Diamond

Visual Scripting for Unity

Script Generation Location

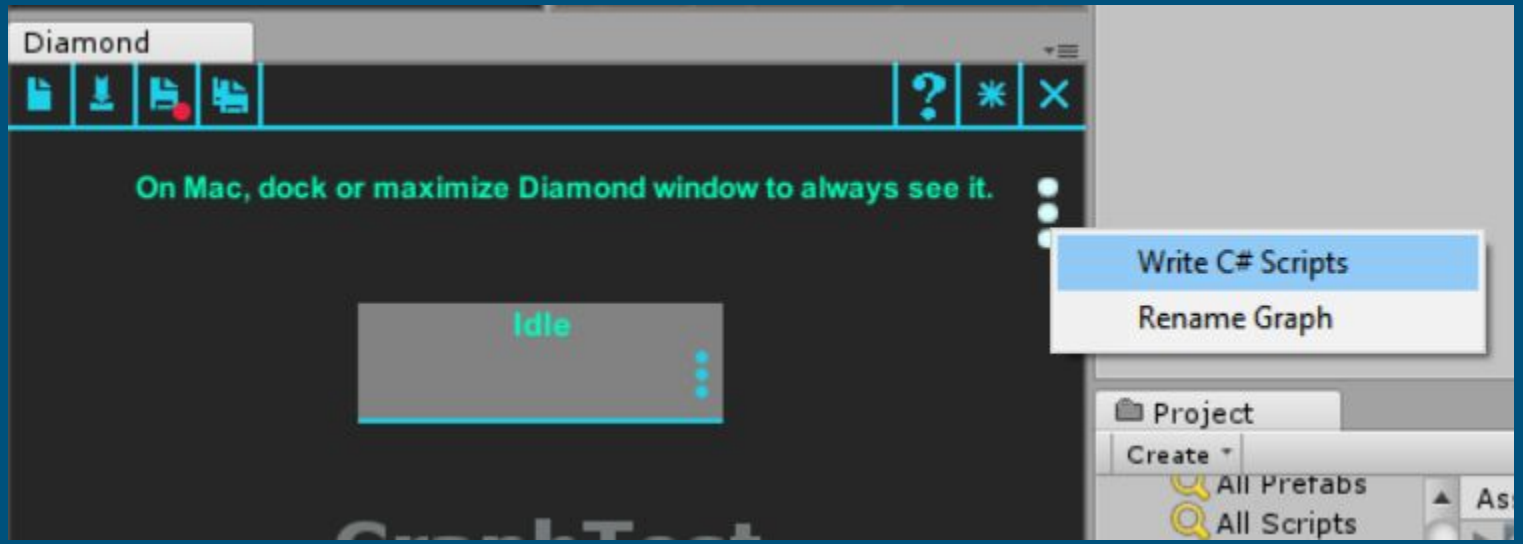
Don’t Generate same scripts at different paths

www.mezanix.com

Generate your C# scripts

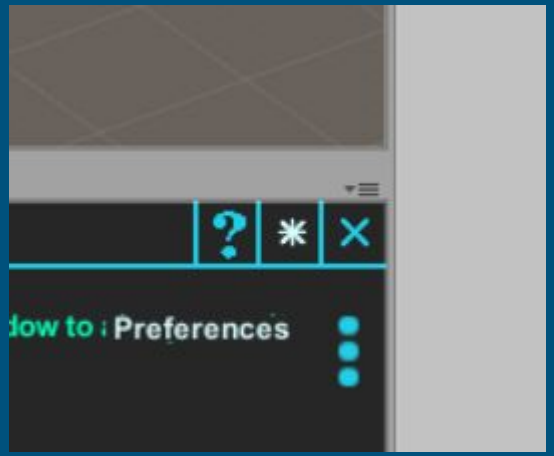
You can generate your scripts by clicking the options button of your graph (top right) .

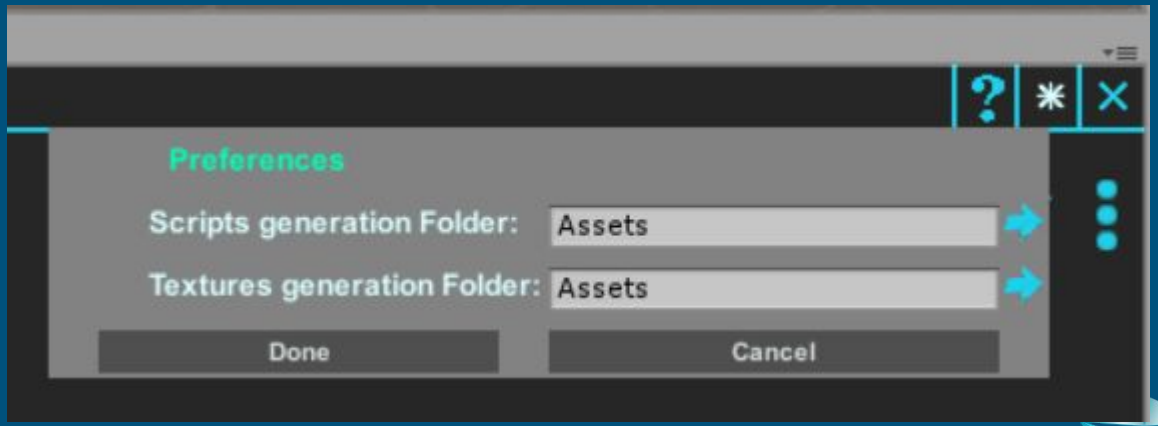
Return to slide



Generate your C# scripts, where ?

