folder, so there is no long path shown in the inspector.

Parameters

<i>fullPath</i>	The full path to trim.
<i>projectPath</i>	The path to the project.

Returns

returns the trimmed path that starts with "Assets".

4.5.2.9 WriteSettingsInJson()

```
void AISettingsFileManager.WriteSettingsInJson (
    string path = null )
```

Writes the settings to a json file.

Parameters

<i>path</i>	The path to the settings file. If null, the default path is used.
-------------	---

4.5.3 Member Data Documentation

4.5.3.1 defaultGeneratedFilesFolderPath

```
readonly string AISettingsFileManager.defaultGeneratedFilesFolderPath = "Assets\\UnityEditor\\AI\\Generated\\" [private]
```

The default generated files folder path.

4.5.3.2 defaultSettingsFileName

```
readonly string AISettingsFileManager.defaultSettingsFileName = "defaultSettings.json" [private]
```

The default settings file name.

4.5.3.3 defaultUserFilesFolderPath

```
readonly string AISettingsFileManager.defaultUserFilesFolderPath = "Assets\\UnityEditorAI\\UserFiles\\" [private]
```

The default user files folder path.

4.5.3.4 Gpt35Turbo

```
readonly string AISettingsFileManager.Gpt35Turbo = "gpt-3.5-turbo" [static]
```

The ai models available.

4.5.3.5 Gpt35Turbo16k

```
readonly string AISettingsFileManager.Gpt35Turbo16k = "gpt-3.5-turbo-16k" [static]
```

4.5.3.6 Gpt35TurboInstruct

```
readonly string AISettingsFileManager.Gpt35TurboInstruct = "gpt-3.5-turbo-instruct" [static]
```

4.5.3.7 Gpt4

```
readonly string AISettingsFileManager.Gpt4 = "gpt-4" [static]
```

4.5.3.8 Gpt4Turbo

```
readonly string AISettingsFileManager.Gpt4Turbo = "gpt-4-1106-preview" [static]
```

4.5.3.9 GptDefault

```
readonly string AISettingsFileManager.GptDefault = Gpt35Turbo [static]
```

4.5.3.10 gptModels

```
readonly List<string> AISettingsFileManager.gptModels [static]
```

Initial value:

```
=  
    new() { Gpt35Turbo, Gpt35Turbo16k, UpdatedGpt35Turbo, Gpt35TurboInstruct, Gpt4Turbo, Gpt4 }
```

The list of ai models available.

4.5.3.11 gptModelsArray

```
string [] AISettingsFileManager.gptModelsArray = gptModels.ToArray()
```

The list of ai models available as an array (for the dropdown menu)

4.5.3.12 helpBox

```
HelpBox AISettingsFileManager.helpBox = HelpBox.GetInstance() [static]
```

Access to the help box.

4.5.3.13 instance

```
AISettingsFileManager AISettingsFileManager.instance [static], [private]
```

The singleton instance of the file manager.

4.5.3.14 UpdatedGpt35Turbo

```
readonly string AISettingsFileManager.UpdatedGpt35Turbo = "gpt-3.5-turbo-1106" [static]
```

4.5.4 Property Documentation

4.5.4.1 ApiKey

```
string AISettingsFileManager.ApiKey [get], [set]
```

The API Key to use for the AI.

4.5.4.2 GeneratedFilesFolderPath

```
string AISettingsFileManager.GeneratedFilesFolderPath [get], [set]
```

The path to the generated files folder.

4.5.4.3 LastMessagesToSend

```
int AISettingsFileManager.LastMessagesToSend [get], [set]
```

The number of messages to send to the AI.

4.5.4.4 SelectedGptModel

```
string AISettingsFileManager.SelectedGptModel [get], [set]
```

The selected GPT model.

4.5.4.5 SettingsFileName

```
string AISettingsFileManager.SettingsFileName [get], [set]
```

The name of the settings file.

4.5.4.6 Temperature

```
float AISettingsFileManager.Temperature [get], [set]
```

Temperature of the AI.

4.5.4.7 TimeoutInSeconds

```
int AISettingsFileManager.TimeoutInSeconds [get], [set]
```

Timeout in seconds for the AI after which it will stop the request.

4.5.4.8 UserFilesFolderPath

```
string AISettingsFileManager.UserFilesFolderPath [get], [set]
```

The path to the user files folder.

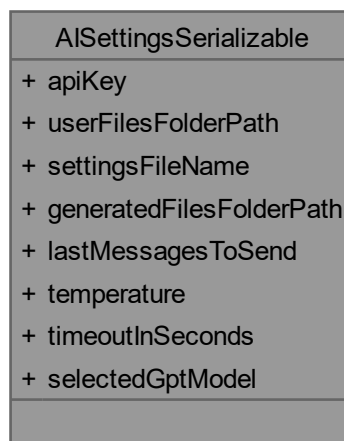
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[AISettingsFileManager.cs](#)

4.6 AISettingsSerializable Class Reference

Serializable class for the AI settings.

Collaboration diagram for AISettingsSerializable:



Public Attributes

- string [apiKey](#)
- string [userFilesFolderPath](#)
- string [settingsFileName](#)
- string [generatedFilesFolderPath](#)
- int? [lastMessagesToSend](#)
- float? [temperature](#)
- int? [timeoutInSeconds](#)
- string [selectedGptModel](#)

4.6.1 Detailed Description

Serializable class for the AI settings.

4.6.2 Member Data Documentation

4.6.2.1 apiKey

`string AISettingsSerializable.apiKey`

4.6.2.2 generatedFilesFolderPath

`string AISettingsSerializable.generatedFilesFolderPath`

4.6.2.3 lastMessagesToSend

`int? AISettingsSerializable.lastMessagesToSend`

4.6.2.4 selectedGptModel

`string AISettingsSerializable.selectedGptModel`

4.6.2.5 settingsFileName

`string AISettingsSerializable.settingsFileName`

4.6.2.6 temperature

`float? AISettingsSerializable.temperature`

4.6.2.7 timeoutInSeconds

`int? AISettingsSerializable.timeoutInSeconds`

4.6.2.8 userFilesFolderPath

`string AISettingsSerializable.userFilesFolderPath`

The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[AISettingsFileManager.cs](#)

4.7 ColorArrayObject Class Reference

Class that represents an image as a color array object of colors and.

Collaboration diagram for ColorArrayObject:

ColorArrayObject
+ width
+ height
+ colors
+ pixels
+ ColorArrayObject()
+ ColorArrayObjectFromString()

Public Member Functions

- [ColorArrayObject](#) (int [width](#), int [height](#), List< string > [colors](#), List< int > [pixels](#))
Constructor of the color array object.
- [ColorArrayObject ColorArrayObjectFromString](#) (string jsonData)
Method that converts a json string to a color array object.

Public Attributes

- int [width](#)
The width of the image.
- int [height](#)
The height of the image.
- List< string > [colors](#) = new()
All different colors of the image.
- List< int > [pixels](#) = new()
All pixels of the image saved as an index of the colors list.

4.7.1 Detailed Description

Class that represents an image as a color array object of colors and.

4.7.2 Constructor & Destructor Documentation

4.7.2.1 ColorArrayObject()

```
ColorArrayObject.ColorArrayObject (
    int width,
    int height,
    List< string > colors,
    List< int > pixels )
```

Constructor of the color array object.

Parameters

<i>width</i>	The width of the image.
<i>height</i>	The height of the image.
<i>colors</i>	All unique colors of the image.
<i>pixels</i>	All pixels of the image saved as an index of the colors list.

4.7.3 Member Function Documentation**4.7.3.1 ColorArrayObjectFromString()**

```
ColorArrayObject ColorArrayObject.ColorArrayObjectFromString (
    string jsonData )
```

Method that converts a json string to a color array object.

Parameters

<i>jsonData</i>	The json string that should be converted to a color array object.
-----------------	---

Returns

Returns a color array object.

4.7.4 Member Data Documentation**4.7.4.1 colors**

```
List<string> ColorArrayObject.colors = new()
```

All different colors of the image.

4.7.4.2 height

```
int ColorArrayObject.height
```

The height of the image.

4.7.4.3 pixels

```
List<int> ColorArrayObject.pixels = new()
```

All pixels of the image saved as an index of the colors list.

4.7.4.4 width

```
int ColorArrayObject.width
```

The width of the image.

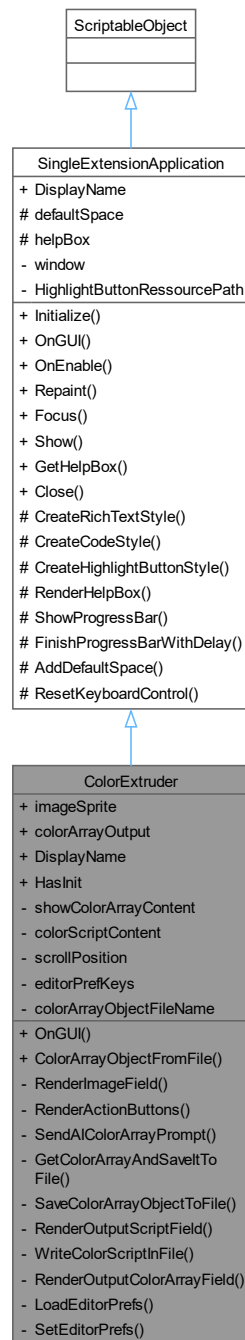
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[ColorArrayObject.cs](#)

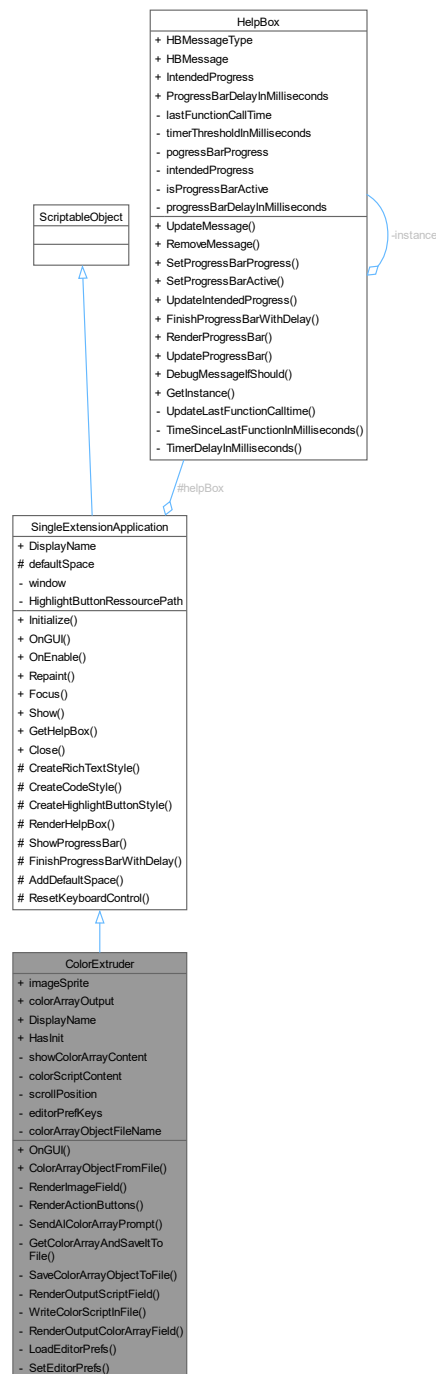
4.8 ColorExtruder Class Reference

The color extruder, that extracts the colors of an image and saves them as a color array object.

Inheritance diagram for ColorExtruder:



Collaboration diagram for ColorExtruder:



Public Types

- enum `EditorPrefKey` { `SpriteGUID` , `ColorArrayObjectString` , `ShowColorArrayContent` }

Public Member Functions

- override void `OnGUI` ()
The GUI of the color extruder.

Public Member Functions inherited from [SingleExtensionApplication](#)

- void [Initialize](#) (EditorWindow [window](#))
Initializes the application.
- void [OnGUI](#) ()
Abstract method that renders the GUI of the application.
- virtual void [OnEnable](#) ()
Abstract method that is called when the application is enabled.
- void [Repaint](#) ()
Method that repaints the window.
- void [Focus](#) ()
Method that focuses the window.
- void [Show](#) ()
Method that shows the window.
- [HelpBox](#) [GetHelpBox](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (HighlightButton.guiskin)
- void [Close](#) ()
Method that closes the window.

Static Public Member Functions

- static [ColorArrayObject](#) [ColorArrayObjectFromFile](#) ()
Method that reads a color array string from a file and returns it as a color array object.

Public Attributes

- Sprite [imageSprite](#)
The image that should be used to extract the colors. Can be dragged into the field.

Static Public Attributes

- static string [colorArrayOutput](#) = ""
The output of the color array object as a string.

Properties

- override string [DisplayName](#) [get]
The display name of the color extruder.
- bool [HasInit](#) = false [get, set]

Properties inherited from [SingleExtensionApplication](#)

- string [DisplayName](#) [get]
The display name of a single application.

