

Illumisoft

Script Templates

Documentation

Table of Contents

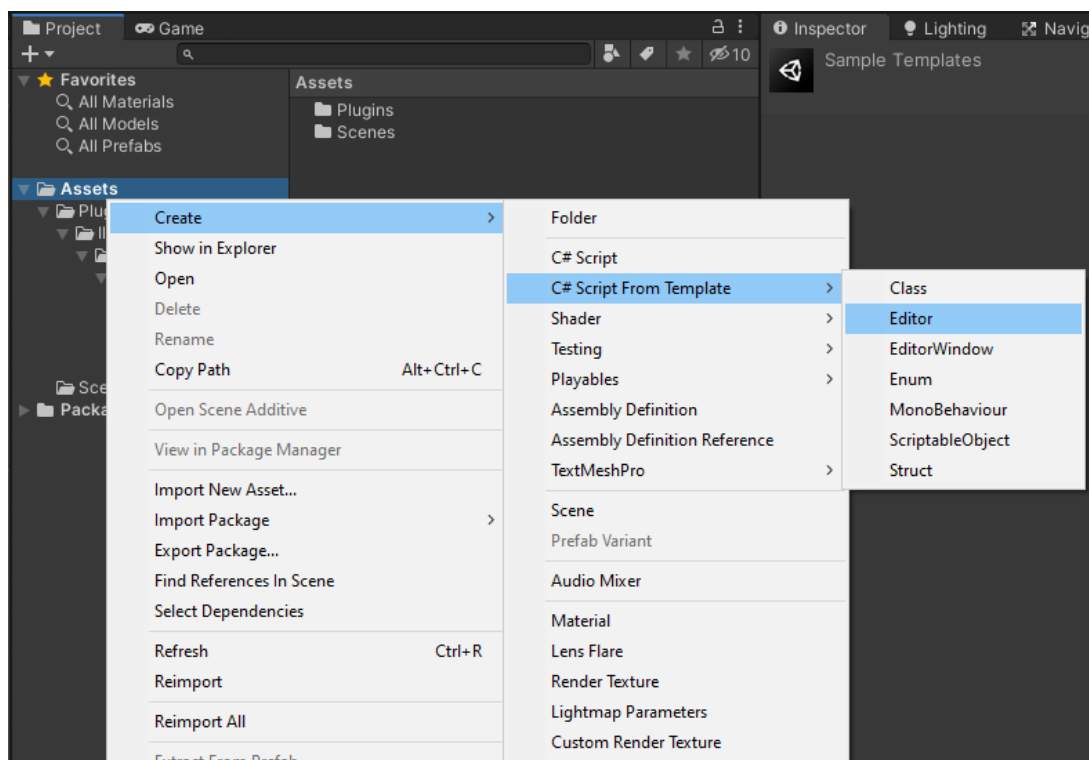
Getting Started	2
1. Create Script from Template	2
2. Create a Custom Template	3
3. Add, Edit or Remove Templates.....	4
Online Documentation	5
Support.....	5

Getting Started

Thank you for purchasing **Script Templates**. This document will help you getting started with the project.

1. Create Script from Template

To create a new scripts from a template, simply click **Assets->Create -> C# Script From Template** and select the script you want:



As you can see there are a bunch of sample templates, that we have created for you, to get you started right away:

- Class
- Struct
- Enum
- MonoBehaviour
- ScriptableObject
- Editor
- EditorWindow

You can of course modify or remove them if you want (see [Chapter Add, Edit or Remove Templates](#)).

2. Create a Custom Template

Creating your own custom templates is super easy! Just create a **.txt** file and enter the code you want it to contain. Unity will then replace every occurrence of **#SCRIPTNAME#** with the name you enter when creating the script.

Here is an example of normal C# class with a constructor:

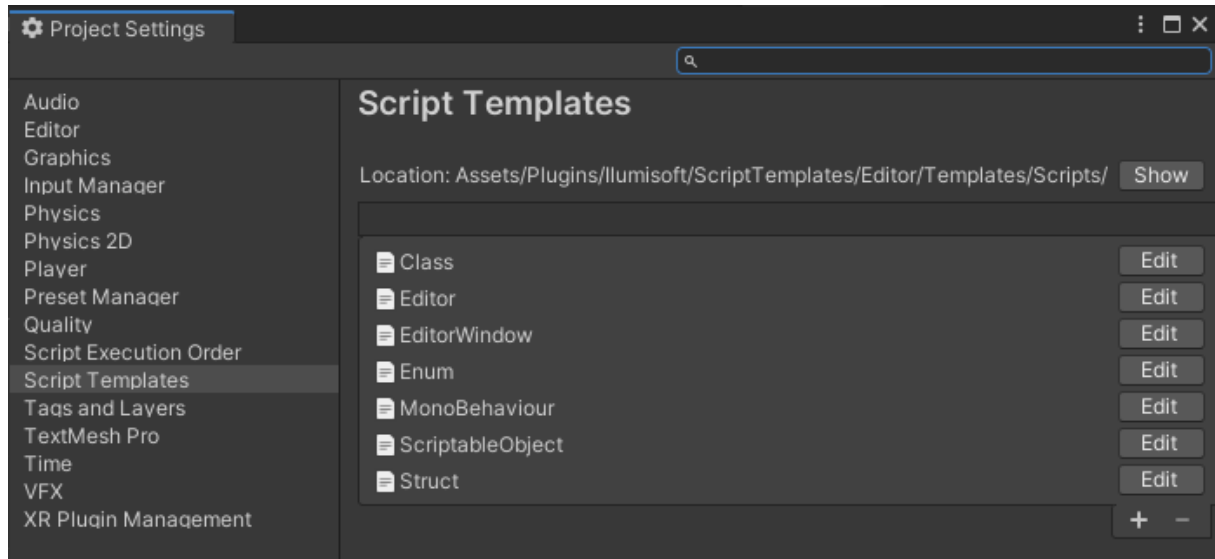
```
public class #SCRIPTNAME#  
{  
    public #SCRIPTNAME#()  
    {  
    }  
}
```

Want more examples? Check out the default templates coming with **Script Templates!**

Once you have created your template text file, you need to add it to your templates directory. Check out the [next chapter](#) to see how to do it!

3. Add, Edit or Remove Templates

You can easily add new templates to your project, edit existing ones or remove templates you do not need anymore. Open **Edit->Project Settings->Script Templates**.



To add a new template, click the + sign at the bottom of the list and select the text file you want to add. Check out [Create a Custom Template](#) if you do not know how to create such a file.

If you want to delete a template, select it in the list and click the - sign at the bottom of the list.

Online Documentation

We provide an online version of the documentation [here](#).

Support

If you like the asset, please take a minute and give us a rating in the Asset Store. This really helps us to create and improve our Unity Assets.

If you encounter any problems, errors or have any questions, please contact us via email:

support@ilumisoft.de