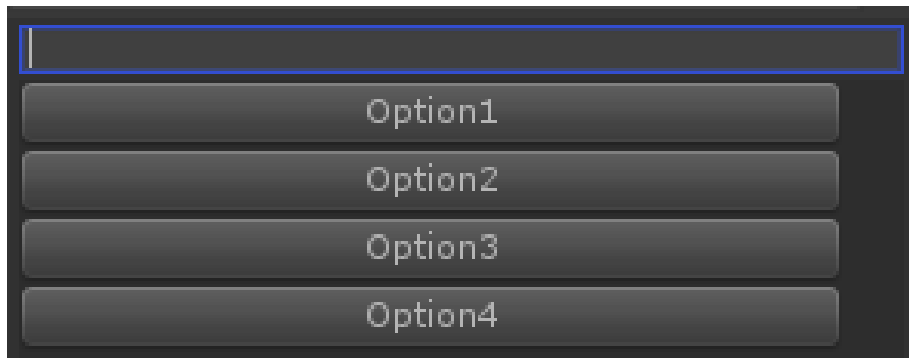


# AutoComplete TextField

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## Description:

This package contains a class, `AutoCompleteTextField.cs`, that allows a fully functional autocomplete text field for the editor. It can be used in custom editors or as a field attribute. It contains a couple of examples showing the different scenarios that it could be used from.

## Setup:

To use simply add the `AutoCompleteTextField` folder to your project (which is on the package). It doesn't need to be on root of your project, so feel free to move it wherever you want.

## How to use:

The system has been built to be used the same way as any Unity Editor element works on a custom editor, but it can be used with an attribute if you don't have a custom editor.

## 1. Custom Editor

If you have a custom editor and you want to implement the `AutoCompleteTextField` all you need to do is call it the same way you call any Unity Editor element.

```
AutoCompleteTextField.EditorGUILayout.AutoCompleteTextFie  
ld(label, text, entries);
```

Or using `EditorGUI`

```
AutoCompleteTextField.EditorGUI.AutoCompleteTextField(po  
sition, label, text, entries);
```

This will return a string value with the selected option, or empty if nothing has been selected.

## 2. Attribute

If you don't have a custom editor and you still want to use the `AutoComplete TextField` all you need to do is include an attribute to your field.

```
[AutoComplete(entriesArray)]  
public string textField;
```

Where `entriesArray` is a string array to be used as available options. This will add the needed behavior to your string field without the need of any other code at all.

You can use the arrow keys to navigate the list and the tab key to select an element.