Private Member Functions

- void [RenderImageField](#) ()
Method that renders the ImageField and a prompt that is used for "Let AI Generate Color Generation Code".
- void [RenderActionButtons](#) ()
Method that renders the action buttons of the color extruder.
- async void [SendAIColorArrayPrompt](#) ()
Method that sends the color array prompt to the OpenAI API.
- void [GetColorArrayAndSaveltToFile](#) ()
Method that gets the color array of the image and saves it to a file inside the UserFiles folder.
- string [SaveColorArrayObjectToFile](#) ([ColorArrayObject](#) colorArrayObject)
Method that saves a color array object to a file as a json string.
- void [RenderOutputScriptField](#) ()
Method that renders the output script field.
- void [WriteColorScriptInFile](#) ()
Saves the generated script into a file inside the GenerateFolder.
- void [RenderOutputColorArrayField](#) ()
Method that renders the output color array field.
- void [LoadEditorPrefs](#) ()
Method that loads the editor prefs.
- void [SetEditorPrefs](#) ()
Method that sets the editor prefs.

Private Attributes

- bool [showColorArrayContent](#) = false
Bool that indicates if the color array content should be shown because it is too long.
- string [colorScriptContent](#)
The content of the color script that the AI did generate.
- Vector2 [scrollPosition](#)
The scroll position of the displayed prompt text.
- readonly Dictionary< [EditorPrefKey](#), string > [editorPrefKeys](#)
Dictionary that contains the keys for the editor prefs.

Static Private Attributes

- const string [colorArrayObjectFileName](#) = "colorArrayObject.json"
The name of the file that the color array object is saved to.

Additional Inherited Members

Protected Member Functions inherited from [SingleExtensionApplication](#)

- GUIStyle [CreateRichTextStyle](#) ()
Method that creates a rich text style for colored text.
- GUIStyle [CreateCodeStyle](#) ()
Method that creates a code style for displaying code.
- GUIStyle [CreateHighlightButtonStyle](#) ()

Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (Highlight↔ Button.guiskin)

- void [RenderHelpBox](#) ()

Method that renders the help box of the application.

- void [ShowProgressBar](#) (float progress)

Method that renders the help box of the application.

- void [FinishProgressBarWithDelay](#) (int milliSeconds=700)

Method that finishes the progress bar of the help box and closes it after a delay.

- void [AddDefaultSpace](#) ()

Method to add a default space between GUI elements.

- void [ResetKeyboardControl](#) ()

Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

Protected Attributes inherited from [SingleExtensionApplication](#)

- int [defaultSpace](#) = 10

The default space between GUI elements.

Static Protected Attributes inherited from [SingleExtensionApplication](#)

- static [HelpBox](#) [helpBox](#) = [HelpBox.GetInstance](#)()

The help box of a single application.

4.8.1 Detailed Description

The color extruder, that extracts the colors of an image and saves them as a color array object.

4.8.2 Member Enumeration Documentation

4.8.2.1 EditorPrefKey

enum [ColorExtruder.EditorPrefKey](#)

Enumerator

SpriteGUID	
ColorArrayObjectString	
ShowColorArrayContent	

4.8.3 Member Function Documentation

4.8.3.1 ColorArrayObjectFromFile()

static [ColorArrayObject](#) [ColorExtruder.ColorArrayObjectFromFile](#) () [static]

Method that reads a color array string from a file and returns it as a color array object.

Returns

Returns the color array object that was read from the file or null if the file could not be read.

4.8.3.2 GetColorArrayAndSaveItToFile()

```
void ColorExtruder.GetColorArrayAndSaveItToFile ( ) [private]
```

Method that gets the color array of the image and saves it to a file inside the UserFiles folder.

4.8.3.3 LoadEditorPrefs()

```
void ColorExtruder.LoadEditorPrefs ( ) [private]
```

Method that loads the editor prefs.

4.8.3.4 OnGUI()

```
override void ColorExtruder.OnGUI ( )
```

The GUI of the color extruder.

4.8.3.5 RenderActionButtons()

```
void ColorExtruder.RenderActionButtons ( ) [private]
```

Method that renders the action buttons of the color extruder.

4.8.3.6 RenderImageField()

```
void ColorExtruder.RenderImageField ( ) [private]
```

Method that renders the ImageField and a prompt that is used for "Let AI Generate Color Generation Code".

4.8.3.7 RenderOutputColorArrayField()

```
void ColorExtruder.RenderOutputColorArrayField ( ) [private]
```

Method that renders the output color array field.

4.8.3.8 RenderOutputScriptField()

```
void ColorExtruder.RenderOutputScriptField ( ) [private]
```

Method that renders the output script field.

4.8.3.9 SaveColorArrayObjectToFile()

```
string ColorExtruder.SaveColorArrayObjectToFile (
    ColorArrayObject colorArrayObject ) [private]
```

Method that saves a color array object to a file as a json string.

Parameters

<i>colorArrayObject</i>	The color array object that should be saved to a file.
-------------------------	--

Returns

The json string of the color array object.

4.8.3.10 SendAIColorArrayPrompt()

```
async void ColorExtruder.SendAIColorArrayPrompt ( ) [private]
```

Method that sends the color array prompt to the OpenAI API.

4.8.3.11 SetEditorPrefs()

```
void ColorExtruder.SetEditorPrefs ( ) [private]
```

Method that sets the editor prefs.

4.8.3.12 WriteColorScriptInFile()

```
void ColorExtruder.WriteColorScriptInFile ( ) [private]
```

Saves the generated script into a file inside the GenerateFolder.

4.8.4 Member Data Documentation

4.8.4.1 colorArrayObjectFileName

```
const string ColorExtruder.colorArrayObjectFileName = "colorArrayObject.json" [static], [private]
```

The name of the file that the color array object is saved to.

4.8.4.2 colorArrayOutput

```
string ColorExtruder.colorArrayOutput = "" [static]
```

The output of the color array object as a string.

4.8.4.3 colorScriptContent

```
string ColorExtruder.colorScriptContent [private]
```

The content of the color script that the AI did generate.

4.8.4.4 editorPrefKeys

readonly Dictionary<EditorPrefKey, string> ColorExtruder.editorPrefKeys [private]

Initial value:

```
=
    new()
    {
        { EditorPrefKey.SpriteGUID, "SpriteGUIDKey" },
        { EditorPrefKey.ColorArrayObjectString, "ColorArrayObjectStringKey" },
        { EditorPrefKey.ShowColorArrayContent, "ShowColorArrayContentKey" },
    }
```

Dictionary that contains the keys for the editor prefs.

4.8.4.5 imageSprite

Sprite ColorExtruder.imageSprite

The image that should be used to extract the colors. Can be dragged into the field.

4.8.4.6 scrollPosition

Vector2 ColorExtruder.scrollPosition [private]

The scroll position of the displayed prompt text.

4.8.4.7 showColorArrayContent

bool ColorExtruder.showColorArrayContent = false [private]

Bool that indicates if the color array content should be shown because it is too long.

4.8.5 Property Documentation

4.8.5.1 DisplayName

override string ColorExtruder.DisplayName [get]

The display name of the color extruder.

4.8.5.2 HasInit

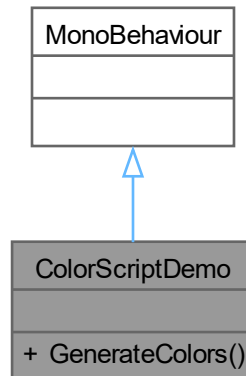
bool ColorExtruder.HasInit = false [get], [set]

The documentation for this class was generated from the following file:

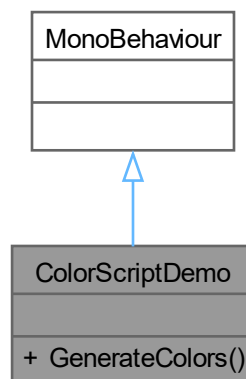
- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ColorExtruder.cs

4.9 ColorScriptDemo Class Reference

Inheritance diagram for ColorScriptDemo:



Collaboration diagram for ColorScriptDemo:



Static Public Member Functions

- static void [GenerateColors](#) ()

This class was written by GPT-3.5-Turbo.

4.9.1 Member Function Documentation

4.9.1.1 GenerateColors()

```
static void ColorScriptDemo.GenerateColors ( ) [static]
```

This class was written by GPT-3.5-Turbo.

The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ExampleScripts/[ColorScriptDemo.cs](#)

4.10 GptCompletionResponse.CompletionResponseChoice Struct Reference

The completion response choice class that contains the index and text.

Collaboration diagram for GptCompletionResponse.CompletionResponseChoice:

GptCompletionResponse.CompletionResponseChoice	
+	index
+	text

Public Attributes

- int [index](#)
The index of the response choice.
- string [text](#)
The text of the response choice.

4.10.1 Detailed Description

The completion response choice class that contains the index and text.

4.10.2 Member Data Documentation

4.10.2.1 index

```
int GptCompletionResponse.CompletionResponseChoice.index
```

The index of the response choice.

4.10.2.2 text

```
string GptCompletionResponse.CompletionResponseChoice.text
```

The text of the response choice.

The documentation for this struct was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

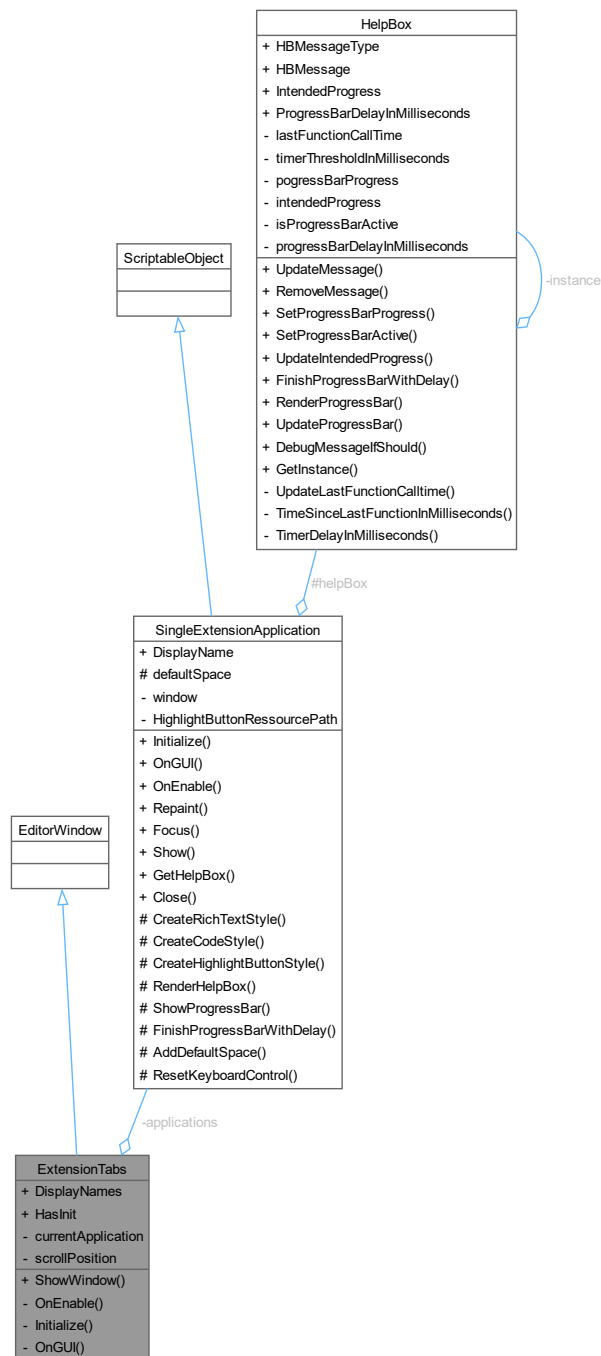
4.11 ExtensionTabs Class Reference

The main window of the AI extension.

Inheritance diagram for ExtensionTabs:



Collaboration diagram for ExtensionTabs:



Static Public Member Functions

- static void `ShowWindow()`
Opens the window.

Properties

- static string[] `DisplayNames` [get]

The list of display names for the applications.

- bool `HasInit` = false [get, set]

Whether the window has been initialized.

Private Member Functions

- void `OnEnable` ()

Initializes the window.

- void `Initialize` ()

Initializes the applications.

- void `OnGUI` ()

Draws the window.

Private Attributes

- int `currentApplication`

The index of the current application.

- Vector2 `scrollPosition`

The scroll position of the whole extension window.

Static Private Attributes

- static `SingleExtensionApplication[] applications`

The list of applications to display in the toolbar.

4.11.1 Detailed Description

The main window of the AI extension.

4.11.2 Member Function Documentation

4.11.2.1 Initialize()

```
void ExtensionTabs.Initialize ( ) [private]
```

Initializes the applications.

4.11.2.2 OnEnable()

```
void ExtensionTabs.OnEnable ( ) [private]
```

Initializes the window.

4.11.2.3 OnGUI()

```
void ExtensionTabs.OnGUI ( ) [private]
```

Draws the window.

4.11.2.4 ShowWindow()

```
static void ExtensionTabs.ShowWindow ( ) [static]
```

Opens the window.

4.11.3 Member Data Documentation

4.11.3.1 applications

```
SingleExtensionApplication [ ] ExtensionTabs.applications [static], [private]
```

The list of applications to display in the toolbar.

4.11.3.2 currentApplication

```
int ExtensionTabs.currentApplication [private]
```

The index of the current application.

4.11.3.3 scrollPosition

```
Vector2 ExtensionTabs.scrollPosition [private]
```

The scroll position of the whole extension window.

