

- Project
- Create
- Folder
  - C# Script
  - Javascript
  - Shader
  - Compute Shader
  - Prefab
  - Audio Mixer
  - Material
  - Lens Flare
  - Render Texture
  - Lightmap Parameters
  - Animator Controller
  - Animation
  - Animator Override Controller
  - Avatar Mask
  - Physic Material
  - Physics2D Material
  - GUI Skin
  - Custom Font
  - Shader Variant Collection
  - Legacy
  - Custom Assets

Inspector

CSharpCustomAsset

Open

Script: CSharpCustomAsset

Position: X 0 Y 0 Z 0

Name:

**Custom Asset**

- Generate Assembly
- Generate Config Asset
- Open Config Asset
- Help
- Create Custom Asset
  - CSharpCustomAsset (Assembly-CSharp)
  - CubeCustomAsset
  - SphereCustomAsset
- Editor
- Firstpass
- User Assemblies

Inspector

CustomAssetGenerator.config

Open

Auto Generate ☒

Custom Editors

Property Drawers

**Config Asset**

Change values and re-generate assembly

Logs ☒

Custom Assets

Assemblies Types

Assets/Create/Custom Assets/ Assembly-CSharp

Assets/Create/Custom Assets/ Editor

- Assembly-CSharp-Editor
- Assembly-UnityScript-Editor

Assets/Create/Custom Assets/ Firstpass

- Assembly-Boo

Assets/Create/Custom Assets/ User Assemblies

- TestLibrary

Re-generate

CSharpCustomAsset (Assembly-CSharp-Editor)

JSCustomAsset

Asset Labels

Custom Asset Generator configuration asset



# CUSTOM ASSET GENERATOR

[Unity](#) gives you an option to store serializable data container classes into custom asset files. But you have to always write extra code for any of your classes that inherit [ScriptableObject](#) to generate custom asset of that class. This tool solves this problem.



Import [CustomAssetGenerator.dll](#) and go to  
"Assets/Create/Custom Assets/Generate Config Asset"  
main menu path to generate configuration asset.

Change values at configuration asset and re-generate  
*CustomAssets* assembly by re-generate button or  
"Assets/Create/Custom Assets/Generate Assembly" main  
menu path.



[CustomAssetGenerator.dll](#)

or



[CustomAssetGenerator.unitypackage](#)

Go to [Website](#).

Support [Website](#).



Custom Asset Generator

by Samet Kurumahmut

# VERSION HISTORY

Version 1.3.3

Apr 28, 2017

## *Features*

- Added “**Check for Updates**” menu item to check new version updates.
- Added custom *About Window* instead of displaying basic dialog panel.
- Added “**Help/**” section to main menu item path.
- Expandable foldouts when clicked on their labels.
- Added link cursor for links.
- Added link for publisher page.
- Added embedded resources for hard-coded values.

## *Improvements*

- Optimized GUI performance.

## *Changes*

- Opening file and folder panels at selected directory instead of “**Assets**”.
- Opening *Custom Asset Generator Asset Store* page inside *Unity Editor*.

## *Fixes*

- Fixed the problem of not showing Mail icon.

### Features

- Added *ScriptableObject* property drawer.
- Added refresh button to reload lists.  
Hot-key: “F5” veya “Ctrl + R”
- Added “Help/” generic menu to context menu of the *configuration asset* icon.
- Added reference link buttons.

### Changes

- Refreshing only current lists(*Assemblies* or *Types*) instead of all lists, when detected any related change.
- Opening file and folder panels at selected directory instead of “Assets”, while using “Create Custom Asset” buttons.
- Sorting assembly and type lists by name, while creating the *configuration asset*.
- Pinging *CustomAssets* assembly, when it is generated through *configuration asset*.

### Fixes

- *Fixed:* Processing abstract *ScriptableObject* types.
- *Fixed:* Throwing *ReflectionTypeLoadException*, while calling *Assembly::GetTypes()* method.
- *Fixed:* Duplicating issues, when both type *reorderable list* and script changes.
- *Fixed:* Not removing type, which is deleted from script, from the type lists.
- *Fixed:* Throwing *XMLException*, while dragging a non-XML file during version update.

