Array2DEditor

Use this if you want to deal with 2D arrays easily within the inspector of Unity.

Getting Started

- Right click in your Project or Hierarchy window, or go to the Assets menu tab.
- Go to Create -> Array2D and select the type of your choice (*bool*, *int*, *float*, *string*).
- A new file is created, you can freely change its values!
- Reference that file in one of your scripts, and call its method GetCells() to get the content of the array.
- When you do this, don't forget to add *using Array2DEditor* on top of your script.
- You can check the ExampleScene if you have trouble understanding how it works and how it can be useful.

Going further

You can create you own enum files! In order to do that: - Duplicate the *Array2DExampleEnum* script and rename it. - Open the file and rename the class with the name of the file. - Replace any mention of *Enums.ExampleEnum* with your own enum name. - In that same file, don't forget to rename *CellRowExampleEnum* as well.

Then: - Duplicate the *Array2DExampleEnumEditor* script and rename it. - Open the file and rename the class with the name of the file. - Replace *Enums.ExampleEnum* with your own enum name. - You can change the values of *CellWidth* and *CellHeight* as you wish!

Notes

- Last tested with Unity 2018.3.8f1.

Authors

- Arthur Cousseau
- Thanks to Bugbyte Studio for the idea of using Enums in Array2DEditor.

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