Vector Visualizer

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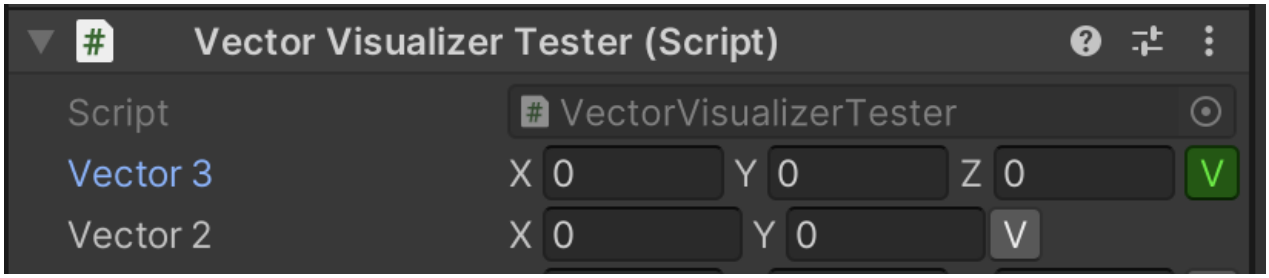
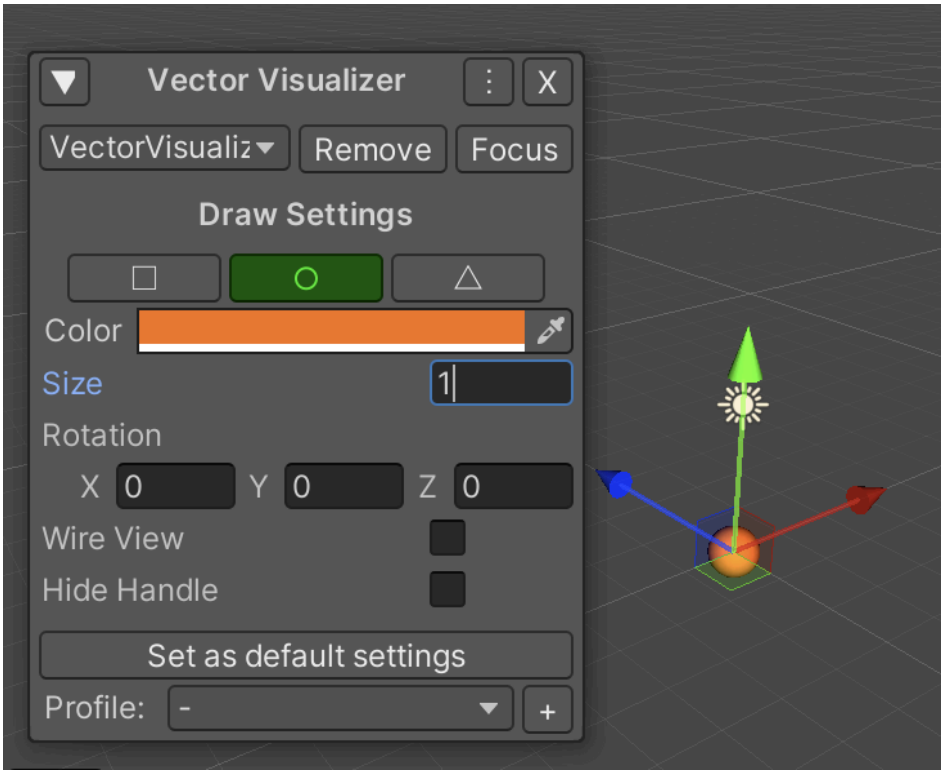
Using the Vector Visualizer Tool

To start using the tool, simply press the "V" button next to any Vector3 or Vector2 property in the Inspector. After pressing the "V" button, a window containing the drawing settings will open in the Scene view, allowing you to begin visualizing the vector. You can move your vector within the scene and adjust any drawing settings from the panel. Additionally, you can save these settings as a profile for future use.

