

Scriptable Object Updater

A methodology of calling Start, Awake update among other things in ScriptableObjects

This package automatically searches through all scriptable objects for existing attributes during build time. Create a new GameObject at the first scene that invokes all the cached methods.

Useage example:

Make sure to include this namespace in your script:

`using Lowscope.ScriptableObjectUpdater;`

These functions will be called if any .asset is made with this scriptable object.

```
[CreateAssetMenu]
public class SOTest : ScriptableObject
{
    [UpdateScriptableObject(eventType = EEventType.Start, Delay = 1f)]
    public void CallStart()
    {
        Debug.Log("Called start after 1 second!");
    }

    [UpdateScriptableObject(eventType = EEventType.Awake)]
    public void CallAwake()
    {
        Debug.Log("Calls awake before anything else!");
    }

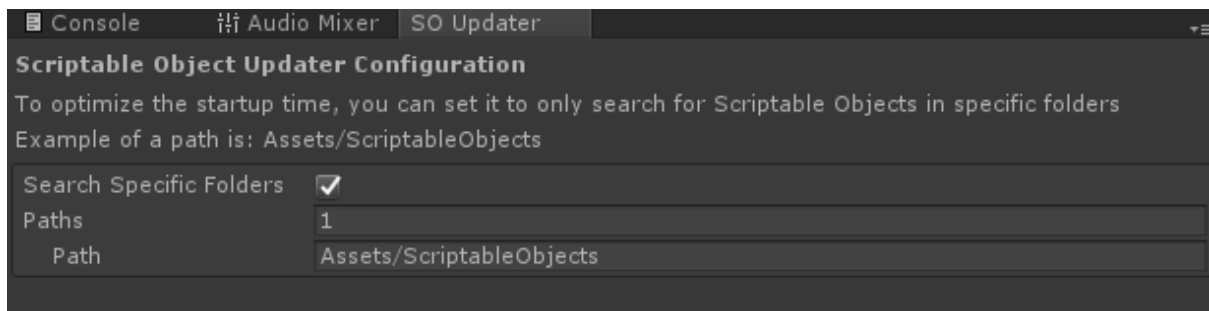
    [UpdateScriptableObject(eventType = EEventType.Update, tickDelay = 0.5f)]
    public void CallUpdate()
    {
        Debug.Log("Calls update each half second!");
    }

    [UpdateScriptableObject(eventType = EEventType.FixedUpdate)]
    public void CallFixedUpdate()
    {
        Debug.Log("Calls fixed update!");
    }
}
```

You can simply add the attributes to any scriptable objects. And it works like magic.

Define what folders to scan, to optimize building times:

You can find this by going to Tools > Scriptable Object Updater



Enjoy.