

Auto Fill – Attribute

Intro:

Just a simple Fill attribute to fill any object type field.

Usage & Details:

Use Fill attribute at any field except int, string, float, double which are not required to be filled. There will be a nice Fill button in front of the field in the inspector to fill the field.

By default, it will find required Component at self game object if not found then it will find on the parent game objects till root.

Different Ways Of Use:

- [Fill] , [Fill(FindIn.SelfTParent)]

default fill attribute, It will find required game object on self component if not found then find on parent game objects till root

- [Fill(“MyGameobject/ChildObject/Nested”)]

it will find required component at specified path

- [Fill(FindIn.Child)]

it will find required component in child gameobjects

- [Fill(FindIn.Parent)]

it will find required component in parent gameobjects

- [Fill(FindIn.Self)]

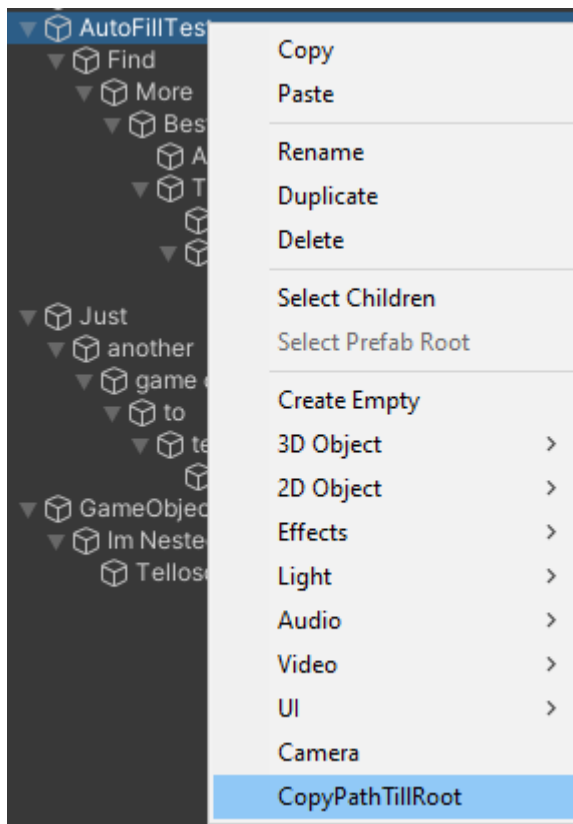
it will find required component at self gameobject



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Copy Game Object Path Easily:

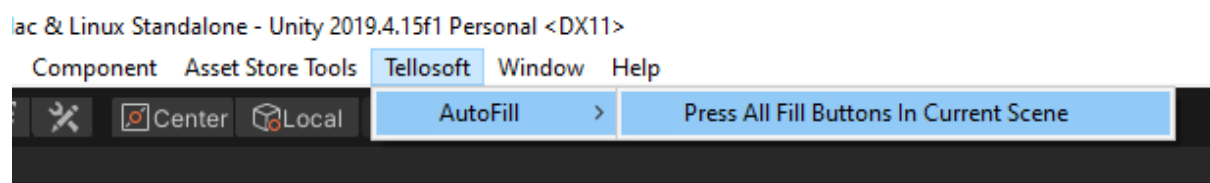
Copy game object path easily from new option in the context menu to paste in Fill attribute.



Fill with Path Specified Best Use Case:

The best use case of Fill with path is if you are making any game with multiple levels (Scenes) Like 100 levels, means 100 different scenes You can set a path in the Fill and on every scene you can just press Fill and it will find required component at specified path.

Invoke All Fill Buttons in the Scene:



Simple menu item is available to invoke all fill buttons in the scene at once.

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