


CustomEditorGenerator

Generate a base **Editor** script for any **MonoBehaviour** or **ScriptableObject** script.


How to use

- Right-click on **MonoBehaviour** or **ScriptableObject** script on the **ProjectView** and browse to **EditorTools > Generate Custom Editor**.



SimpleMono

Imported Object

 Simple Mono (Mono Script)

Assembly Information

Filename

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SimpleMono : MonoBehaviour
{
    [SerializeField] private int _myInt;
    [SerializeField] private float _myFloat;
    [SerializeField] private bool _myBool;
}
```

Asset Labels