Fast Function

Documentation

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1. Introduction

Welcome to Fast Function Documentation!

What is it?

Fast Function is a Unity editor extension for quickly create and run functions of any complexity, without the need to create separate scripts and compile them.

Where can this be used?

At all stages of project development. For example, you need to rename all objects with a specific component, generate random positions or scale for objects or for example generate a mesh and also can be used for testing, debugging and etc. With Fast Function you can do anything.

2. Function Editor

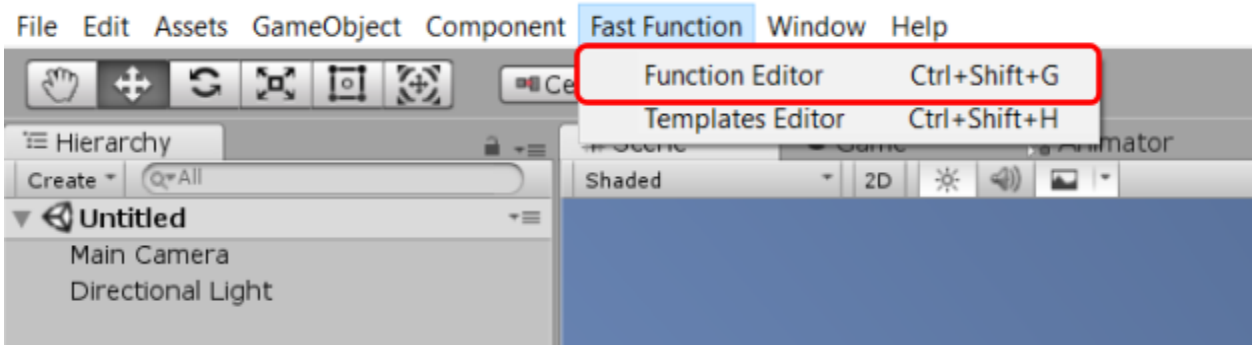
2.1 Description

Function Editor is a function code editor in which you can write logic/function of any complexity.

2.2 Access

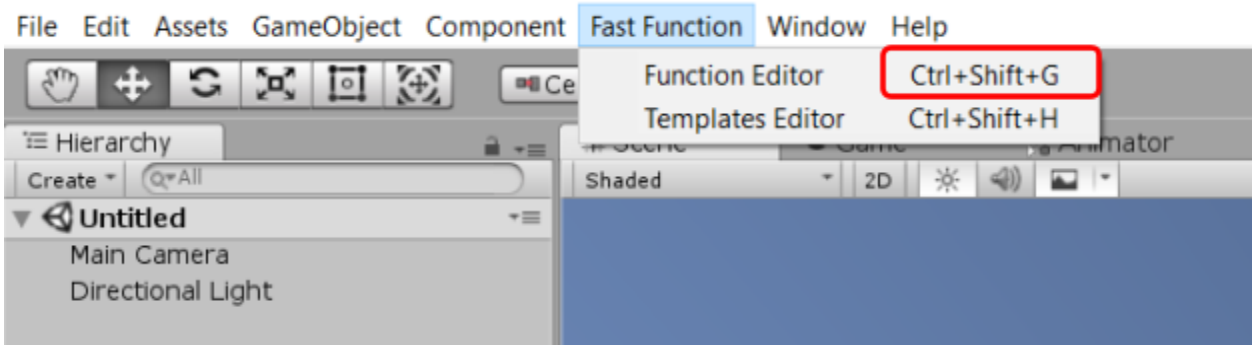
For opening Function Editor go to the tab:

