

animation

Search: Assets

Backward
BlueFadeIn
Forward
GreenFadeIn
Left
RedFadeIn
Right
Spin
WhiteFadeIn

AnimatorController

Search: Assets

BlueSphere
GreenSphere
MobileCube
RedSphere
WhiteSphere

Axes

Size 19

Horizontal
Vertical
Fire1
Fire2
Fire3
Jump
Mouse X
Mouse Y
Mouse ScrollWheel
Horizontal
Vertical
Fire1
Fire2
Fire3
Jump
Submit
Cancel
UserAxis

Layers

Builtin Layer 0 Default
Builtin Layer 1 TransparentFX
Builtin Layer 2 Ignore Raycast
Builtin Layer 3
Builtin Layer 4 Water
Builtin Layer 5 UI
Builtin Layer 6
Builtin Layer 7
User Layer 8 Black Cubes
User Layer 9 Red Cubes
User Layer 10 Green Cubes
User Layer 11 Blue Cubes

Resources

Materials
Black
Blue
Green
Hard-Coded Generator_Icon_Dark
Red
White
Prefabs
Spheres
Blue Sphere
Green Sphere
Red Sphere
White Sphere
MobileCube
Textures
Dialog Bubble
Hard-Coded Generator_Icon_Dark
Hard-Coded Generator_Icon_Light

Build Settings

Scenes In Build
HardCodedGenerator/Demo/Scenes/Main.unity
HardCodedGenerator/Demo/Scenes/Main (Backup).unity

Add Current

Sorting Layers

= Layer Default
= Layer Background
= Layer Midground
= Layer Foreground

+ -

Tags

Tag 0 Plane
Tag 1 BlackCube
Tag 2 RedCube
Tag 3 GreenCube
Tag 4 BlueCube

+ -

Animations.

Backward
BlueFadeIn
Count
Equals
Forward
GreenFadeIn
Left
RedFadeIn
ReferenceEquals

(constant) string Animations.Backward = "Backward"

AnimatorControllers.

BlueSphere
Count
Equals
GreenSphere
MobileCube
RedSphere
ReferenceEquals
ToArray
WhiteSphere

class HardCodeds.AnimatorControllers.BlueSphere

Axes.

Cancel
Count
Equals
Fire1
Fire11
Fire2
Fire21
Fire3
Fire31

(constant) string Axes.Cancel = "Cancel"

Layers.

AddToLayerMask
AllCount
AllToArray
Black_Cubes
Blue_Cubes
BuiltinsCount
BuiltinsToArray
Count
Default

(constant) int Layers.Black_Cubes = 8

Assets.

Equals
Get
Materials
NestedsCount
NestedsToArray
Path
Prefabs
ReferenceEquals
Textures

class HardCodeds.Assets.Materials

Scenes.

Count
Equals
GetName
Main
ReferenceEquals
ToArray

(constant) int Scenes.Main = 0

SortingLayers.

AllCount
AllToArray
Background
BuiltinsCount
BuiltinsToArray
Count
Default
Equals
Foreground

(constant) int SortingLayers.Background = -1733561729

Tags.

AllCount
AllToArray
BlackCube
BlueCube
BuiltinsCount
BuiltinsToArray
Count
Equals
Finish

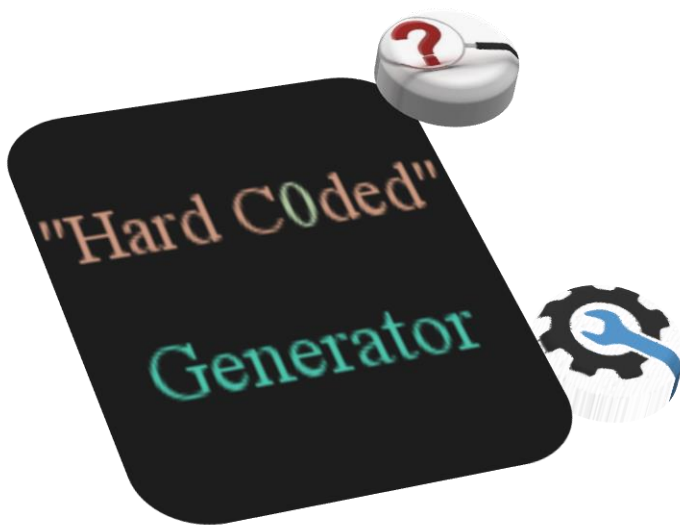
(constant) string Tags.BlackCube = "BlackCube"

“Hard-C0ded” Generator

by Samet Kurumahmut

"Hard Coded"
Generator

"HARD-CODED" GENERATOR



[Unity API](#) works with hard-coded values (strings, integers, etc.) which can be an evil if they are referenced in many different locations in your project because when you change or remove a hard-coded value through Unity Editor, you are not notified about its references. Also, there may be misspellings which are not also informed to you. *Hard-Coded Generator* is a solution for these problems.

To start using *Hard-Coded Generator*, import `HardCodedGenerator.dll` and `HardCodedGenerator.MenuItems.dll` and go to the menu path of "**Window/Hard-Coded Generator/Generate Config Asset**" to generate *configuration asset*.

Then, change values in generated *configuration asset*. After that, to generate/update *HardCodeds* assembly, use the menu path of "**Window/Hard-Coded Generator/Generate Assembly**" or use *(re)generate* button in *configuration asset* or use "**Ctrl + Shift + Alt + H**" hot-key on Windows / "**Cmd + Shift + Option + H**" hot-key on OS X.

Go to [Website](#) and see more on [Details](#) page.

Support [Website](#).



VERSION HISTORY

Version 1.0.0
Mar 21, 2016

Features

- Generating types (classes) and some utilities (members) by working on the hard-coded values existing in the following Unity features.
 - * Animations
 - * Animator Controllers
 - * Axes
 - * Layers
 - * Resources
 - * Scenes
 - * Sorting Layers
 - * Tags
- Auto-generated assembly (.dll).
- Auto generation after each change in the project.
- Customizable assembly through *configuration asset*.
- Editable hard-coded values via inspector.
- Enabling/Disabling auto generation through *configuration asset*.
- Modifiable menu item path and hot-keys.
- Runs in background.