Scriptable Object Browser

Introduction
The Scriptable Object Browser is meant to make it easy to create instances of Scriptable objects in your project.

Setup
You should not have to do anything after having downloaded the plugin from the asset store. Just keep the folder in your project and you have access to the Scriptable Object Browser.
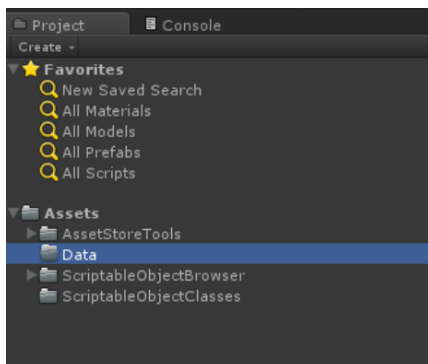
Support
For support write to: toolsupport@alexanderbirke.dk

How to use
You can see a video walkthough of how to use the plugin at
http://alexanderbirke.dk/scriptable-object-browser/

if you have videofobia, here's a written guide. To create an instance of a ScriptableObject and store it in the project you only need to do the following steps:
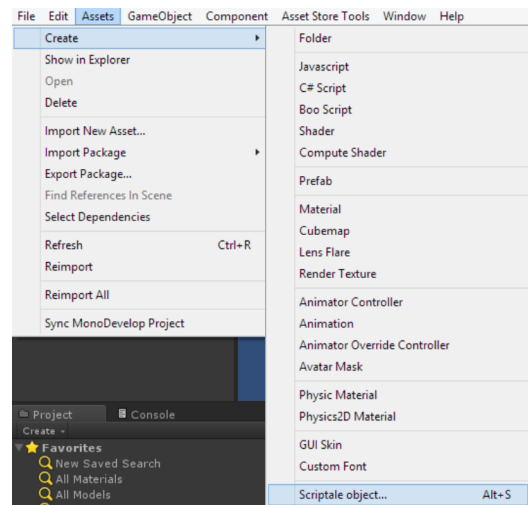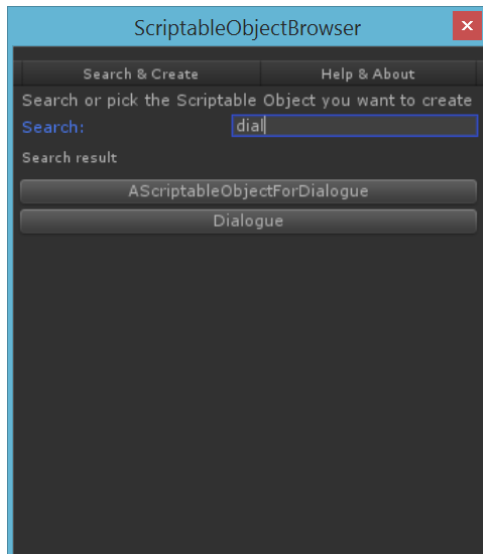
1. select the folder where you want to create the Scriptable Object
You do this by clicking on the folder in the project view.

2. Open the Scriptable Object Browser
You can do this either by going though the menu Assets -> Create -> Scriptable Object Browser or press Alt + S

3. Search or browse for the ScriptableObject you want to create

Click on the one you want to make. If there is only one result in the search you can hit enter to go to the next screen.

4. Name your asset

Hit "Create" and enjoy your new shiny instance of the ScriptableObject of your choice!