Fast Function → Function Editor

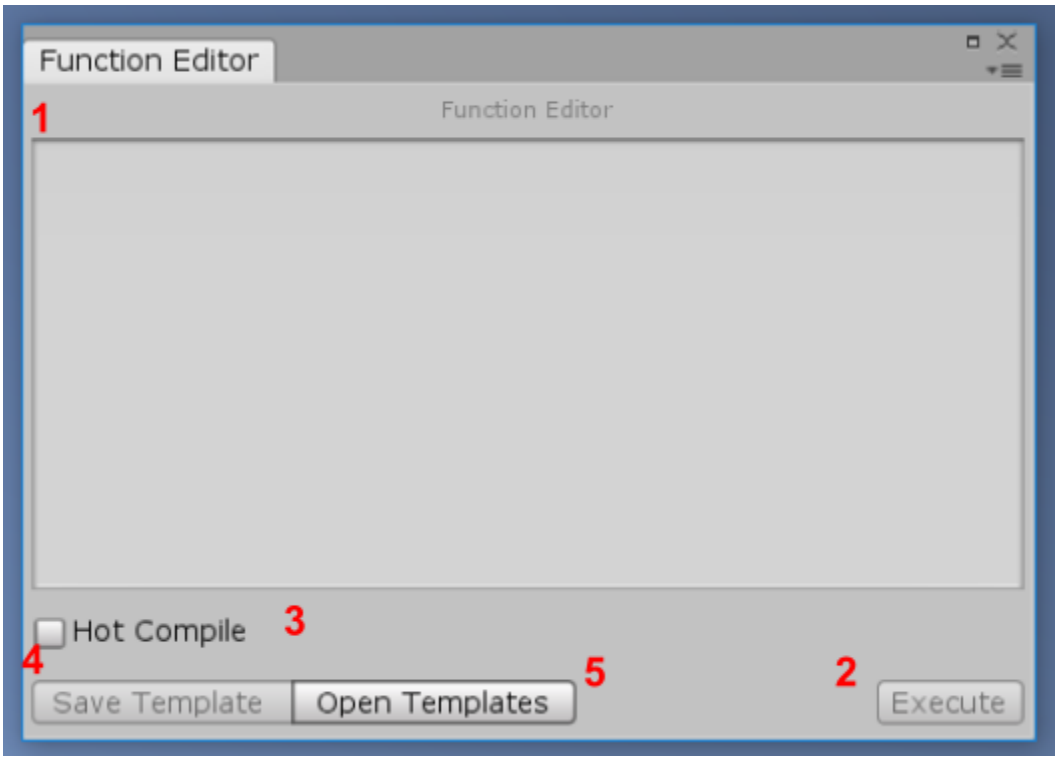


Or you can open Function Editor using hotkeys:

Ctrl + Shift + G.



2.3 User Interface



1. Code editor, write here your function.

2. Compile and execute the function.

3. Compiling and executing function, regardless of messages and errors.

4. Save the current function to the list of templates for further access.

5. Open and load the template.

Notes

> **1.** Buttons Save Template and Execute will inactive while function editor is empty.
>
> **2.** Buttons Save Template and Open Template can be inactive if template data not found. For create new template data see Template Editor.

3. Templates Editor

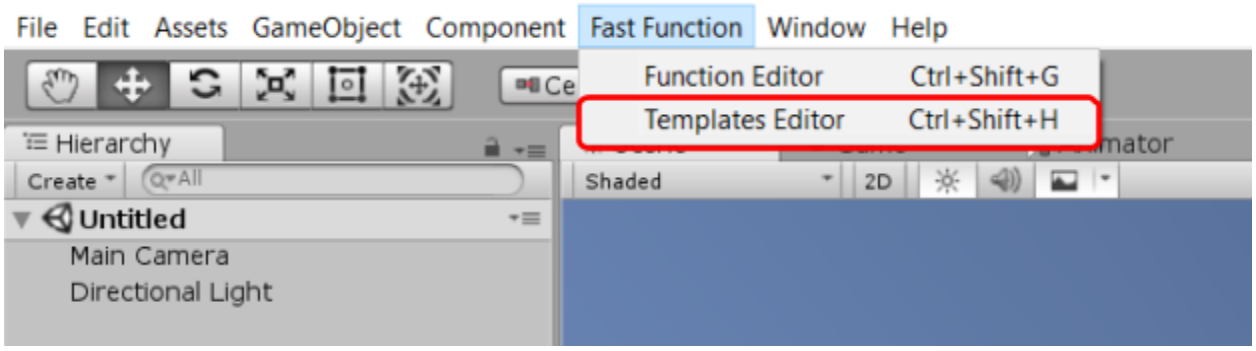
3.1 Description

Templates Editor is the template customization editor here you can create or delete templates or create a new template data.

