Array Populator (Editor) – Asset Store Documentation

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This documentation serves as the official offline guide for the **Array Populator (Editor)** Unity asset, prepared according to Unity Asset Store submission guidelines. It provides setup instructions, feature explanations, a detailed tutorial, and scripting reference information.

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1. Introduction

The Array Populator (Editor) is a Unity Editor extension designed to simplify and speed up the process of populating serialized arrays and lists. Instead of manually assigning large numbers of elements in the Inspector, developers can automatically populate fields from scene selections, parent-child hierarchies, or asset folders. This significantly improves editor productivity for large projects.

Typical use cases include filling arrays of GameObjects, MeshRenderers, ScriptableObjects, or prefabs across multiple scenes.

2. Setup Guide

Step-by-Step Installation and Usage

1. Open Unity and go to **Assets → Import Package → Custom Package**.

2. Select the file **ArrayPopulator-1.0.0.unitypackage**.

3. Import all items, ensuring the Editor folder is included.

4. Once imported, access the tool via **Tools → Array Populator** in the Unity menu.

5. Alternatively, right-click any component in the Inspector and select **Populate Arrays/Lists…**.

6. Select your target GameObject, Component, and array/list field from the dropdown menus.

7. Choose your preferred source type (Selection, Parent & Children, or Folder).

8. Configure options (Append/Replace, Unique, Sort, Shuffle) as needed.

9. Click **Apply** to populate your list automatically.

10. Validate results in the Inspector and use **Undo (Ctrl/Cmd + Z)** to revert changes if required.

Video Tutorial Placeholder:
Provide a demonstration video showing how to use the Array Populator tool step-by-step. Insert the video link here once available (e.g., YouTube or Unity-hosted tutorial).

3. Script Reference

Core Files

• **ArrayPopulateUtility.cs** – Handles reflection, collection operations, and Undo-safe population logic.
• **ArrayPopulatorWindow.cs** – Implements the Editor Window UI and user interaction flow.
• **ArrayPopulator.ContextMenu.cs** – Adds context menu entries and hotkey access (Ctrl/Cmd+Alt+P).

Example Usage

No scripting is required for standard users. However, advanced users can access the utility methods in ArrayPopulateUtility for programmatic population if integrating this functionality into custom tools.

4. FAQ / Troubleshooting

Q1: The Populate button does nothing.
Ensure a valid GameObject, Component, and array/list field are selected. Verify that the field is public or serialized.

Q2: Can I use this tool with nested serialized objects?
Yes. The window supports deep property paths via reflection. Nested arrays and lists can be populated as long as they are serialized.

Q3: Are Undo operations supported?
Yes. Every change made by Array Populator can be undone immediately using Ctrl/Cmd + Z.

Q4: Will this modify my prefabs permanently?
Only if the target component is part of a prefab asset. Scene instances are modified in-memory until saved.

5. Contact and Support Information

For support, bug reports, or feature requests, please contact the developer using the official Catzy Fresh Unity Asset Store profile. Include the following information in your support request:

• Unity version used
• Operating system
• Error log (if any)
• Steps to reproduce the issue

Future updates, additional video tutorials, and example scenes will be made available on the asset's Unity Asset Store page.