



# HANDY EDITOR SCRIPTS

Thanks for purchasing Handy Editor Scripts.

## How To use:

Make sure you backup your project if you download this package in an existing project.

## Features / how it works:

**Ideally you place your scripts inside a script folder. Editor scripts must reside in an Editor Folder, therefore this tool will automatically create an Editor folder where your scripts reside.**

When you select a script simply right click and choose:

Create > Handy Editor Script

The script automatically detects c#, Javascript and Boo.

When no editor folder exists an editor folder will be created and the newly created editor script will be written to that location.

## Existing Editor Folders or scripts won't be overwritten.

If you want please do rate and review this asset on the asset store. It helps growing this package with more features.

## Please check out my other assets:

### Handy Project Structure

<https://www.assetstore.unity3d.com/#!/content/68040>

### Handy Tools — Useful Hierarchy Tools

<https://www.assetstore.unity3d.com/en/#!/content/44724>

### Abstract Audio

<https://www.assetstore.unity3d.com/#!/content/49894>

Thank you — Peter —  
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