4.11.4 Property Documentation

4.11.4.1 DisplayNames

```
string [ ] ExtensionTabs.DisplayNames [static], [get], [private]
```

The list of display names for the applications.

4.11.4.2 HasInit

```
bool ExtensionTabs.HasInit = false [get], [set], [private]
```

Whether the window has been initialized.

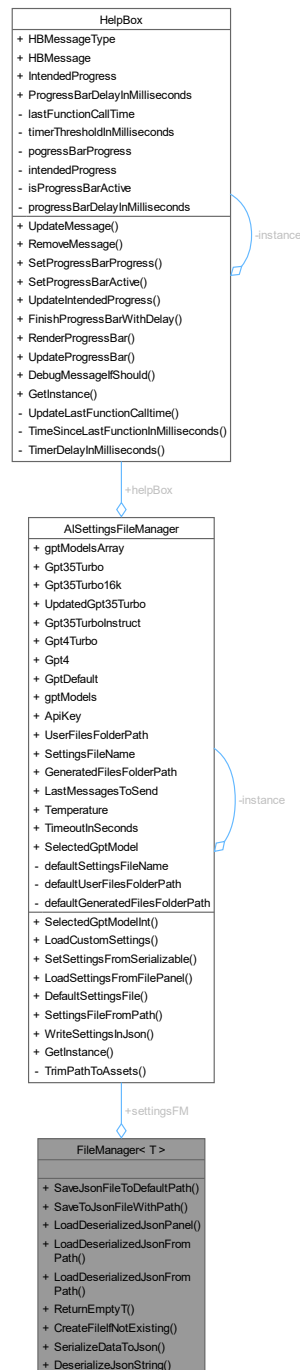
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[ExtensionTabs.cs](#)

4.12 FileManager< T > Class Template Reference

The file manager class that contains methods for saving and loading json files.

Collaboration diagram for FileManager< T >:



Static Public Member Functions

- static string [SaveJsonFileToDefaultPath](#) (T data, string fileName)

- Saves a json file to the default path of the extension.*
- static string [SaveToJsonFileWithPath](#) (T data, string filePath)
Saves a json file to a specified path.
- static T [LoadDeserializedJsonPanel](#) (string screenTitle="Load Json File")
Loads a json file from a file panel and deserializes it to a generic type.
- static T [LoadDeserializedJsonFromPath](#) (string folderPath, string fileName)
Loads a json file from a specified path and deserializes it to a generic type. It combines the folder path and the file name to a path and calls an overloaded method with the path as parameter.
- static T [LoadDeserializedJsonFromPath](#) (string filePath)
Loads a json file from a specified path and deserializes it to a generic type.
- static T [ReturnEmptyT](#) ()
Returns an empty generic type. This is used when the deserialization of a json file fails.
- static bool [CreateFileIfNotExisting](#) (string filePath)
Creates a file if it does not exist.
- static string [SerializeDataToJson](#) (T data, Formatting? formatting=Formatting.Indented)
Serializes data to a json string.
- static T [DeserializeJsonString](#) (string jsonData)
Deserializes a json string to a generic type.

Static Public Attributes

- static [AISettingsFileManager](#) settingsFM = [AISettingsFileManager.GetInstance](#)()

4.12.1 Detailed Description

The file manager class that contains methods for saving and loading json files.

Template Parameters

<i>T</i>	The generic type that is used for saving and loading json files.
----------	--

4.12.2 Member Function Documentation

4.12.2.1 CreateFileIfNotExisting()

```
static bool FileManager< T >.CreateFileIfNotExisting (
    string filePath ) [static]
```

Creates a file if it does not exist.

Parameters

<i>filePath</i>	The path of the file.
-----------------	-----------------------

Returns

Returns true if the file exists, false if the file does not exist.

4.12.2.2 DeserializeJsonString()

```
static T FileManager< T >.DeserializeJsonString (
    string jsonData ) [static]
```

Deserializes a json string to a generic type.

Parameters

<i>jsonData</i>	The json string that is deserialized to a generic type.
-----------------	---

Returns

Returns the deserialized data as a generic type.

4.12.2.3 LoadDeserializedJsonFromPath() [1/2]

```
static T FileManager< T >.LoadDeserializedJsonFromPath (
    string filePath ) [static]
```

Loads a json file from a specified path and deserializes it to a generic type.

Parameters

<i>filePath</i>	The path of the json file.
-----------------	----------------------------

Returns

The generic data that is deserialized from the json file.

4.12.2.4 LoadDeserializedJsonFromPath() [2/2]

```
static T FileManager< T >.LoadDeserializedJsonFromPath (
    string folderPath,
    string fileName ) [static]
```

Loads a json file from a specified path and deserializes it to a generic type. It combines the folder path and the file name to a path and calls an overloaded method with the path as parameter.

Parameters

<i>folderPath</i>	The path of the folder that contains the json file.
<i>fileName</i>	The name of the loaded json file.

Returns

The generic data that is deserialized from the json file.

4.12.2.5 LoadDeserializedJsonPanel()

```
static T FileManager< T >.LoadDeserializedJsonPanel (
    string screenTitle = "Load Json File" ) [static]
```

Loads a json file from a file panel and deserializes it to a generic type.

Parameters

<i>screenTitle</i>	The title of the file panel. The default value is "Load Json File".
--------------------	---

Returns

The generic data that is deserialized from the json file.

4.12.2.6 ReturnEmptyT()

```
static T FileManager< T >.ReturnEmptyT ( ) [static]
```

Returns an empty generic type. This is used when the deserialization of a json file fails.

Returns

An empty generic type.

4.12.2.7 SaveJsonFileToDefaultPath()

```
static string FileManager< T >.SaveJsonFileToDefaultPath (
    T data,
    string fileName ) [static]
```

Saves a json file to the default path of the extension.

Parameters

<i>data</i>	The generic data that is saved to the json file.
<i>fileName</i>	The name of the json file. This will be converted to a path by adding the default path of the extension.

Returns

The json data that is saved to the file.

4.12.2.8 SaveToJsonFileWithPath()

```
static string FileManager< T >.SaveToJsonFileWithPath (
    T data,
    string filePath ) [static]
```

Saves a json file to a specified path.

Parameters

<i>data</i>	The generic data that is saved to the json file.
<i>filePath</i>	The path of the json file.

Returns

The json string that is saved to the file.

4.12.2.9 SerializeDataToJson()

```
static string FileManager< T >.SerializeDataToJson (
    T data,
    Formatting? formatting = Formatting.Indented ) [static]
```

Serializes data to a json string.

Parameters

<i>data</i>	The generic data that is serialized to a json string.
<i>formatting</i>	The formatting of the json string. The default value is Formatting.Indented.

Returns

Returns the serialized data as a json string.

4.12.3 Member Data Documentation**4.12.3.1 settingsFM**

```
AISettingsFileManager FileManager< T >.settingsFM = AISettingsFileManager.GetInstance() [static]
```

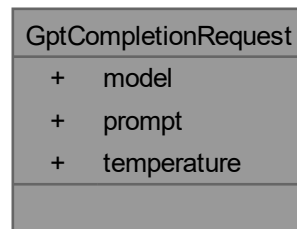
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[FileManager.cs](#)

4.13 GptCompletionRequest Class Reference

The completion request class that contains the model, prompt, and temperature.

Collaboration diagram for GptCompletionRequest:



Public Attributes

- string [model](#)
The model of the completion request.
- string [prompt](#)
The prompt of the completion request.
- float [temperature](#)
The temperature of the completion request.

4.13.1 Detailed Description

The completion request class that contains the model, prompt, and temperature.

4.13.2 Member Data Documentation

4.13.2.1 model

```
string GptCompletionRequest.model
```

The model of the completion request.

4.13.2.2 prompt

```
string GptCompletionRequest.prompt
```

The prompt of the completion request.

4.13.2.3 temperature

```
float GptCompletionRequest.temperature
```

The temperature of the completion request.

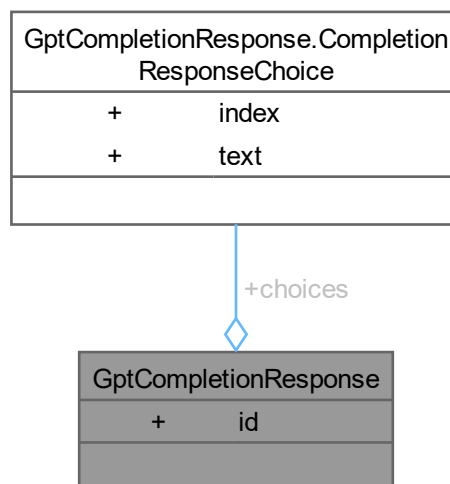
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

4.14 GptCompletionResponse Struct Reference

The completion response class that contains the id and response choices.

Collaboration diagram for GptCompletionResponse:



Classes

- struct [CompletionResponseChoice](#)
The completion response choice class that contains the index and text.

Public Attributes

- string [id](#)
The id of the response.
- [CompletionResponseChoice\[\]](#) [choices](#)

4.14.1 Detailed Description

The completion response class that contains the id and response choices.

4.14.2 Member Data Documentation

4.14.2.1 choices

`CompletionResponseChoice [] GptCompletionResponse.choices`

4.14.2.2 id

`string GptCompletionResponse.id`

The id of the response.

The documentation for this struct was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

4.15 GptRequest Class Reference

The request class that contains the model, messages, and temperature.

Collaboration diagram for GptRequest:



Public Attributes

- string [model](#)
The model of the request.
- List< [RequestMessage](#) > [messages](#)
The messages of the request.
- float [temperature](#)
The temperature of the request. It represents the randomness of the response.

4.15.1 Detailed Description

The request class that contains the model, messages, and temperature.

4.15.2 Member Data Documentation

4.15.2.1 messages

```
List<RequestMessage> GptRequest.messages
```

The messages of the request.

4.15.2.2 model

```
string GptRequest.model
```

The model of the request.

4.15.2.3 temperature

```
float GptRequest.temperature
```

The temperature of the request. It represents the randomness of the response.

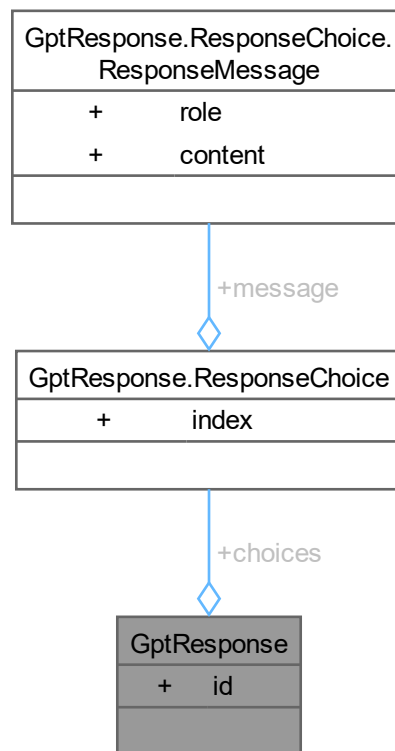
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

4.16 GptResponse Class Reference

The response class that contains the id and choices.

Collaboration diagram for GptResponse:



Classes

- struct [ResponseChoice](#)

The response choice class that contains the index and message.

Public Attributes

- string [id](#)
- [ResponseChoice\[\]](#) [choices](#)

The id of the response.

The choices of the response. Gpt might give more than one response.

4.16.1 Detailed Description

The response class that contains the id and choices.

4.16.2 Member Data Documentation

4.16.2.1 choices

`ResponseChoice [] GptResponse.choices`

The choices of the response. Gpt might give more than one response.

4.16.2.2 id

`string GptResponse.id`

The id of the response.

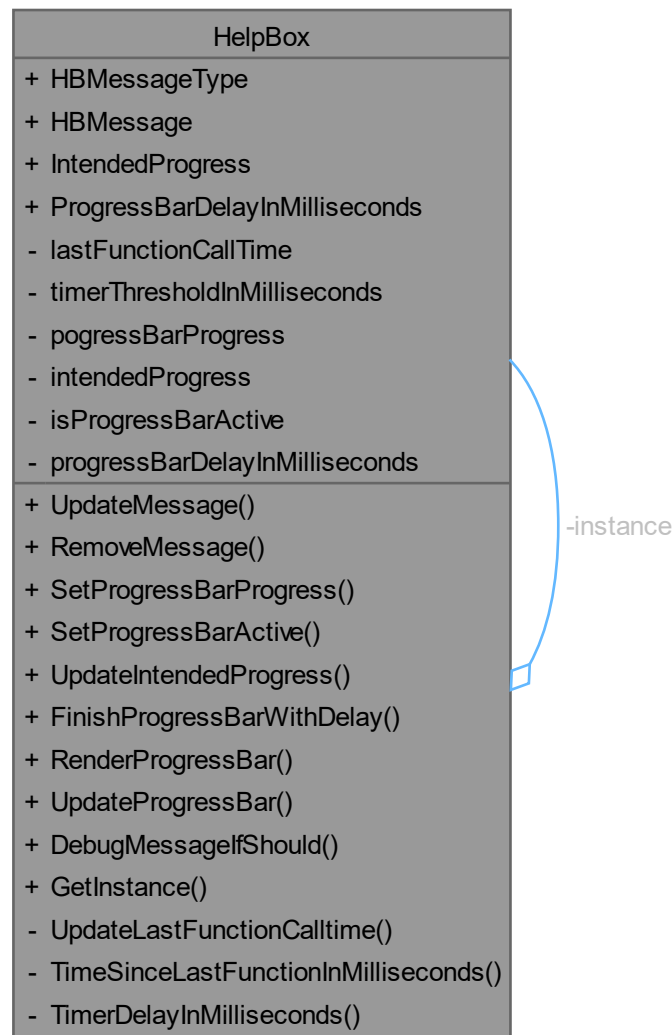
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

4.17 HelpBox Class Reference

The help box class that is used to display messages and progress bars to the user.