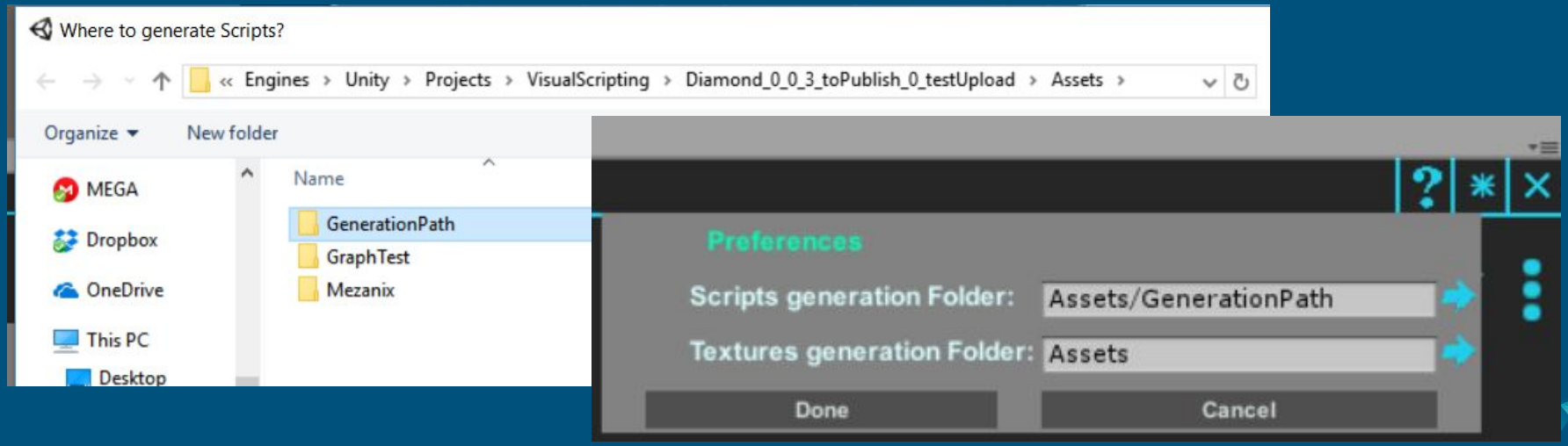
If you want to select a path for your scripts generations, click the preferences asterix (top right), click the blue arrow at the right and a explorer / finder window will open asking to select the scripts generation path





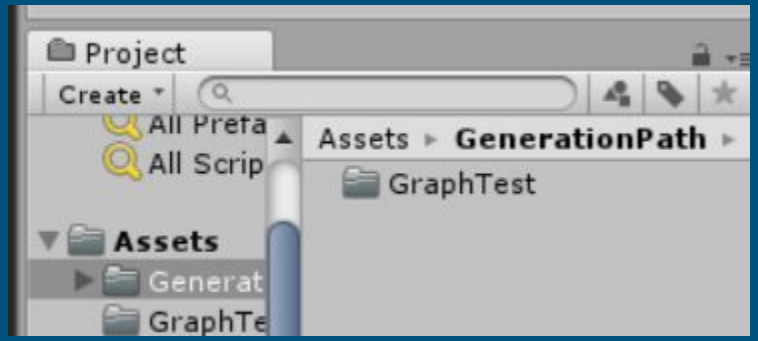
Generate your C# scripts, where ?

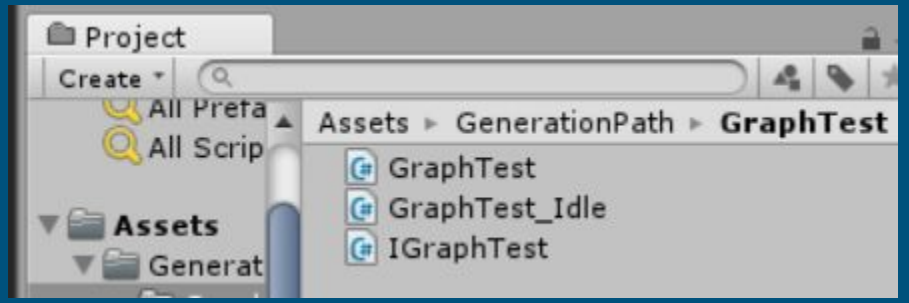
Inside the project I created a folder called “GenerationPath” and selected it. You can select any folder in your project. Last and not least, click Done to close menu and save the preferences.



Generate your C# scripts, where ?

Now generate your scripts (like slide). Scripts are generated in the desired path but we have an error saying that we have already a definition of our classes.





Clear | Collapse | Clear on Play | Error Pause

Assets/GraphTest/GraphTest.cs(7,15): error CS0101: The namespace `ScriptsCreatedByDiamond' already contains a definition for `GraphTes

Assets/GraphTest/GraphTest_Idle.cs(7,15): error CS0101: The namespace `ScriptsCreatedByDiamond' already contains a definition for `Grap

Assets/GraphTest/IGraphTest.cs(6,19): error CS0101: The namespace `ScriptsCreatedByDiamond' already contains a definition for `IGraphTe

Generate your C# scripts, where ?

In this example I have already generated the scripts for the same graph in another folder.

We haven’t the right to create 2 classes with the same name in the same namespace in a C# solution.

So if you want a new path to your scripts, simply delete the old ones and ask Diamond to generate your new scripts at the new path. If your script is already attached to a gameobject, after modifying its path, you need sometimes to reattach it.