

Editorials

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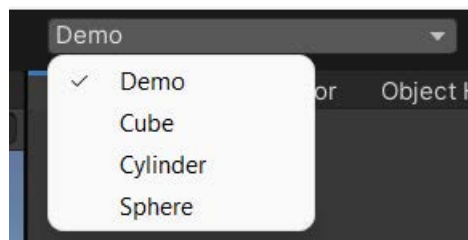
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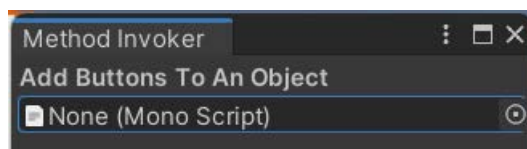
Scene Switcher

The Scene switcher is a tool built for making transitions between scenes faster and easier. To use it, simply add scenes to the build settings and they will appear in a drop-down on the top of the screen.

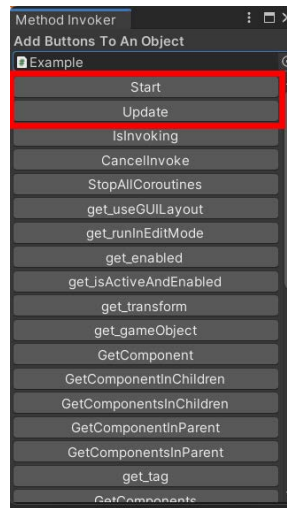


Method Invoker

The method invoker is a tool that allows you to call PUBLIC METHODS on a script without creating a custom inspector. To use it, navigate to Tools > Editorials > Method invoker, and drag a script into the script field.

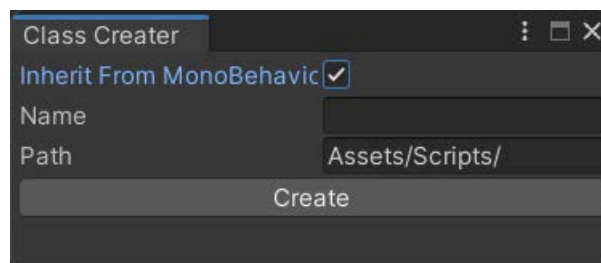
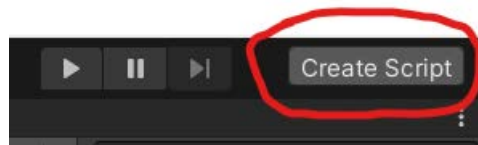


You will now see a list of public methods on that script, with a button for each one. This is useful for methods that don't require variable assignment, such as object references.



Class Creator/Script Creator

The class creator is a tool used to more quickly create a script with more options. To use it, navigate to Tools > Editorials > Class Creator, or click the button on the top right of the inspector.



The name field controls the name of the class you are creating, and the inheritance field defines what class the script should derive from. The path is the path where the file will be saved. **important note**** you need to have a slash at the end of the path, or else it won't recognize the last folder as a directory. For example:**

Assets/Scripts/ saves the file to **Assets/Scripts/filename.cs**
Assets/Scripts saves the file to **Assets/Scriptsfilename.cs**,
Scriptsfilename becoming the name of the file, in assets.