Collaboration diagram for HelpBox:



Public Member Functions

- void [UpdateMessage](#) (string message, MessageType? UpdateMessageType, bool shouldAppend=false, bool debugMessage=false)
Updates the message of the help box.
- void [RemoveMessage](#) (int milliSeconds)
Removes the message of the help box after a certain amount of time.
- void [SetProgressBarProgress](#) (float progress)
Sets the progress bar progress. It will be displayed if it is not already active.
- void [SetProgressBarActive](#) (bool isActive)
Sets the progress bar active or inactive.
- void [UpdateIntendedProgress](#) (float progress)
Updates the intended progress of the progress bar.

- void [FinishProgressBarWithDelay](#) (int delayInMilliseconds)
Finishes the progress bar after a certain amount of time.
- void [RenderProgressBar](#) ()
Renders the progress bar.
- void [UpdateProgressBar](#) ()
Updates the progress bar.
- void [DebugMessageIfShould](#) (string customMessage, MessageType messageTypeToLog)
Method that debugs a message if the shouldDebugLog parameter is true.

Static Public Member Functions

- static [HelpBox GetInstance](#) ()
The singleton constructor of the help box.

Properties

- MessageType [HBMessageType](#) [get, set]
The message type of the help box.
- string [HBMessage](#) [get, set]
The message of the help box.
- float [IntendedProgress](#) [get, set]
The progress of the progress bar.
- int [ProgressBarDelayInMilliseconds](#) [get]
The delay in milliseconds for the progress bar to disappear.

Private Member Functions

- void [UpdateLastFunctionCalltime](#) ()
Updates the time of the last function call.
- double [TimeSinceLastFunctionInMilliseconds](#) ()
Returns the time since the last function call in milliseconds.
- int [TimerDelayInMilliseconds](#) ()
Returns the delay in milliseconds for the timer. This is used to show messages for a certain amount of time.

Private Attributes

- DateTime [lastFunctionCallTime](#)
The time of the last function call.
- readonly int [timerThresholdInMilliseconds](#) = 600
The threshold in milliseconds for the timer.
- float [pogressBarProgress](#) = 0f
The current progress of the progress bar.
- float [intendedProgress](#) = 1f
The intended progress of the progress bar. This is the progress, the progressbar will steadily move towards.
- bool [isProgressBarActive](#) = false
Whether the progress bar is active.
- readonly int [progressBarDelayInMilliseconds](#) = 1500
The delay in milliseconds for the progress bar to disappear.

Static Private Attributes

- static [HelpBox instance](#)

The instance of the help box.

4.17.1 Detailed Description

The help box class that is used to display messages and progress bars to the user.

4.17.2 Member Function Documentation

4.17.2.1 DebugMessageIfShould()

```
void HelpBox.DebugMessageIfShould (
    string customMessage,
    MessageType messageTypeToLog )
```

Method that debugs a message if the shouldDebugLog parameter is true.

Parameters

<i>customMessage</i>	The message to log.
<i>messageTypeToLog</i>	The message type of the message.

4.17.2.2 FinishProgressBarWithDelay()

```
void HelpBox.FinishProgressBarWithDelay (
    int delayInMilliseconds )
```

Finishes the progress bar after a certain amount of time.

Parameters

<i>delayInMilliseconds</i>	The amount of time in milliseconds to wait before finishing the progress bar.
----------------------------	---

4.17.2.3 GetInstance()

```
static HelpBox HelpBox.GetInstance ( ) [static]
```

The singleton constructor of the help box.

Returns

Returns the instance of the help box.

4.17.2.4 RemoveMessage()

```
void HelpBox.RemoveMessage (
    int milliseconds )
```

Removes the message of the help box after a certain amount of time.

Parameters

<i>milliseconds</i>	The amount of time in milliseconds to wait before removing the message.
---------------------	---

4.17.2.5 RenderProgressBar()

```
void HelpBox.RenderProgressBar ( )
```

Renders the progress bar.

4.17.2.6 SetProgressBarActive()

```
void HelpBox.SetProgressBarActive (
    bool isActive )
```

Sets the progress bar active or inactive.

Parameters

<i>isActive</i>	Whether the progress bar should be active.
-----------------	--

4.17.2.7 SetProgressBarProgress()

```
void HelpBox.SetProgressBarProgress (
    float progress )
```

Sets the progress bar progress. It will be displayed if it is not already active.

Parameters

<i>progress</i>	The progress to set the progress bar to.
-----------------	--

4.17.2.8 TimerDelayInMilliseconds()

```
int HelpBox.TimerDelayInMilliseconds ( ) [private]
```

Returns the delay in milliseconds for the timer. This is used to show messages for a certain amount of time.

Returns

Returns the delay in milliseconds for the timer.

4.17.2.9 TimeSinceLastFunctionInMilliseconds()

```
double HelpBox.TimeSinceLastFunctionInMilliseconds ( ) [private]
```

Returns the time since the last function call in milliseconds.

Returns

Returns the time since the last function call in milliseconds.

4.17.2.10 UpdateIntendedProgress()

```
void HelpBox.UpdateIntendedProgress (
    float progress )
```

Updates the intended progress of the progress bar.

Parameters

<i>progress</i>	The intended progress of the progress bar.
-----------------	--

4.17.2.11 UpdateLastFunctionCalltime()

```
void HelpBox.UpdateLastFunctionCalltime ( ) [private]
```

Updates the time of the last function call.

4.17.2.12 UpdateMessage()

```
void HelpBox.UpdateMessage (
    string message,
    MessageType? UpdateMessageType,
    bool shouldAppend = false,
    bool debugMessage = false )
```

Updates the message of the help box.

Parameters

<i>message</i>	The message to display.
<i>UpdateMessageType</i>	The message type of the message. All parameters including this and the following are optional.
<i>shouldAppend</i>	Whether the message should be appended to the current message. Default is false.
<i>debugMessage</i>	Whether the message should also be logged to the console. Default is false.

4.17.2.13 UpdateProgressBar()

```
void HelpBox.UpdateProgressBar ( )
```

Updates the progress bar.

4.17.3 Member Data Documentation

4.17.3.1 instance

```
HelpBox HelpBox.instance [static], [private]
```

The instance of the help box.

4.17.3.2 intendedProgress

```
float HelpBox.intendedProgress = 1f [private]
```

The intended progress of the progress bar. This is the progress, the progressbar will steadily move towards.

4.17.3.3 isProgressBarActive

```
bool HelpBox.isProgressBarActive = false [private]
```

Whether the progress bar is active.

4.17.3.4 lastFunctionCallTime

```
DateTime HelpBox.lastFunctionCallTime [private]
```

The time of the last function call.

4.17.3.5 pogressBarProgress

```
float HelpBox.pogressBarProgress = 0f [private]
```

The current progress of the progress bar.

4.17.3.6 progressBarDelayInMilliseconds

```
readonly int HelpBox.progressBarDelayInMilliseconds = 1500 [private]
```

The delay in milliseconds for the progress bar to disappear.

4.17.3.7 timerThresholdInMilliseconds

```
readonly int HelpBox.timerThresholdInMilliseconds = 600 [private]
```

The threshold in milliseconds for the timer.

4.17.4 Property Documentation

4.17.4.1 HBMessage

```
string HelpBox.HBMessage [get], [set]
```

The message of the help box.

4.17.4.2 HBMessageType

```
MessageType HelpBox.HBMessageType [get], [set]
```

The message type of the help box.

4.17.4.3 IntendedProgress

```
float HelpBox.IntendedProgress [get], [set]
```

The progress of the progress bar.

4.17.4.4 ProgressBarDelayInMilliseconds

```
int HelpBox.ProgressBarDelayInMilliseconds [get]
```

The delay in milliseconds for the progress bar to disappear.

The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[HelpBox.cs](#)

4.18 MessageListBuilder Class Reference

The message list builder class that is used to build a list of AI api messages to be sent to the AI api.

Collaboration diagram for MessageListBuilder:

MessageListBuilder
+ validRoles
- messageList
+ AddMessage()
+ AddMessage()
+ AddMessages()
+ GetMessageAt()
+ GetMessageCount()
+ RemoveMessage()
+ RemoveMessageAt()
+ ClearMessages()
+ Build()

Public Member Functions

- [MessageListBuilder AddMessage](#) (string content, string role="user")
Adds a message to the message list builder with the given content and role. The default role is "user".
- [MessageListBuilder AddMessage](#) ([RequestMessage](#) message)
Adds a message to the message list builder with the given message. It uses a [RequestMessage](#) object. If the role is invalid, it will be set to "user".
- [MessageListBuilder AddMessages](#) (List< [RequestMessage](#) > addMessageList)
Adds a list of messages to the message list builder with the given list of messages. It uses a [RequestMessage](#) object. If the role is invalid, it will be set to "user".
- [RequestMessage GetMessageAt](#) (int index)
Returns the message at the given index. If the index is out of range, it will return a message with empty content and role "system".
- int [GetMessageCount](#) ()
Returns the number of messages in the message list.
- [MessageListBuilder RemoveMessage](#) (string content)
Removes the messages with the given content from the message list.
- [MessageListBuilder RemoveMessageAt](#) (int index)
Removes the message at the given index from the message list.
- [MessageListBuilder ClearMessages](#) ()
Clears the message list.
- List< [RequestMessage](#) > [Build](#) ()
Builds the message list.

Static Public Attributes

- static readonly List< string > [validRoles](#)

The list of valid roles for a message. These are the roles that the GPT api accepts at the moment.

Private Attributes

- readonly List< [RequestMessage](#) > [messageList](#) = new()

The list of messages that will be built.

4.18.1 Detailed Description

The message list builder class that is used to build a list of AI api messages to be sent to the AI api.

4.18.2 Member Function Documentation

4.18.2.1 AddMessage() [1/2]

```
MessageListBuilder MessageListBuilder.AddMessage (
    RequestMessage message )
```

Adds a message to the message list builder with the given message. It uses a [RequestMessage](#) object. If the role is invalid, it will be set to "user".

Parameters

<i>message</i>	The message to be added.
----------------	--------------------------

Returns

The updated message list builder.

4.18.2.2 AddMessage() [2/2]

```
MessageListBuilder MessageListBuilder.AddMessage (
    string content,
    string role = "user" )
```

Adds a message to the message list builder with the given content and role. The default role is "user".

Parameters

<i>content</i>	The content of the message.
<i>role</i>	The role of the message.

Returns

The updated message list builder.

4.18.2.3 AddMessages()

```
MessageListBuilder MessageListBuilder.AddMessages (
    List< RequestMessage > addMessageList )
```

Adds a list of messages to the message list builder with the given list of messages. It uses a [RequestMessage](#) object. If the role is invalid, it will be set to "user".

Parameters

<i>addMessageList</i>	The list of messages to be added.
-----------------------	-----------------------------------

Returns

The updated message list builder.

4.18.2.4 Build()

```
List< RequestMessage > MessageListBuilder.Build ( )
```

Builds the message list.

Returns

The built message list.

4.18.2.5 ClearMessages()

```
MessageListBuilder MessageListBuilder.ClearMessages ( )
```

Clears the message list.

Returns

The updated message list builder.

4.18.2.6 GetMessageAt()

```
RequestMessage MessageListBuilder.GetMessageAt (
    int index )
```

Returns the message at the given index. If the index is out of range, it will return a message with empty content and role "system".

Parameters

<i>index</i>	The index of the message to be returned.
--------------	--

Returns

The message at the given index.

4.18.2.7 GetMessageCount()

```
int MessageListBuilder.GetMessageCount ( )
```

Returns the number of messages in the message list.

Returns

The number of messages in the message list.

4.18.2.8 RemoveMessage()

```
MessageListBuilder MessageListBuilder.RemoveMessage (
    string content )
```

Removes the messages with the given content from the message list.

Parameters

<i>content</i>	The content of the message to be removed.
----------------	---

Returns

The updated message list builder.

4.18.2.9 RemoveMessageAt()

```
MessageListBuilder MessageListBuilder.RemoveMessageAt (
    int index )
```

Removes the message at the given index from the message list.

Parameters

<i>index</i>	The index of the message to be removed.
--------------	---

Returns

The updated message list builder.

4.18.3 Member Data Documentation

4.18.3.1 `messageList`

```
readonly List<RequestMessage> MessageListBuilder.messageList = new() [private]
```

The list of messages that will be built.

4.18.3.2 `validRoles`

```
readonly List<string> MessageListBuilder.validRoles [static]
```

Initial value:

```
=  
    new() { "system", "assistant", "user", "function" }
```

The list of valid roles for a message. These are the roles that the GPT api accepts at the moment.