3.2 Access

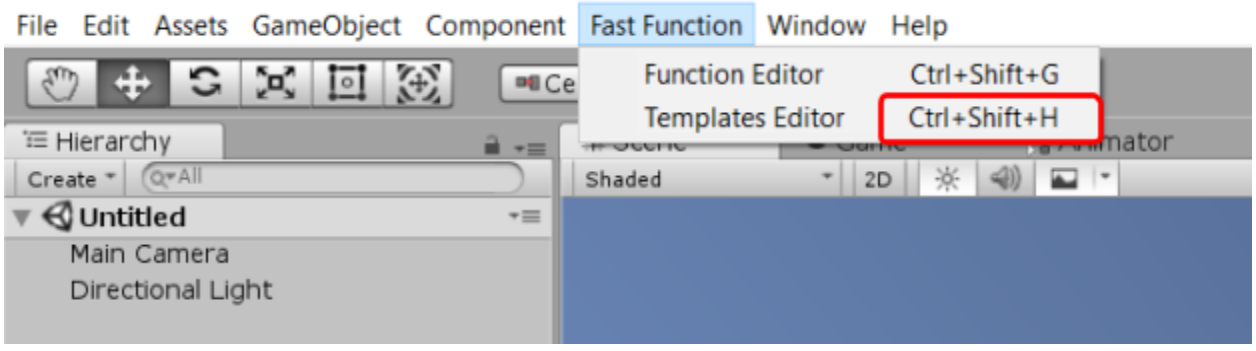
For opening Templates Editor go to the tab:

Fast Function → **Templates Editor**



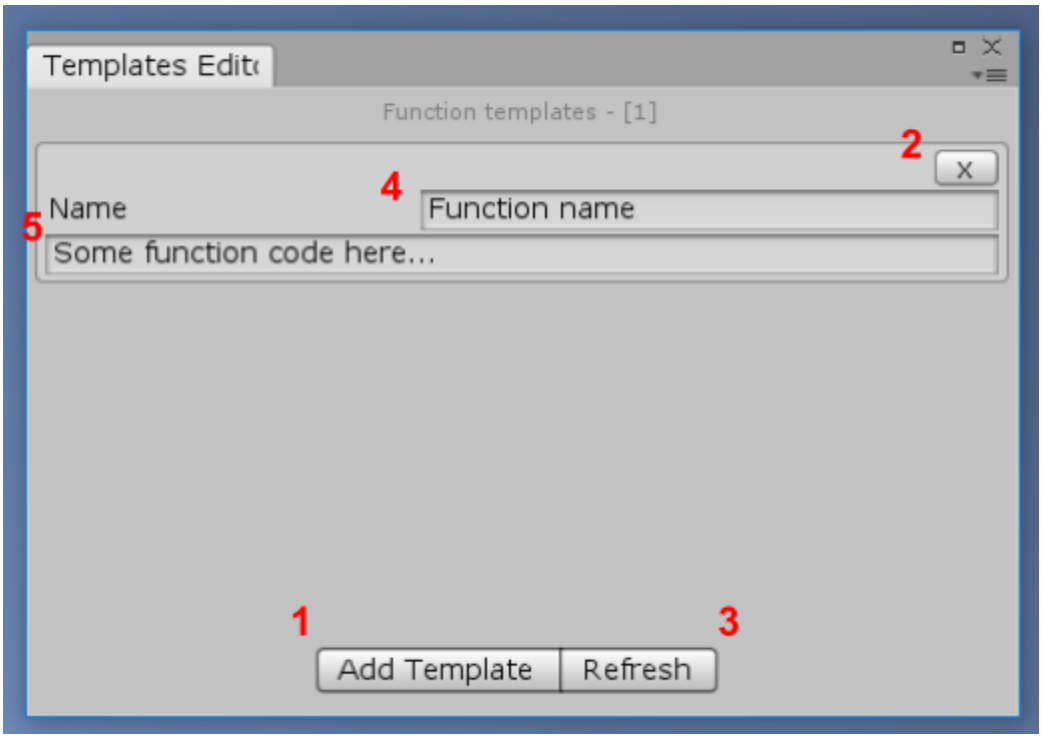
Or you can open Templates Editor using hotkeys:

Ctrl + **Shift** + **H**.



