

Scriptable Objects

CreateAssetMenu Attribute

```
// menuName: Path to the menu item
// fileName: Default name of the new file
// order: Priority of the menu item (100 is often reasonable)
[CreateAssetMenu(menuName = "VUdon - Vehicles/Data Presets/Car Spec Sheet", fileName =
"NewCarSpecSheet.asset", order = 100)]
public class CarSpecSheet : ScriptableObject
{

}
```

Find all ScriptableObjects of type

```
// Use AssetDatabase.FindAssets to first get all of the GUIDs of the ScriptableObjects
string[] guids = AssetDatabase.FindAssets(string.Concat("t:",
typeof(FootstepGroundTypePreset).Name));

// Then you can use language-integrated query's 'Select' operation to project the GUIDs to
the desired ScriptableObjects
IEnumerable<FootstepGroundTypePreset> allPresets =
    guids.Select(guid =>
AssetDatabase.LoadAssetAtPath<FootstepGroundTypePreset>( AssetDatabase.GUIDToAssetPath( guid
)));

// In short, you can do the following
IEnumerable<FootstepGroundTypePreset> allPresets =
    AssetDatabase.FindAssets(string.Concat("t:", typeof(FootstepGroundTypePreset).Name))
    .Select(guid =>
AssetDatabase.LoadAssetAtPath<FootstepGroundTypePreset>( AssetDatabase.GUIDToAssetPath( guid
)));
```