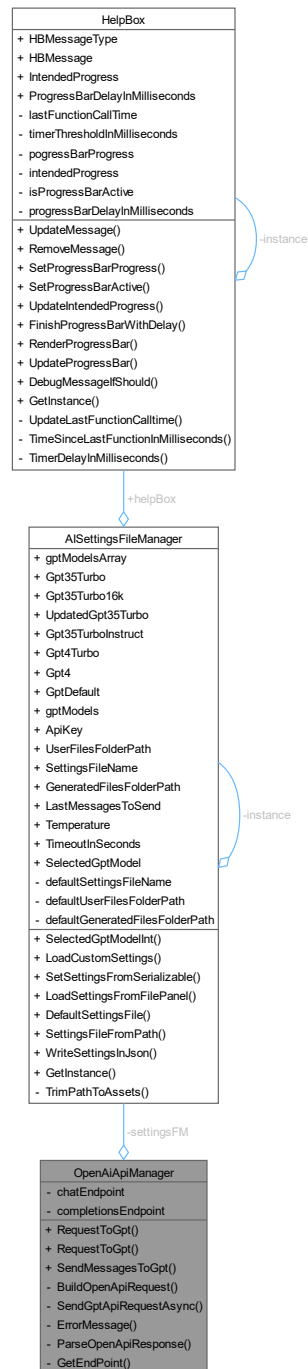
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageListBuilder.cs](#)

4.19 OpenAiApiManager Class Reference

The response class that contains the id and choices.

Collaboration diagram for OpenAiApiManager:



Static Public Member Functions

- static async `UniTask< string > RequestToGpt` (string requestMessage)
Sends a single message to the GPT model and returns the response.
- static async `UniTask< string > RequestToGpt` (`MessageListBuilder` messageListBuilder)
Sends a list of messages to the GPT model and returns the response.

- static async UniTask< string > [SendMessageToGpt](#) (string apiKey, [MessageListBuilder](#) messageListBuilder, string gptModel, float? temperature, int timeoutInSeconds)
Sends a list of messages to the GPT model and returns the response.

Static Private Member Functions

- static string [BuildOpenApiRequest](#) (string gptModel, [MessageListBuilder](#) messageListBuilder, float? temperature)
Builds the request body for the OpenAI API.
- static async UniTask< string > [SendGptApiRequestAsync](#) (string apiKey, string endpoint, string requestBody, int timeoutInSeconds=20)
Sends a request to the OpenAI API and returns the response.
- static void [ErrorMessage](#) (Exception e)
Updates the help box with an error message. Recommends a higher timeout.
- static string [ParseOpenApiResponse](#) (string jsonResponse, bool isCompletion=false)
Parses the response of the OpenAI API and returns the response as a string.
- static string [GetEndPoint](#) (string gptModel)
Returns the endpoint for the GPT model.

Static Private Attributes

- const string [chatEndpoint](#) = "https://api.openai.com/v1/chat/completions"
The endpoint for the chat model.
- const string [completionsEndpoint](#) = "https://api.openai.com/v1/completions"
The endpoint for the completion model. (Davinci and Gpt Instruct)
- static readonly [AISettingsFileManager](#) settingsFM = [AISettingsFileManager.GetInstance\(\)](#)
The singleton instance of the settings file manager that contains the settings for the AI.

4.19.1 Detailed Description

The response class that contains the id and choices.

4.19.2 Member Function Documentation

4.19.2.1 BuildOpenApiRequest()

```
static string OpenAiApiManager.BuildOpenApiRequest (
    string gptModel,
    MessageListBuilder messageListBuilder,
    float? temperature ) [static], [private]
```

Builds the request body for the OpenAI API.

Parameters

<i>gptModel</i>	The GPT model that should be used to send the request.
<i>messageListBuilder</i>	The message list builder that contains the messages that should be sent to the GPT model.
<i>temperature</i>	

Returns

The request body as a string for the OpenAI API.

4.19.2.2 ErrorMessage()

```
static void OpenAiApiManager.ErrorMessage (  
    Exception e ) [static], [private]
```

Updates the help box with an error message. Recommends a higher timeout.

Parameters

<i>e</i>	The exception that should be used to update the help box.
----------	---

4.19.2.3 GetEndPoint()

```
static string OpenAiApiManager.GetEndPoint (  
    string gptModel ) [static], [private]
```

Returns the endpoint for the GPT model.

Parameters

<i>gptModel</i>	The GPT model that should be used to send the request.
-----------------	--

Returns

The endpoint for the GPT model.

4.19.2.4 ParseOpenApiResponse()

```
static string OpenAiApiManager.ParseOpenApiResponse (  
    string jsonResponse,  
    bool isCompletion = false ) [static], [private]
```

Parses the response of the OpenAI API and returns the response as a string.

Parameters

<i>jsonResponse</i>	The response of the OpenAI API as a string.
<i>isCompletion</i>	Whether the response is a completion response or not.

Returns

The response of the OpenAI API as a string.

4.19.2.5 RequestToGpt() [1/2]

```
static async UniTask< string > OpenAiApiManager.RequestToGpt (
    MessageListBuilder messageListBuilder ) [static]
```

Sends a list of messages to the GPT model and returns the response.

Parameters

<i>messageListBuilder</i>	The message list builder that contains the messages that should be sent to the GPT model.
---------------------------	---

Returns

The response of the GPT model.

4.19.2.6 RequestToGpt() [2/2]

```
static async UniTask< string > OpenAiApiManager.RequestToGpt (
    string requestMessage ) [static]
```

Sends a single message to the GPT model and returns the response.

Parameters

<i>requestMessage</i>	The message that should be sent to the GPT model.
-----------------------	---

Returns

The response of the GPT model.

4.19.2.7 SendGptApiRequestAsync()

```
static async UniTask< string > OpenAiApiManager.SendGptApiRequestAsync (
    string apiKey,
    string endpoint,
    string requestBody,
    int timeoutInSeconds = 20 ) [static], [private]
```

Sends a request to the OpenAI API and returns the response.

Parameters

<i>apiKey</i>	The API key that should be used to send the request.
<i>endpoint</i>	The endpoint that should be used to send the request.

4.19.2.8 SendMessagesToGpt()

```
static async UniTask< string > OpenAiApiManager.SendMessagesToGpt (
    string apiKey,
    MessageListBuilder messageListBuilder,
    string gptModel,
    float? temperature,
    int timeoutInSeconds ) [static]
```

Sends a list of messages to the GPT model and returns the response.

Parameters

<i>apiKey</i>	The API key that should be used to send the request.
<i>messageListBuilder</i>	The message list builder that contains the messages that should be sent to the GPT model.
<i>gptModel</i>	The GPT model that should be used to send the request.
<i>temperature</i>	The temperature that should be used to send the request.
<i>timeoutInSeconds</i>	The timeout in seconds that should be used to send the request.

Returns

The response of the GPT model.

4.19.3 Member Data Documentation

4.19.3.1 chatEndpoint

```
const string OpenAiApiManager.chatEndpoint = "https://api.openai.com/v1/chat/completions"
[static], [private]
```

The endpoint for the chat model.

4.19.3.2 completionsEndpoint

```
const string OpenAiApiManager.completionsEndpoint = "https://api.openai.com/v1/completions"
[static], [private]
```

The endpoint for the completion model. (Davinci and Gpt Instruct)

4.19.3.3 settingsFM

```
readonly AISettingsFileManager OpenAiApiManager.settingsFM = AISettingsFileManager.GetInstance()
[static], [private]
```

The singleton instance of the settings file manager that contains the settings for the AI.

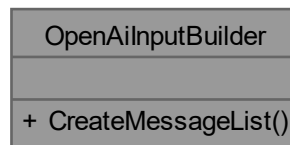
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/OpenAiApiManager.cs

4.20 OpenAiInputBuilder Class Reference

The class that builds the request.

Collaboration diagram for OpenAiInputBuilder:



Classes

- class [RequestBuilder](#)
The message list builder class that contains the message list.

Static Public Member Functions

- static [MessageListBuilder](#) [CreateMessageList](#) ()
Function that creates a messageList builder.

4.20.1 Detailed Description

The class that builds the request.

4.20.2 Member Function Documentation

4.20.2.1 CreateMessageList()

```
static MessageListBuilder OpenAiInputBuilder.CreateMessageList ( ) [static]
```

Function that creates a messageList builder.

Returns

The messageList builder.

The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[OpenAiInputBuilder.cs](#)

4.21 OpenAiStandardPrompts Class Reference

This file contains the standard prompts that will get loaded into the extension in some cases. It makes use of verbatim string for easier editing.

Collaboration diagram for OpenAiStandardPrompts:

OpenAiStandardPrompts	
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()
+	readonly()

Static Public Member Functions

- static [readonly](#) (string Title, string Content) ObjectGenerationPrompt
The prompt for the user to generate a new script that will be invoked immediately. It is intended for object generation.
- static [readonly](#) (string Title, string Content) CreateNewScriptWithPrompt
The prompt for the user to generate a new script that the user can check before saving it.
- static [readonly](#) (string Title, string Content) UpdateExistingScriptWithPrompt
The prompt for the user to update an existing script with a prompt.
- static [readonly](#) (string Title, string Content) ScriptEndNote
The prompt that will be appended to the end of the script generation prompts. It includes more detailed information about the task.
- static [readonly](#) (string Title, string Content) ColorImageGenerationPrompt
The prompt for the user to generate a 3d image generation script.
- static [readonly](#) (string Title, string Content) ImproveScriptPrompt
An example prompt that should help the user to improve their script.
- static [readonly](#) (string Title, string Content) WriteCommentsPrompt
An example prompt that should help the user to improve their script by adding comments.
- static [readonly](#) (string Title, string Content) RemoveVariablesPrompt

An example prompt that should help the user to improve their script by removing unused variables.

- static `readonly` (string Title, string Content) RemoveDebugLogsPrompt

An example prompt that should help the user to improve their script by removing Debug.Log() calls.

- static `readonly` (string Title, string Content) AutoGenerateSerializationPrompt

An example prompt that should help the user to improve their script by auto-generating serialization.

- static `readonly` (string Title, string Content) GenerateRotationScriptPrompt

An example prompt that should generate a script that rotates a game object over time.

- static `readonly` (string Title, string Content) GenerateParticleSystemPrompt

An example prompt that should generate a script that generates a new game object with a particle system.

- static `readonly` (string Title, string Content) GenerateLightsPrompt

An example prompt that should generate a script that generates a directional light at a specified position.

4.21.1 Detailed Description

This file contains the standard prompts that will get loaded into the extension in some cases. It makes use of verbatim string for easier editing.

4.21.2 Member Function Documentation

4.21.2.1 `readonly()` [1/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should help the user to improve their script by auto-generating serialization.

4.21.2.2 `readonly()` [2/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

The prompt for the user to generate a 3d image generation script.

4.21.2.3 `readonly()` [3/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

The prompt for the user to generate a new script that the user can check before saving it.

4.21.2.4 `readonly()` [4/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should generate a script that generates a directional light at a specified position.

4.21.2.5 readonly() [5/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should generate a script that generates a new game object with a particle system.

4.21.2.6 readonly() [6/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should generate a script that rotates a game object over time.

4.21.2.7 readonly() [7/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should help the user to improve their script.

4.21.2.8 readonly() [8/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

The prompt for the user to generate a new script that will be invoked immediately. It is intended for object generation.

<Availability> <https://github.com/keijiro/AICommand/> </Availability> License> Unlicense (Public Domain) View LICENSE.md to see the license and information. </License> Description> AICommand is a Unity extension that experiment with a command window for executing C# scripts from the gpt api.

4.21.2.9 readonly() [9/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should help the user to improve their script by removing Debug.Log() calls.

4.21.2.10 readonly() [10/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should help the user to improve their script by removing unused variables.

4.21.2.11 readonly() [11/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

The prompt that will be appended to the end of the script generation prompts. It includes more detailed information about the task.

4.21.2.12 readonly() [12/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

The prompt for the user to update an existing script with a prompt.

4.21.2.13 readonly() [13/13]

```
static OpenAiStandardPrompts.readonly (
    string Title,
    string Content ) [static]
```

An example prompt that should help the user to improve their script by adding comments.

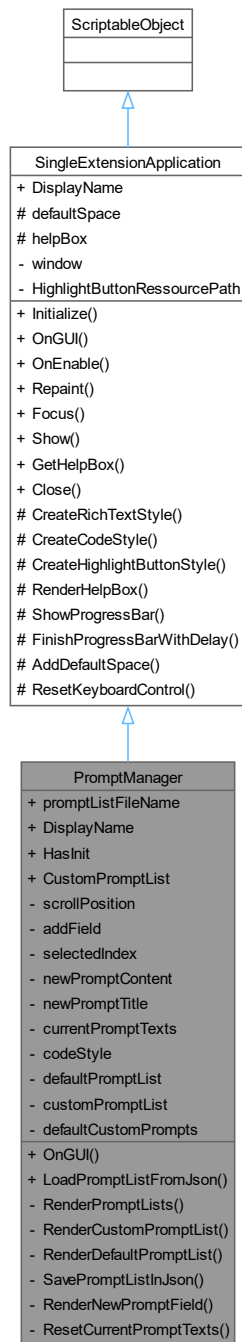
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[OpenAiStandardPrompts.cs](#)

4.22 PromptManager Class Reference

The prompt manager is used to manage custom prompts and display pre-defined prompts.