3.3 User Interface

3.3.1 Template data already exists



1. Create new template.

2. Remove template.

3. Refresh asset database and repaint window GUI.

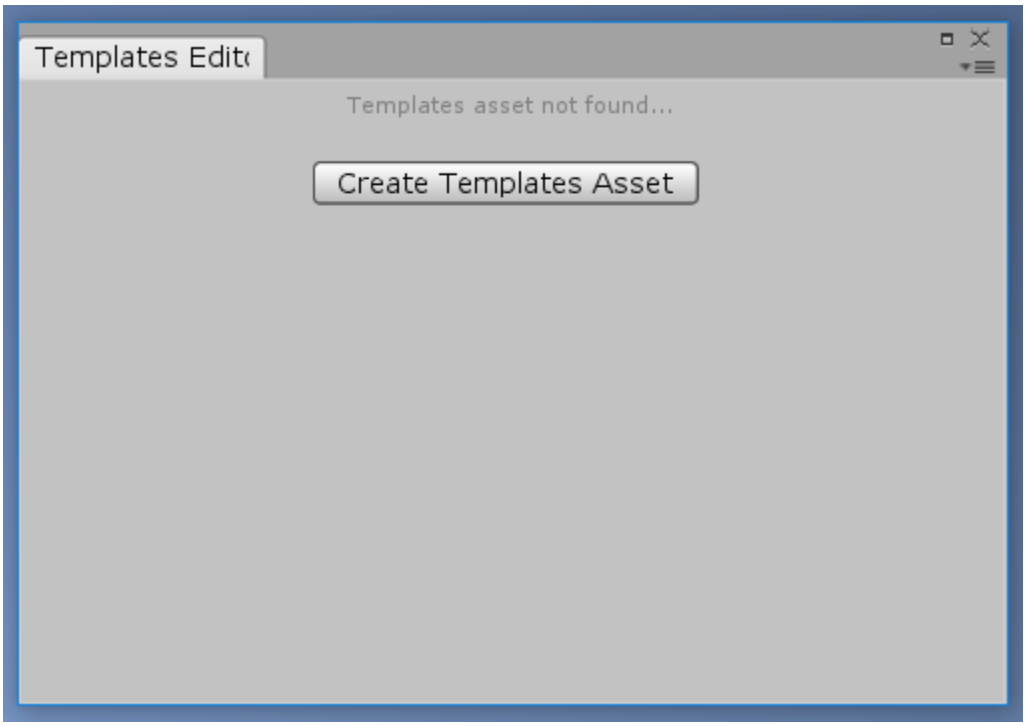
4. Function name of template.

5. Function code of template.

Tip

> **1.** You can filter templates by name, to divide them by parts put a sign [/].
> For example by types:
> function name - “GameObject/Names”
> or by dates:
> function name - “12/19/2018”.