### Features

- Added “Create Custom Asset” menu item for selected *custom asset* scripts.
- Create custom assets through *configuration asset*.
- Added “Ping all Custom Assets” button to *configuration asset*.
- Added buttons to create custom assets, ping them, and ping *custom asset* scripts to the header of the *reorderable lists*.
- Added search bar.

Jump to the search bar: “Ctrl + F” hot-key on *Windows* / “Command + F” hot-key on *OS X*.

Close the search bar: “Esc” hot-key.
- Added version updater for next versions.

### Changes

- Sorting type lists by *assembly qualified name* when they have same *full name*.

### Fixes

- *Fixed:* Duplicate issues when script changes after assembly *reorderable list* changes.
- *Fixed:* Undo issues after sorting alphabetically a list.
- *Fixed:* Not re-sorting while adding item to alphabetically sorted list.
- *Fixed:* Disabling auto generate when *Unity* re-instantiates the configuration object instance.

## Features

- Menu items can be created according to the types grouped from different assemblies.
- *Custom Asset Generator* tries to add the new assembly to “*Unity Assemblies*”, “*User Assemblies*”, and “*Newly Added*” list in order. On the other hand, it tries to add the new type to “*Unity Types*”, “*User Types*”, and “*Newly Added*” in order.
- Changing assemblies/types tool-bar tabs can be achieved by using the same keys with *Google Chrome* tab shortcuts.

*Jump to the next tab:* “**Ctrl + Tab**” or “**Ctrl + PgDn**” hot-key on *Windows* / “**Command + Option + Right Arrow**” hot-key on *OS X*.

*Jump to the previous tab:* “**Ctrl + Shift + Tab**” or “**Ctrl + PgUp**” hot-key on *Windows* / “**Command + Option + Left Arrow**” hot-key on *OS X*.

- Added ping buttons for all assemblies and types. *Show In Explorer/Reveal In Finder* with *Alt/Option* key.
- Added *type* and *className* overloads to *CreateAsset()* and *CreateAssetAtPath()* methods for public API *CustomAssetGenerator.Utils.ScriptableObjectUtil* type.
- Added *context* Object for log messages.

## Changes

- When any *custom asset* couldn't found, printing warning log messages instead of error.
- Added space between lists at *configuration asset*.

## Fixes

- *Fixed:* Processing nested *ScriptableObject* types.
- *Fixed:* Re-generating when already added script has changed.
- *Fixed:* “**Cleaning up leaked objects in scene**” warning on *configuration asset*.

## Version 1.2.0

Apr 21, 2016

### Features

- Added “*Open Config Asset*” menu item.
- Added an icon to differentiate active *configuration asset* from passive ones.
- Added contact links to the *configuration asset*.

### Changes

- *Custom asset* generation methods in *ScriptableObjectUtil* returns newly generated *custom asset* instead of void.
- Importing generated *CustomAssets* assembly using *AssetDatabase.ImportAsset()* instead of *AssetDatabase.Refresh()*.

### Fixes

- Will not delete previous *CustomAssets* if an error occurs while generating a new assembly.
- *Fixed: Unauthorized access exception* issue while removing previous *CustomAssets* assembly.

## Version 1.1.0

Sep 21, 2016

### Features

- *Custom Asset Generator* location is truly independent anymore. Previously, *Custom Asset Generator* files must be located at “*CustomAssetGenerator/Editor/*”. But you're now free to put it anywhere. Nevertheless, locating under “*CustomAssetGenerator/Editor/*” path is a good way to differentiate *Custom Asset Generator* files from your files.

### Changes

- Generate button text now can present “Generate” or “Re-generate” by looking *CustomAssets* assembly location that's in same directory with *CustomAssetGenerator* assembly. Previously, it was only fixed “Re-generate”.

### Fixes

- Configuration asset would create empty a *ReorderableList* when user had no *Unity* or *User* assembly.
- *ScriptableObjectUtil.CreateAssetAtPath()* method would create custom assets at fixed path. Now, it creates them at given path.

## Version 1.0.0

Sep 7, 2015

### Features

- Generating custom assets of any of your classes that inherit *ScriptableObject* without extra coding.
- Creating generic menu by re-orderable list
- Sort alphabetically
- Auto generate
- Enabling/Disabling logs