Inheritance diagram for PromptManager:



Collaboration diagram for PromptManager:



Public Member Functions

- override void `OnGUI` ()
The method that renders the GUI of the prompt manager.

Public Member Functions inherited from `SingleExtensionApplication`

- void `Initialize` (EditorWindow `window`)

- Initializes the application.*

 - void [OnGUI](#) ()

Abstract method that renders the GUI of the application.
- virtual void [OnEnable](#) ()

Abstract method that is called when the application is enabled.
- void [Repaint](#) ()

Method that repaints the window.
- void [Focus](#) ()

Method that focuses the window.
- void [Show](#) ()

Method that shows the window.
- [HelpBox](#) [GetHelpBox](#) ()

Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (Highlight↔ Button.guiskin)
- void [Close](#) ()

Method that closes the window.

Static Public Member Functions

- static List<(string Title, string Content)> [LoadPromptListFromJson](#) ()

Loads the prompt list from the json file.

Static Public Attributes

- static readonly string [promptListFileName](#) = "promptList.json"

The name of the prompt list file.

Properties

- override string [DisplayName](#) [get]

The display name of the prompt manager.
- bool [HasInit](#) = false [get, set]

The boolean that indicates if the prompt manager has been initialized.
- static List<(string Title, string Content)> [CustomPromptList](#) [get, set]

The getter and setter for the custom prompt list.

Properties inherited from [SingleExtensionApplication](#)

- string [DisplayName](#) [get]

The display name of a single application.

Private Member Functions

- void [RenderPromptLists](#) ()
Renders the custom and default prompt lists.
- void [RenderCustomPromptList](#) ()
Renders the custom prompt list.
- void [RenderDefaultPromptList](#) ()
Renders the default.
- void [SavePromptListInJson](#) ()
Saves the prompt list in the json file.
- void [RenderNewPromptField](#) ()
Renders the the new prompt field.
- void [ResetCurrentPromptTexts](#) ()
Resets the current prompt texts to reload the custom prompt list.

Private Attributes

- Vector2 [scrollPosition](#)
The scroll position of the prompt manager.
- bool [addField](#) = false
The boolean that indicates if a new prompt should be added.
- int [selectedIndex](#) = -1
The index of the selected prompt.
- string [newPromptContent](#)
The content of the new prompt.
- string [newPromptTitle](#)
The title of the new prompt.
- List< string > [currentPromptTexts](#) = new()
The current prompt texts.
- GUIStyle [codeStyle](#)
The GUIStyle for displaying strings as code.
- readonly List<(string Title, string Content)> [defaultPromptList](#)
The default pre-defined prompt list.

Static Private Attributes

- static List<(string Title, string Content)> [customPromptList](#) = new()
The list of custom prompts.
- static readonly List<(string Title, string Content)> [defaultCustomPrompts](#)
The default custom prompts that get loaded when no prompt is loaded.

Additional Inherited Members

Protected Member Functions inherited from [SingleExtensionApplication](#)

- GUIStyle [CreateRichTextStyle](#) ()
Method that creates a rich text style for colored text.
- GUIStyle [CreateCodeStyle](#) ()
Method that creates a code style for displaying code.
- GUIStyle [CreateHighlightButtonStyle](#) ()
Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (Highlight↔ Button.guiskin)
- void [RenderHelpBox](#) ()
Method that renders the help box of the application.
- void [ShowProgressBar](#) (float progress)
Method that renders the help box of the application.
- void [FinishProgressBarWithDelay](#) (int milliseconds=700)
Method that finishes the progress bar of the help box and closes it after a delay.
- void [AddDefaultSpace](#) ()
Method to add a default space between GUI elements.
- void [ResetKeyboardControl](#) ()
Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

Protected Attributes inherited from [SingleExtensionApplication](#)

- int [defaultSpace](#) = 10
The default space between GUI elements.

Static Protected Attributes inherited from [SingleExtensionApplication](#)

- static [HelpBox](#) [helpBox](#) = [HelpBox.GetInstance](#)()
The help box of a single application.

4.22.1 Detailed Description

The prompt manager is used to manage custom prompts and display pre-defined prompts.

4.22.2 Member Function Documentation

4.22.2.1 LoadPromptListFromJson()

```
static List<(string Title, string Content)> PromptManager.LoadPromptListFromJson ( ) [static]
```

Loads the prompt list from the json file.

Returns

The loaded prompt list.

4.22.2.2 OnGUI()

```
override void PromptManager.OnGUI ( )
```

The method that renders the GUI of the prompt manager.

4.22.2.3 RenderCustomPromptList()

```
void PromptManager.RenderCustomPromptList ( ) [private]
```

Renders the custom prompt list.

4.22.2.4 RenderDefaultPromptList()

```
void PromptManager.RenderDefaultPromptList ( ) [private]
```

Renders the default.

4.22.2.5 RenderNewPromptField()

```
void PromptManager.RenderNewPromptField ( ) [private]
```

Renders the the new prompt field.

4.22.2.6 RenderPromptLists()

```
void PromptManager.RenderPromptLists ( ) [private]
```

Renders the custom and default prompt lists.

4.22.2.7 ResetCurrentPromptTexts()

```
void PromptManager.ResetCurrentPromptTexts ( ) [private]
```

Resets the current prompt texts to reload the custom prompt list.

4.22.2.8 SavePromptListInJson()

```
void PromptManager.SavePromptListInJson ( ) [private]
```

Saves the prompt list in the json file.

4.22.3 Member Data Documentation

4.22.3.1 addField

```
bool PromptManager.addField = false [private]
```

The boolean that indicates if a new prompt should be added.

4.22.3.2 codeStyle

```
GUIStyle PromptManager.codeStyle [private]
```

The GUIStyle for displaying strings as code.

4.22.3.3 currentPromptTexts

```
List<string> PromptManager.currentPromptTexts = new() [private]
```

The current prompt texts.

4.22.3.4 customPromptList

```
List<(string Title, string Content)> PromptManager.customPromptList = new() [static], [private]
```

The list of custom prompts.

4.22.3.5 defaultCustomPrompts

```
readonly List<(string Title, string Content)> PromptManager.defaultCustomPrompts [static],  
[private]
```

Initial value:

```
=  
    new()  
    {  
        OpenAiStandardPrompts.ImproveScriptPrompt,  
        OpenAiStandardPrompts.WriteCommentsPrompt,  
        OpenAiStandardPrompts.RemoveVariablesPrompt,  
        OpenAiStandardPrompts.RemoveDebugLogsPrompt,  
        OpenAiStandardPrompts.AutoGenerateSerializationPrompt,  
        OpenAiStandardPrompts.GenerateRotationScriptPrompt,  
        OpenAiStandardPrompts.GenerateParticleSystemPrompt,  
        OpenAiStandardPrompts.GenerateLightsPrompt,  
    }
```

The default custom prompts that get loaded when no prompt is loaded.

4.22.3.6 defaultPromptList

```
readonly List<(string Title, string Content)> PromptManager.defaultPromptList [private]
```

Initial value:

```
=  
    new()  
    {  
        OpenAiStandardPrompts.ScriptEndNote,  
        OpenAiStandardPrompts.CreateNewScriptWithPrompt,  
        OpenAiStandardPrompts.ObjectGenerationPrompt,  
        OpenAiStandardPrompts.UpdateExistingScriptWithPrompt,  
        OpenAiStandardPrompts.ColorImageGenerationPrompt,  
    }
```

The default pre-defined prompt list.

4.22.3.7 newPromptContent

```
string PromptManager.newPromptContent [private]
```

The content of the new prompt.

4.22.3.8 newPromptTitle

```
string PromptManager.newPromptTitle [private]
```

The title of the new prompt.

4.22.3.9 promptListFileName

```
readonly string PromptManager.promptListFileName = "promptList.json" [static]
```

The name of the prompt list file.

4.22.3.10 scrollPosition

```
Vector2 PromptManager.scrollPosition [private]
```

The scroll position of the prompt manager.

4.22.3.11 selectedIndex

```
int PromptManager.selectedIndex = -1 [private]
```

The index of the selected prompt.

4.22.4 Property Documentation

4.22.4.1 CustomPromptList

```
List<(string Title, string Content)> PromptManager.CustomPromptList [static], [get], [set]
```

The getter and setter for the custom prompt list.

4.22.4.2 DisplayName

```
override string PromptManager.DisplayName [get]
```

The display name of the prompt manager.

4.22.4.3 HasInit

```
bool PromptManager.HasInit = false [get], [set], [private]
```

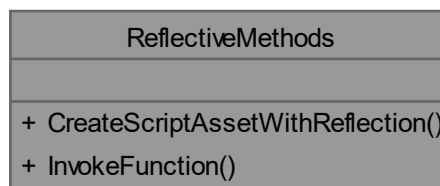
The boolean that indicates if the prompt manager has been initialized.

The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[PromptManager.cs](#)

4.23 ReflectiveMethods Class Reference

Collaboration diagram for ReflectiveMethods:



Static Public Member Functions

- static void [CreateScriptAssetWithReflection](#) (string path, string data)
Creates a script asset in Unity by invoking a private method in Unity's ProjectWindowUtil. It is not possible to use the method directly, so reflection is used to access the method.
- static void [InvokeFunction](#) (string className, string methodName)
Invokes a static method in a class by using reflection. The method must be public or private. It is used to invoke a method when it is not available in runtime. (AI Object Generation)

4.23.1 Member Function Documentation

4.23.1.1 CreateScriptAssetWithReflection()

```
static void ReflectiveMethods.CreateScriptAssetWithReflection (
    string path,
    string data ) [static]
```

Creates a script asset in Unity by invoking a private method in Unity's ProjectWindowUtil. It is not possible to use the method directly, so reflection is used to access the method.

<Availability> <https://github.com/keijiro/AICommand/> </Availability> License> Unlicense (Public Domain) View LICENSE.md to see the license and information. </License> Description> AICommand is a Unity extension that experiment with a command window for executing C# scripts from the gpt api.

4.23.1.2 InvokeFunction()

```
static void ReflectiveMethods.InvokeFunction (
    string className,
    string methodName ) [static]
```

Invokes a static method in a class by using reflection. The method must be public or private. It is used to invoke a method when it is not available in runtime. (AI Object Generation)

Parameters

<i>className</i>	The name of the class that contains the method.
<i>methodName</i>	The name of the method that is invoked.

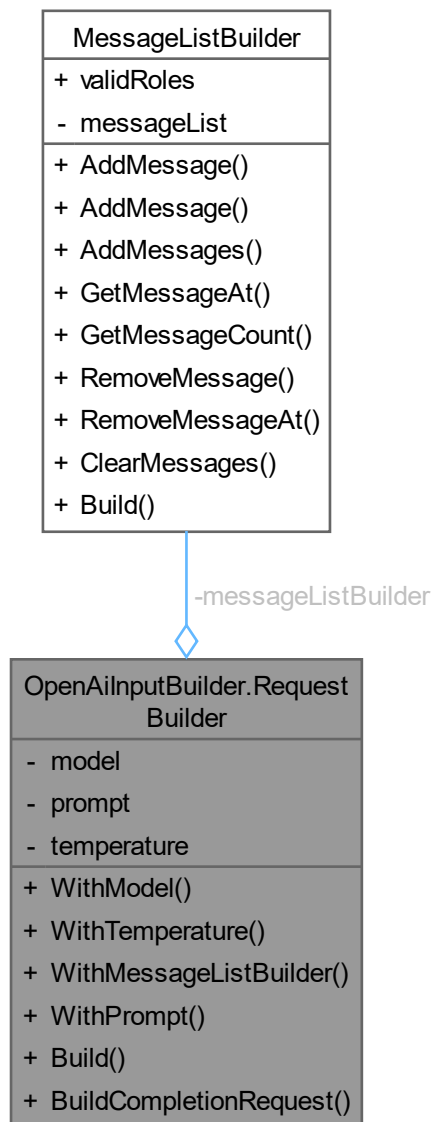
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[ReflectiveMethods.cs](#)

4.24 OpenAIInputBuilder.RequestBuilder Class Reference

The message list builder class that contains the message list.

Collaboration diagram for OpenAiInputBuilder.RequestBuilder:



Public Member Functions

- [RequestBuilder WithModel](#) (string `model`)
The model of the request.
- [RequestBuilder WithTemperature](#) (float? `temperature`)
The temperature of the request.
- [RequestBuilder WithMessageListBuilder](#) ([MessageListBuilder](#) `messageListBuilder`)
The message list builder of the request.
- [RequestBuilder WithPrompt](#) (string `prompt`)
The prompt of the request. Used for completion requests.

- string `Build ()`
The function that builds the request.
- string `BuildCompletionRequest ()`
The function that builds the completion request.

Private Attributes

- string `model`
The model of the request.
- string `prompt`
The prompt of the request.
- `MessageListBuilder messageListBuilder = new()`
The message list builder of the request.
- float? `temperature`
The temperature of the request.

4.24.1 Detailed Description

The message list builder class that contains the message list.

4.24.2 Member Function Documentation

4.24.2.1 Build()

```
string OpenAiInputBuilder.RequestBuilder.Build ( )
```

The function that builds the request.

Returns

The request.