3.3.1 Template data not exists



1. Create new template data.

4. Preferences

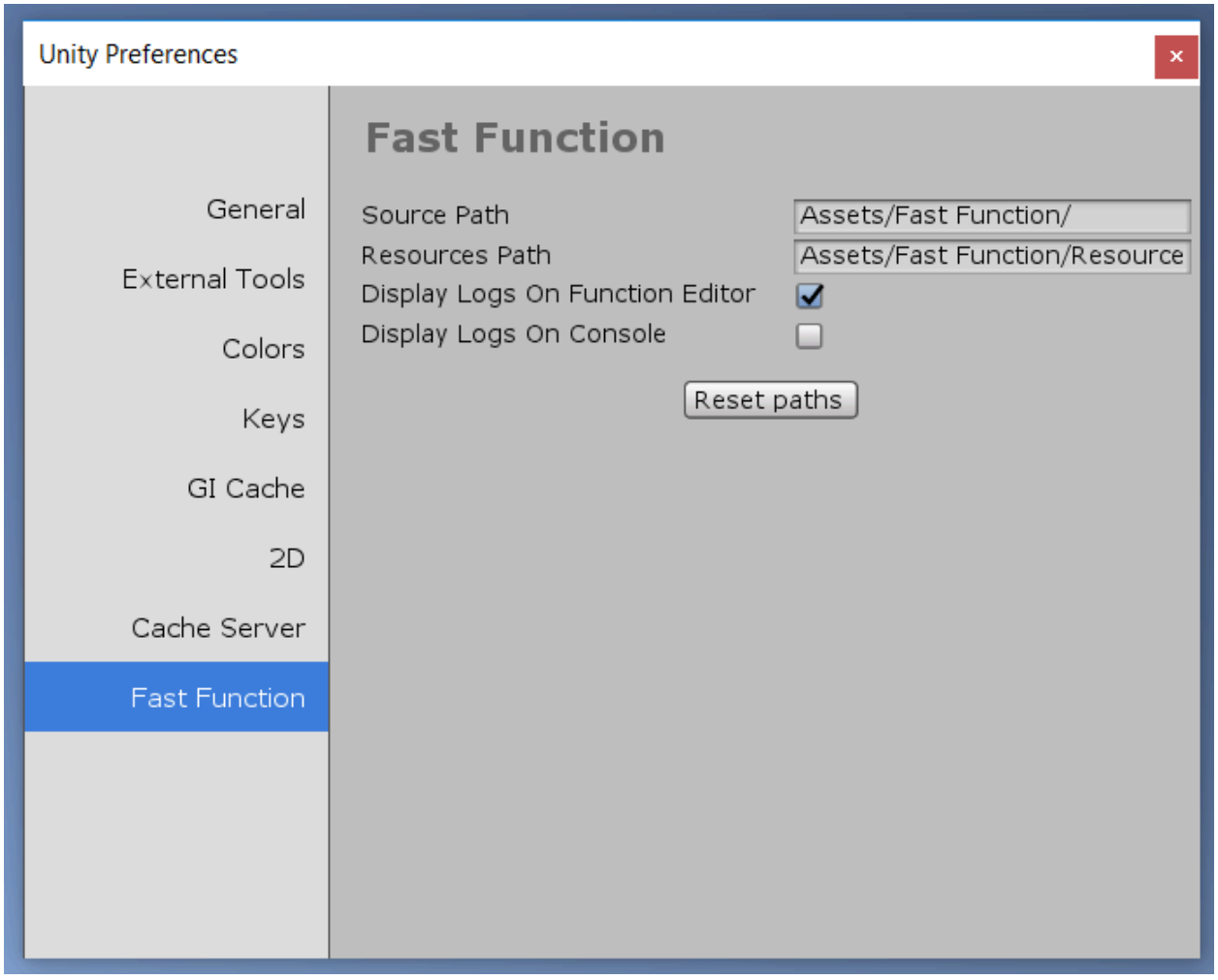
4.1 Description

Preferences menu is the settings window where you can configure the Fast Function parameters in more detail.

4.2 Access

For opening Preferences menu go to the tab:

Edit → Preferences → Fast Function



4.3 User Interface

1. Source path of Fast Function folder asset.

2. Fast Function resources folder.

3. Display any logs on Function Editor window.

4. Display any logs on default Unity console.

5. Reset paths on default.

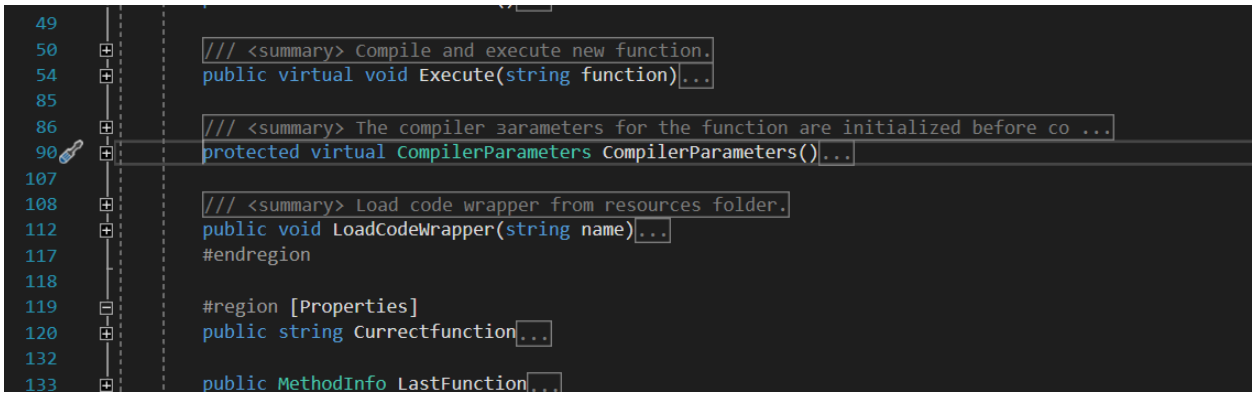
Notes

> **1.** If paths is empty or you change and forgot correct paths press Reset button, this button will reset the paths on default.
>
> **2.** If you change any paths of Fast Function asset not forget update paths in Preferences menu.

5. Libraries and dependencies.

5.1 Adding own

For add new libraries or dependencies go to the class Function and find CompilerParameters method expand it.



After this, duplicate template of libraries or dependencies and change on your.