UIObjectTemplateEditor: Comprehensive Documentation and User Guide

The `UIObjectTemplateEditor` is an Editor Window extension for Unity that enables you to create, modify, save, and load GameObject templates in JSON format. This editor is particularly useful for game and XR developers who frequently need to prototype UI/UX elements or other GameObjects.

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• **How to Install**

1. Open your Unity project.

2. Add the Scripts folder provided to the project.

Note: Place your json file in a resource folder in Assets

- **Features**

- Create GameObject templates with customizable properties: `Name`, `Position`, `Rotation`, `Scale`, and `Color`.

- Save GameObject templates into a JSON file.

- Load GameObject templates from a JSON file.

- Modify loaded templates and save them back to the JSON file.

- Instantiate GameObjects in the scene based on templates.

- Create parent-child relationships between GameObjects.

- **How to Use**

- Opening the Editor Window

1. Once the `UIObjectTemplateEditor` script is in the project, go to `Window` in Unity's main menu.

2. Select `UI Object Template Editor` to open the editor window.

- Creating A new Templet

1. In the editor window, you can see fields for `Name`, `Position`, `Rotation`, `Scale`, and `Color`.

2. Fill in these fields with the properties you want for your GameObject template.

3. Click `Save Changes to JSON` to add this new template to your current JSON data.

- Loading Existing Templets

1. To load an existing JSON file with templates, click the `Load JSON` button.

2. Choose the JSON file you want to load.

3. The templates within the JSON file are loaded into the editor.

- Saving Templates

1. To save the currently loaded templates into a JSON file, click the `Save All Templates` button.

2. Alternatively, click `Save JSON` to save the raw JSON data into a file.

- Modifying Existing Templates

1. If you've loaded templates, they will be available in the `Select Object to Modify` dropdown.

2. Select a template you wish to modify.

3. Modify its properties using the fields provided.

4. Click `Modify` to apply these changes.

5. Save the changes by clicking `Save Changes to JSON` or `Save All Templates`.

- Instantiating GameObjects from Templates

1. To instantiate GameObjects from the currently loaded templates, click the `Instantiate` button.

2. GameObjects will appear in your scene based on the templates.

- Setting Parent-Child Relations

1. Use the `Select Object to Modify` dropdown to choose the 'child' GameObject.

2. Use the `Select Parent Object` dropdown to choose the 'parent' GameObject.

3. Click `Add as Child` to set the parent-child relationship.