4.24.2.2 BuildCompletionRequest()

```
string OpenAiInputBuilder.RequestBuilder.BuildCompletionRequest ( )
```

The function that builds the completion request.

Returns

The request.

4.24.2.3 WithMessageListBuilder()

```
RequestBuilder OpenAiInputBuilder.RequestBuilder.WithMessageListBuilder (
    MessageListBuilder messageListBuilder )
```

The message list builder of the request.

Parameters

<i>messageListBuilder</i>	The message list builder of the request.
---------------------------	--

Returns

The request builder.

4.24.2.4 WithModel()

```
RequestBuilder OpenAiInputBuilder.RequestBuilder.WithModel (
    string model )
```

The model of the request.

Parameters

<i>model</i>	The model of the request.
--------------	---------------------------

Returns

The request builder.

4.24.2.5 WithPrompt()

```
RequestBuilder OpenAiInputBuilder.RequestBuilder.WithPrompt (
    string prompt )
```

The prompt of the request. Used for completion requests.

Parameters

<i>prompt</i>	The prompt of the request
	Returns
	The request builder.

4.24.2.6 WithTemperature()

```
RequestBuilder OpenAiInputBuilder.RequestBuilder.WithTemperature (
    float? temperature )
```

The temperature of the request.

Parameters

<i>temperature</i>	The temperature of the request.
--------------------	---------------------------------

Returns

The request builder.

4.24.3 Member Data Documentation

4.24.3.1 `messageListBuilder`

```
MessageListBuilder OpenAiInputBuilder.RequestBuilder.messageListBuilder = new() [private]
```

The message list builder of the request.

4.24.3.2 `model`

```
string OpenAiInputBuilder.RequestBuilder.model [private]
```

The model of the request.

4.24.3.3 `prompt`

```
string OpenAiInputBuilder.RequestBuilder.prompt [private]
```

The prompt of the request.

4.24.3.4 `temperature`

```
float? OpenAiInputBuilder.RequestBuilder.temperature [private]
```

The temperature of the request.

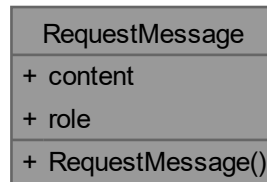
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[OpenAiInputBuilder.cs](#)

4.25 RequestMessage Class Reference

A single request message class that contains the content and role of a message. Is used inside an ApiRequest.

Collaboration diagram for RequestMessage:



Public Member Functions

- [RequestMessage](#) (string [content](#), string [role](#)="user")
The constructor for the request message.

Public Attributes

- string [content](#)
The content of the message.
- string [role](#)
The role of the message.

4.25.1 Detailed Description

A single request message class that contains the content and role of a message. Is used inside an ApiRequest.

4.25.2 Constructor & Destructor Documentation

4.25.2.1 RequestMessage()

```
RequestMessage.RequestMessage (
    string content,
    string role = "user" )
```

The constructor for the request message.

Parameters

<i>content</i>	The content of the message.
<i>role</i>	The role of the message.

4.25.3 Member Data Documentation

4.25.3.1 content

```
string RequestMessage.content
```

The content of the message.

4.25.3.2 role

```
string RequestMessage.role
```

The role of the message.

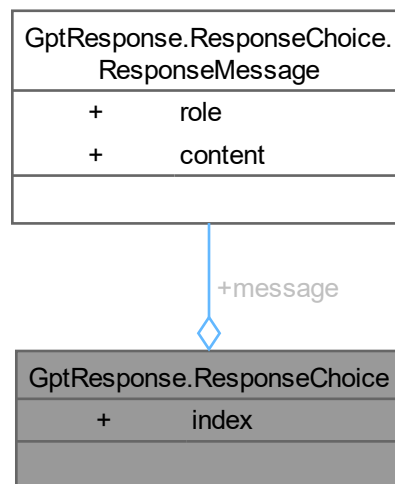
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

4.26 GptResponse.ResponseChoice Struct Reference

The response choice class that contains the index and message.

Collaboration diagram for GptResponse.ResponseChoice:



Classes

- struct [ResponseMessage](#)

The response message class that contains the role and content.

Public Attributes

- int [index](#)
The index of the response choice.
- [ResponseMessage](#) [message](#)
The message of the response choice.

4.26.1 Detailed Description

The response choice class that contains the index and message.

4.26.2 Member Data Documentation

4.26.2.1 index

```
int GptResponse.ResponseChoice.index
```

The index of the response choice.

4.26.2.2 message

```
ResponseMessage GptResponse.ResponseChoice.message
```

The message of the response choice.

The documentation for this struct was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

4.27 GptResponse.ResponseChoice.ResponseMessage Struct Reference

The response message class that contains the role and content.

Collaboration diagram for GptResponse.ResponseChoice.ResponseMessage:

GptResponse.ResponseChoice. ResponseMessage	
+	role
+	content

Public Attributes

- string [role](#)
- string [content](#)

4.27.1 Detailed Description

The response message class that contains the role and content.

4.27.2 Member Data Documentation

4.27.2.1 content

```
string GptResponse.ResponseChoice.ResponseMessage.content
```

4.27.2.2 role

```
string GptResponse.ResponseChoice.ResponseMessage.role
```

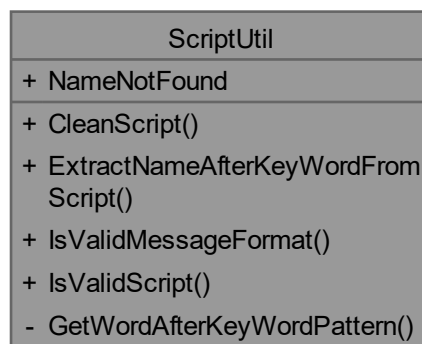
The documentation for this struct was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[MessageTypes.cs](#)

4.28 ScriptUtil Class Reference

The class that contains utility methods for script editing.

Collaboration diagram for ScriptUtil:



Static Public Member Functions

- static string [CleanScript](#) (string inputString)
Cleans the script string to remove unwanted characters. Within the OpenAI Api these are backticks (``) and the term csharp as well as additional comments outside the code.
- static string [ExtractNameAfterKeywordFromScript](#) (string scriptString, string keyword)
Extracts the name after a keyword from a script. This is used for finding class names and function names.
- static bool [IsValidMessageFormat](#) (string message)
Checks if the message is in the format "User: message" or "System: message".
- static bool [IsValidScript](#) (string scriptString)
Checks if the script is valid. The scriptString will get cleaned first and is valid if it is not null or empty and contains a class name.

Static Public Attributes

- const string [NameNotFound](#) = "NameNotFound"
A const that will be used for scripts where the name was not found.

Static Private Member Functions

- static string [GetWordAfterKeyWordPattern](#) (string keyword)
Returns the pattern for finding a word after a keyword.

4.28.1 Detailed Description

The class that contains utility methods for script editing.

4.28.2 Member Function Documentation

4.28.2.1 CleanScript()

```
static string ScriptUtil.CleanScript (  
    string inputString ) [static]
```

Cleans the script string to remove unwanted characters. Within the OpenAI Api these are backticks (``) and the term csharp as well as additional comments outside the code.

Parameters

<i>inputString</i>	The script string to clean.
--------------------	-----------------------------

Returns

Returns the cleaned script string.

4.28.2.2 ExtractNameAfterKeyWordFromScript()

```
static string ScriptUtil.ExtractNameAfterKeyWordFromScript (
    string scriptString,
    string keyword ) [static]
```

Extracts the name after a keyword from a script. This is used for finding class names and function names.

Parameters

<i>scriptString</i>	The script string to extract the name from.
<i>keyword</i>	The keyword to find.

Returns

4.28.2.3 GetWordAfterKeyWordPattern()

```
static string ScriptUtil.GetWordAfterKeyWordPattern (
    string keyword ) [static], [private]
```

Returns the pattern for finding a word after a keyword.

Parameters

<i>keyword</i>	The keyword to search for.
----------------	----------------------------

Returns

Returns the regex pattern for finding a word after a keyword.

4.28.2.4 IsValidMessageFormat()

```
static bool ScriptUtil.IsValidMessageFormat (
    string message ) [static]
```

Checks if the message is in the format "User: message" or "System: message".

Parameters

<i>message</i>	The message to check.
----------------	-----------------------

Returns

Returns true if the message is in the format "User: message" or "System: message", false otherwise.

NOTE: This method is not used anymore, but is kept for future use.

4.28.2.5 IsValidScript()

```
static bool ScriptUtil.IsValidScript (
    string scriptString ) [static]
```

Checks if the script is valid. The scriptString will get cleaned first and is valid if it is not null or empty and contains a class name.

Parameters

<i>scriptString</i>	The script string to check.
---------------------	-----------------------------

Returns

Returns true if the script is valid, false otherwise.

4.28.3 Member Data Documentation

4.28.3.1 NameNotFound

```
const string ScriptUtil.NameNotFound = "NameNotFound" [static]
```

A const that will be used for scripts where the name was not found.

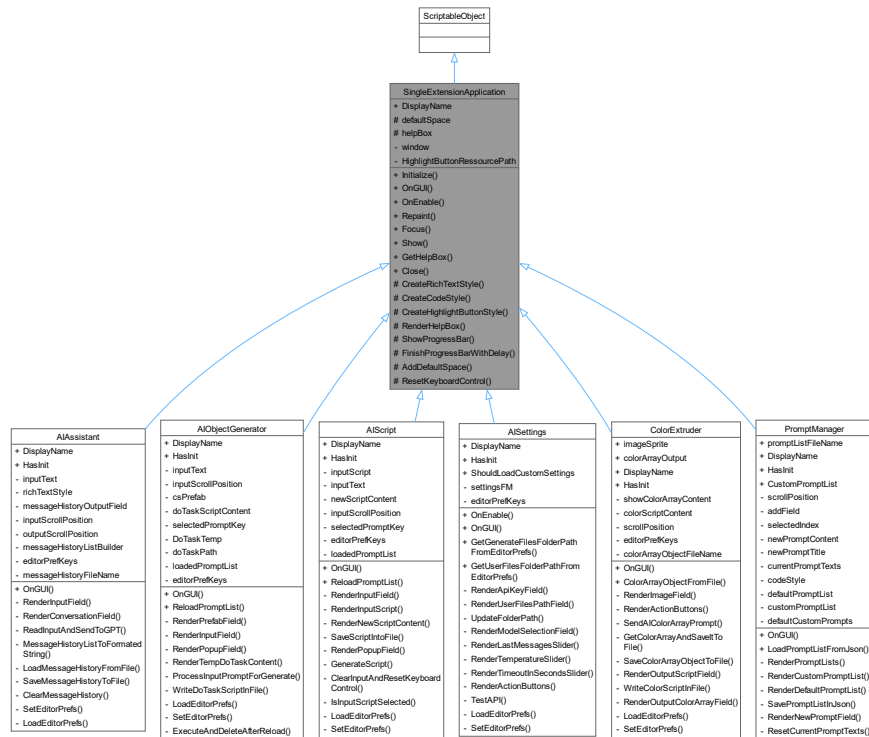
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[ScriptUtil.cs](#)

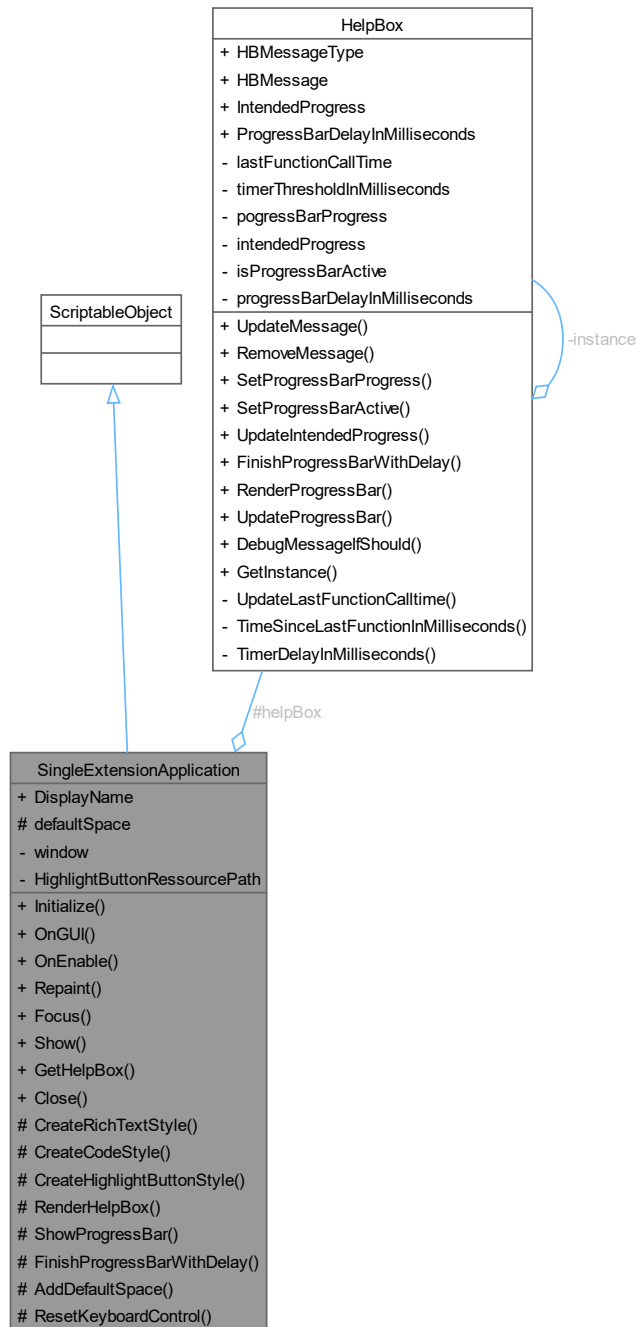
4.29 SingleExtensionApplication Class Reference

The abstract class for a single application in the extension.