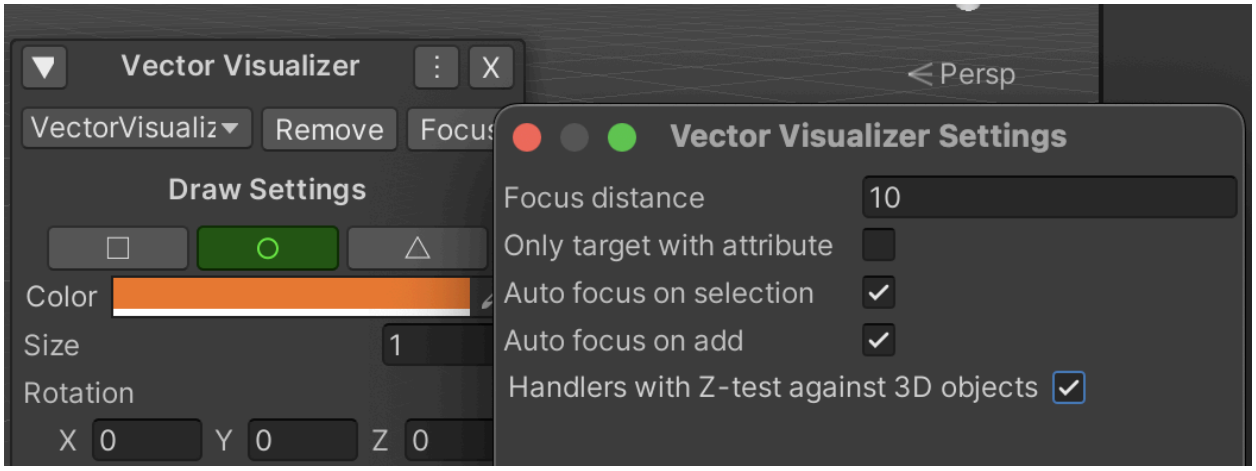




Using with Attribute

If you want the "V" button to appear only next to specific properties rather than all properties, you can access the settings panel by clicking the "⋮" button in the panel or navigating to Tools > Vector Visualizer > Settings. In this menu, enable the "Only Target With Attribute" setting. Once activated, the "V" button will only be drawn next to properties that have the [VisualizableVector] attribute.

```
[VisualizableVector] public Vector3 Vector3WithAttribute;   Serializable
[VisualizableVector] public Vector2 Vector2WithAttribute;   Serializable
[VisualizableVector] public List<Vector3> Vector3ListWithAttribute;   Serializable
[VisualizableVector] public List<Vector2> Vector2ListWithAttribute;   Serializable
```

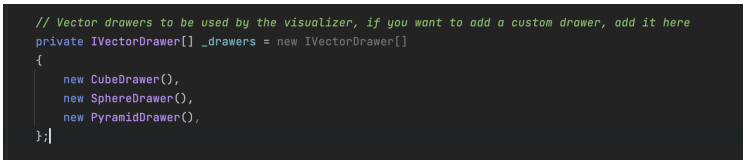


Compatibility with Odin Inspector or Similar Add-ons

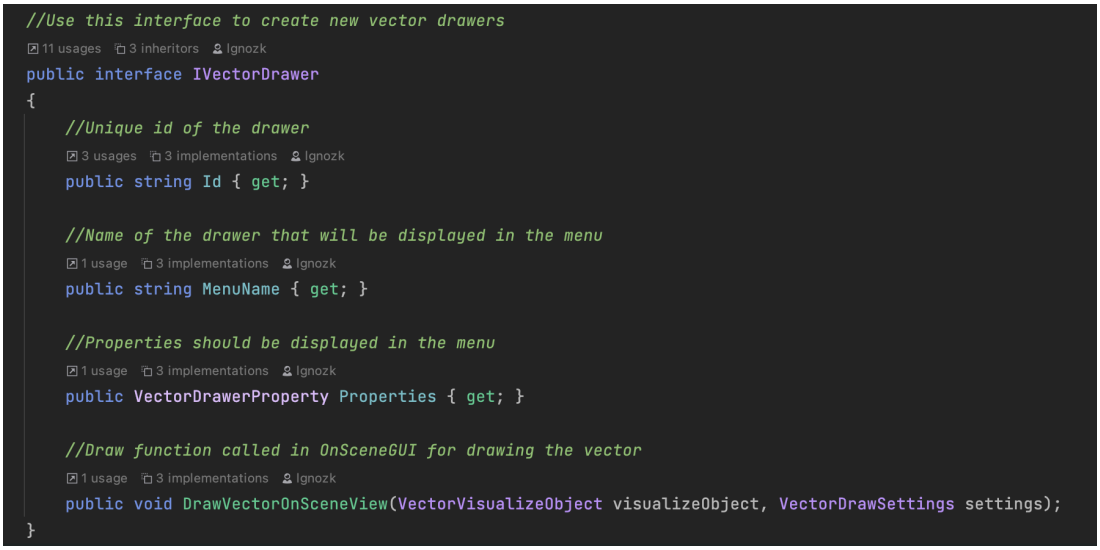
If your project uses a custom property drawer for vectors, such as those provided by Odin Inspector, the "V" buttons may not be visible. In this case, you can use the tool with the attribute option. Follow the steps under the "Using with Only Attribute" section to enable this functionality.

Adding a Custom Drawer

You can easily add a custom drawer to the tool. To do this, create a script that inherits from the IVectorDrawer class. Implement the necessary functions, and then add your drawer to the _drawers list in VectorVisualizer.cs. Once added, your custom drawer will start appearing on the panel.



```
// Vector drawers to be used by the visualizer, if you want to add a custom drawer, add it here
private IVectorDrawer[] _drawers = new IVectorDrawer[]
{
    new CubeDrawer(),
    new SphereDrawer(),
    new PyramidDrawer(),
};
```



```
//Use this interface to create new vector drawers
11 usages  3 inheritors  Ignozk
public interface IVectorDrawer
{
    //Unique id of the drawer
    3 usages  3 implementations  Ignozk
    public string Id { get; }

    //Name of the drawer that will be displayed in the menu
    1 usage  3 implementations  Ignozk
    public string MenuName { get; }

    //Properties should be displayed in the menu
    1 usage  3 implementations  Ignozk
    public VectorDrawerProperty Properties { get; }

    //Draw function called in OnSceneGUI for drawing the vector
    1 usage  3 implementations  Ignozk
    public void DrawVectorOnSceneView(VectorVisualizeObject visualizeObject, VectorDrawSettings settings);
}
```