Inheritance diagram for SingleExtensionApplication:



Collaboration diagram for SingleExtensionApplication:



Public Member Functions

- void `Initialize` (EditorWindow `window`)
Initializes the application.
- void `OnGUI` ()
Abstract method that renders the GUI of the application.
- virtual void `OnEnable` ()

- Abstract method that is called when the application is enabled.*

 - void [Repaint](#) ()

Method that repaints the window.
 - void [Focus](#) ()

Method that focuses the window.
 - void [Show](#) ()

Method that shows the window.
 - [HelpBox](#) [GetHelpBox](#) ()

*Method that creates a highlight button style for displaying buttons. Loads the style from a ressource file (Highlight↔
Button.guiskin)*
 - void [Close](#) ()

Method that closes the window.

Protected Member Functions

- GUIStyle [CreateRichTextStyle](#) ()

Method that creates a rich text style for colored text.
- GUIStyle [CreateCodeStyle](#) ()

Method that creates a code style for displaying code.
- GUIStyle [CreateHighlightButtonStyle](#) ()

*Method that creates a highlight button style for displaying buttons. Loads the style from a ressource file (Highlight↔
Button.guiskin)*
- void [RenderHelpBox](#) ()

Method that renders the help box of the application.
- void [ShowProgressBar](#) (float progress)

Method that renders the help box of the application.
- void [FinishProgressBarWithDelay](#) (int milliSeconds=700)

Method that finishes the progress bar of the help box and closes it after a delay.
- void [AddDefaultSpace](#) ()

Method to add a default space between GUI elements.
- void [ResetKeyboardControl](#) ()

Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

Protected Attributes

- int [defaultSpace](#) = 10

The default space between GUI elements.

Static Protected Attributes

- static [HelpBox](#) [helpBox](#) = [HelpBox.GetInstance](#)()

The help box of a single application.

Properties

- string [DisplayName](#) [get]

The display name of a single application.

Private Attributes

- EditorWindow [window](#)

The window that this application is displayed in.

Static Private Attributes

- const string [HighlightButtonRessourcePath](#) = "HighlightButton"

4.29.1 Detailed Description

The abstract class for a single application in the extension.

4.29.2 Member Function Documentation

4.29.2.1 AddDefaultSpace()

```
void SingleExtensionApplication.AddDefaultSpace ( ) [protected]
```

Method to add a default space between GUI elements.

4.29.2.2 Close()

```
void SingleExtensionApplication.Close ( )
```

Method that closes the window.

4.29.2.3 CreateCodeStyle()

```
GUIStyle SingleExtensionApplication.CreateCodeStyle ( ) [protected]
```

Method that creates a code style for displaying code.

Returns

Returns a GUIStyle that can be used to display code.

4.29.2.4 CreateHighlightButtonStyle()

```
GUIStyle SingleExtensionApplication.CreateHighlightButtonStyle ( ) [protected]
```

Method that creates a highlight button style for displaying buttons. Loads the style from a ressource file (Highlight↔ Button.guiskin)

Returns

Returns a GUIStyle that can be used to display buttons.

4.29.2.5 CreateRichTextStyle()

```
GUIStyle SingleExtensionApplication.CreateRichTextStyle ( ) [protected]
```

Method that creates a rich text style for colored text.

Returns

Returns a GUIStyle that can be used to display colored text.

4.29.2.6 FinishProgressBarWithDelay()

```
void SingleExtensionApplication.FinishProgressBarWithDelay (
    int milliseconds = 700 ) [protected]
```

Method that finishes the progress bar of the help box and closes it after a delay.

Parameters

<i>milliseconds</i>	The delay in milliseconds.
---------------------	----------------------------

4.29.2.7 Focus()

```
void SingleExtensionApplication.Focus ( )
```

Method that focuses the window.

4.29.2.8 GetHelpBox()

```
HelpBox SingleExtensionApplication.GetHelpBox ( )
```

Method that creates a highlight button style for displaying buttons. Loads the style from a resource file (HighlightButton.guiskin)

Returns

Returns the helpbox of the application.

4.29.2.9 Initialize()

```
void SingleExtensionApplication.Initialize (
    EditorWindow window )
```

Initializes the application.

Parameters

<i>window</i>	The window that this application is displayed in.
---------------	---

4.29.2.10 OnEnable()

```
virtual void SingleExtensionApplication.OnEnable ( ) [virtual]
```

Abstract method that is called when the application is enabled.

Reimplemented in [AISettings](#).

4.29.2.11 OnGUI()

```
void SingleExtensionApplication.OnGUI ( ) [abstract]
```

Abstract method that renders the GUI of the application.

4.29.2.12 RenderHelpBox()

```
void SingleExtensionApplication.RenderHelpBox ( ) [protected]
```

Method that renders the help box of the application.

4.29.2.13 Repaint()

```
void SingleExtensionApplication.Repaint ( )
```

Method that repaints the window.

4.29.2.14 ResetKeyboardControl()

```
void SingleExtensionApplication.ResetKeyboardControl ( ) [protected]
```

Method to Reset the keyboard control. It is used, if a user should focus out of a textfield.

4.29.2.15 Show()

```
void SingleExtensionApplication.Show ( )
```

Method that shows the window.

4.29.2.16 ShowProgressBar()

```
void SingleExtensionApplication.ShowProgressBar (
    float progress ) [protected]
```

Method that renders the help box of the application.

Parameters

<i>progress</i>	The intended progress of the progress bar.
-----------------	--

4.29.3 Member Data Documentation

4.29.3.1 defaultSpace

```
int SingleExtensionApplication.defaultSpace = 10 [protected]
```

The default space between GUI elements.

4.29.3.2 helpBox

```
HelpBox SingleExtensionApplication.helpBox = HelpBox.GetInstance() [static], [protected]
```

The help box of a single application.

4.29.3.3 HighlightButtonRessourcePath

```
const string SingleExtensionApplication.HighlightButtonRessourcePath = "HighlightButton" [static],  
[private]
```

4.29.3.4 window

```
EditorWindow SingleExtensionApplication.window [private]
```

The window that this application is displayed in.

4.29.4 Property Documentation

4.29.4.1 DisplayName

```
string SingleExtensionApplication.DisplayName [get], [abstract]
```

The display name of a single application.

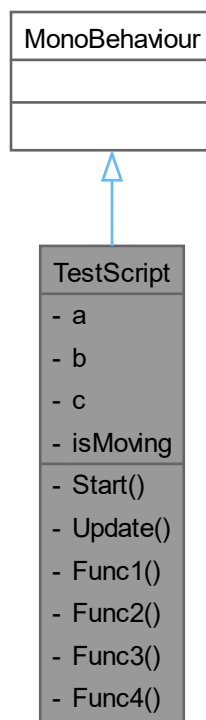
The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/[SingleExtensionApplication.cs](#)

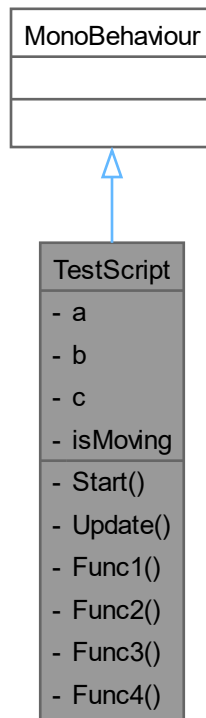
4.30 TestScript Class Reference

This script is an intentional demonstration of bad coding practices.

Inheritance diagram for TestScript:



Collaboration diagram for TestScript:



Private Member Functions

- void `Start()`
- void `Update()`
- int `Func1()`
- void `Func2()`
- int `Func3(int a, int b)`
- int `Func4(int number)`

Private Attributes

- int `a` = 5
- int `b` = 10
- int `c` = 15
- bool `isMoving` = false

4.30.1 Detailed Description

This script is an intentional demonstration of bad coding practices.

4.30.2 Member Function Documentation

4.30.2.1 Func1()

```
int TestScript.Func1 ( ) [private]
```

4.30.2.2 Func2()

```
void TestScript.Func2 ( ) [private]
```

4.30.2.3 Func3()

```
int TestScript.Func3 (
    int a,
    int b ) [private]
```

4.30.2.4 Func4()

```
int TestScript.Func4 (
    int number ) [private]
```

4.30.2.5 Start()

```
void TestScript.Start ( ) [private]
```

4.30.2.6 Update()

```
void TestScript.Update ( ) [private]
```

4.30.3 Member Data Documentation

4.30.3.1 a

```
int TestScript.a = 5 [private]
```

4.30.3.2 b

```
int TestScript.b = 10 [private]
```

4.30.3.3 c

```
int TestScript.c = 15 [private]
```

4.30.3.4 isMoving

```
bool TestScript.isMoving = false [private]
```

The documentation for this class was generated from the following file:

- C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ExampleScripts/[TestScript.cs](#)

Chapter 5

File Documentation

5.1 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/AIAssistant.cs File Reference

Classes

- class [AIAssistant](#)

Single application for the AI extension. It is used to chat with the AI model.

5.2 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/AIObjectGenerator.cs File Reference

Classes

- class [AIObjectGenerator](#)

Single application for the AI extension. It is used to generate new GameObjects inside a Unity Scene.

5.3 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/AIScript.cs File Reference

Classes

- class [AIScript](#)

Single application for the AI extension. It is used to create new scripts or update existing ones.

5.4 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/AISettings.cs File Reference

Classes

- class [AISettings](#)
The AI Settings application.

5.5 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/AISettingsFileManager.cs File Reference

Classes

- class [AISettingsFileManager](#)
The file manager for the AI settings.
- class [AISettingsSerializable](#)
Serializable class for the AI settings.

5.6 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ColorArrayObject.cs File Reference

Classes

- class [ColorArrayObject](#)
Class that represents an image as a color array object of colors and.

5.7 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ColorExtruder.cs File Reference

Classes

- class [ColorExtruder](#)
The color extruder, that extracts the colors of an image and saves them as a color array object.

5.8 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ExampleScripts/ColorScriptDemo.cs File Reference

Classes

- class [ColorScriptDemo](#)

5.9 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ExampleScripts/TestScript.cs File Reference

Classes

- class [TestScript](#)
This script is an intentional demonstration of bad coding practices.

5.10 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ExtensionTabs.cs File Reference

Classes

- class [ExtensionTabs](#)
The main window of the AI extension.

5.11 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/FileManager.cs File Reference

Classes

- class [FileManager< T >](#)
The file manager class that contains methods for saving and loading json files.

5.12 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/HelpBox.cs File Reference

Classes

- class [HelpBox](#)
The help box class that is used to display messages and progress bars to the user.

5.13 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/MessageListBuilder.cs File Reference

Classes

- class [MessageListBuilder](#)
The message list builder class that is used to build a list of AI api messages to be sent to the AI api.

5.14 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/MessageTypes.cs File Reference

Classes

- class [RequestMessage](#)
A single request message class that contains the content and role of a message. Is used inside an ApiRequest.
- class [GptRequest](#)
The request class that contains the model, messages, and temperature.
- class [GptResponse](#)
The response class that contains the id and choices.
- struct [GptResponse.ResponseChoice](#)
The response choice class that contains the index and message.
- struct [GptResponse.ResponseChoice.ResponseMessage](#)
The response message class that contains the role and content.
- class [GptCompletionRequest](#)
The completion request class that contains the model, prompt, and temperature.
- struct [GptCompletionResponse](#)
The completion response class that contains the id and response choices.
- struct [GptCompletionResponse.CompletionResponseChoice](#)
The completion response choice class that contains the index and text.

5.15 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/OpenAiApiManager.cs File Reference

Classes

- class [OpenAiApiManager](#)
The response class that contains the id and choices.

5.16 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/OpenAiInputBuilder.cs File Reference

Classes

- class [OpenAiInputBuilder](#)
The class that builds the request.
- class [OpenAiInputBuilder.RequestBuilder](#)
The message list builder class that contains the message list.

5.17 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/OpenAiStandardPrompts.cs File Reference

Classes

- class [OpenAiStandardPrompts](#)
This file contains the standard prompts that will get loaded into the extension in some cases. It makes use of verbatim string for easier editing.

5.18 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/PromptManager.cs File Reference

Classes

- class [PromptManager](#)

The prompt manager is used to manage custom prompts and display pre-defined prompts.

5.19 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ReflectiveMethods.cs File Reference

Classes

- class [ReflectiveMethods](#)

5.20 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/ScriptUtil.cs File Reference

Classes

- class [ScriptUtil](#)

The class that contains utility methods for script editing.

5.21 C:/Users/Enis/Documents/Unity Projects/UnityEditorAI/Assets/UnityEditorAI/Scripts/SingleExtensionApplication.cs File Reference

Classes

- class [SingleExtensionApplication](#)

The abstract class for a single application in the extension.

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