# Documentation Asset Custom Component Handler

## *What is the custom component handler?*

The custom Component handler is a script that allow you to sort and search for component inside the inspector of your gameobject. It's very useful when you got a lot of components on one gameobject.

How the custom component handler works?

So, the first think you want to do is to open the window TypeOfHandler.
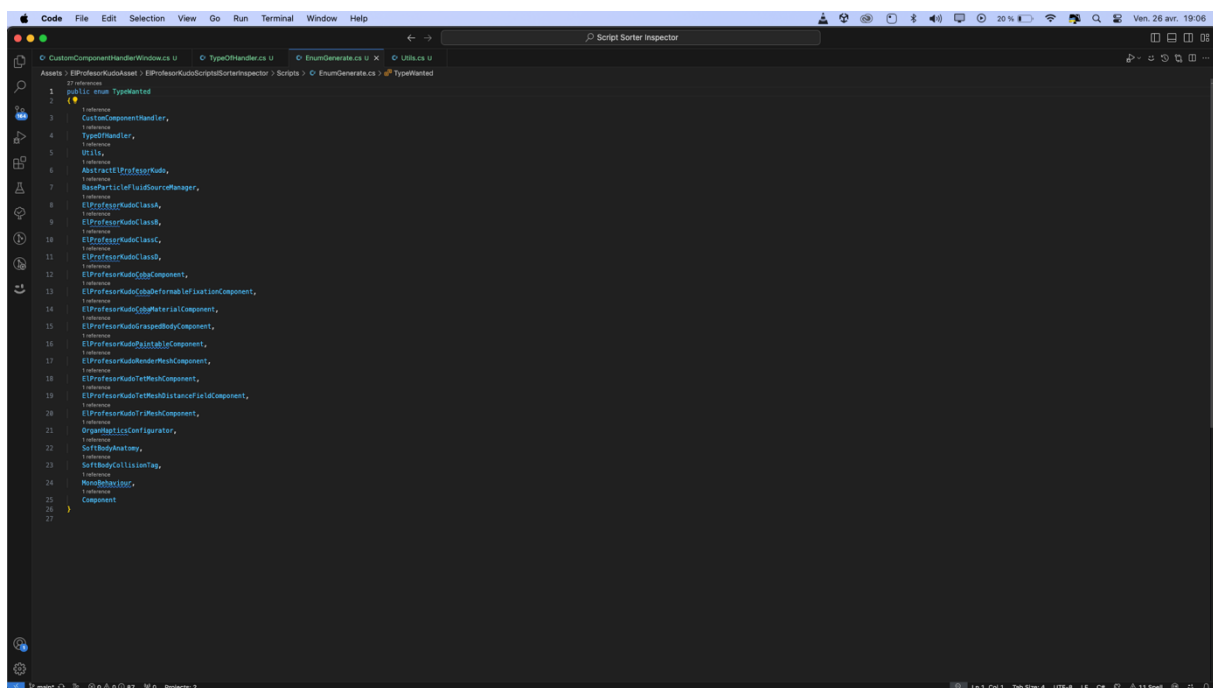To do so select Tool -> TypeOfHandler
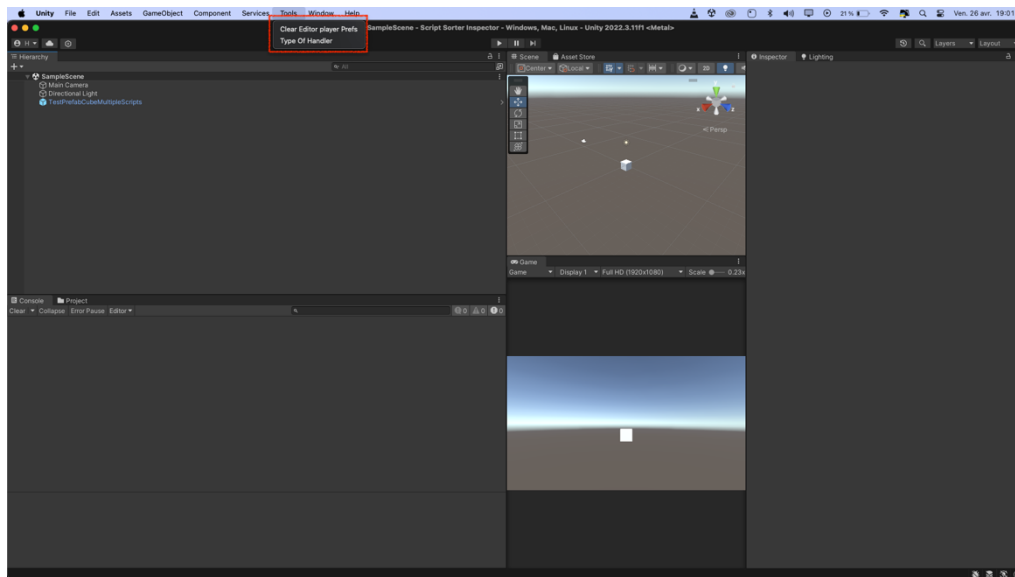
After that you should see on window pop up
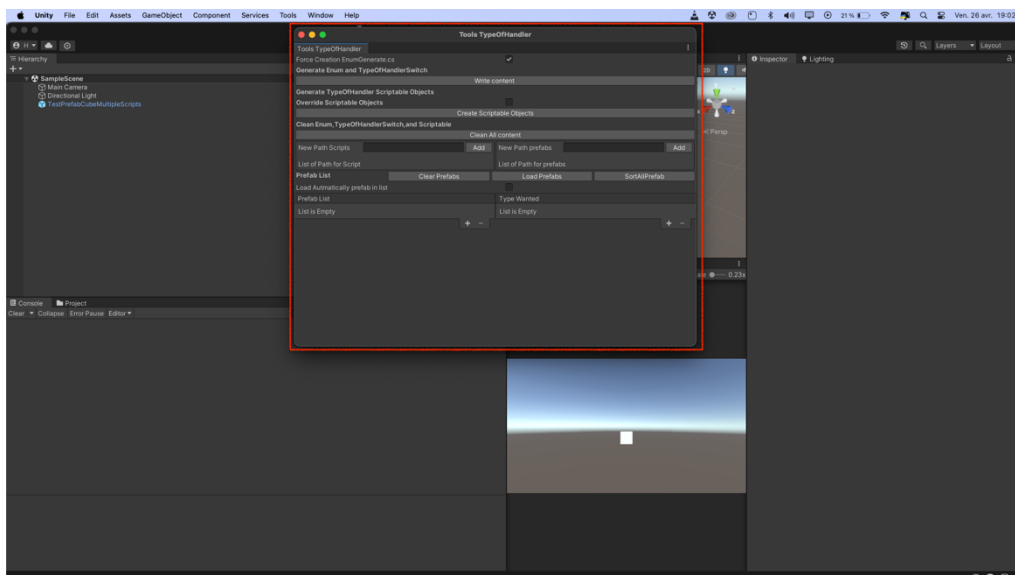
Click of Write Content, when you click on it if everything is properly set up you should have an EnumGenerate.cs generated with a bunch of Enum and TypeOfHandler.cs with a switch case properly fill.
That should look something like that :

Next stept you 'll need to generate the scriptable object, to do so simply press the button Create Scriptable object in the window Tool TypeOfHandler.

When the generation is done you should have a bund of scriptable object inside ScriptableObjects folder. That should look like this :
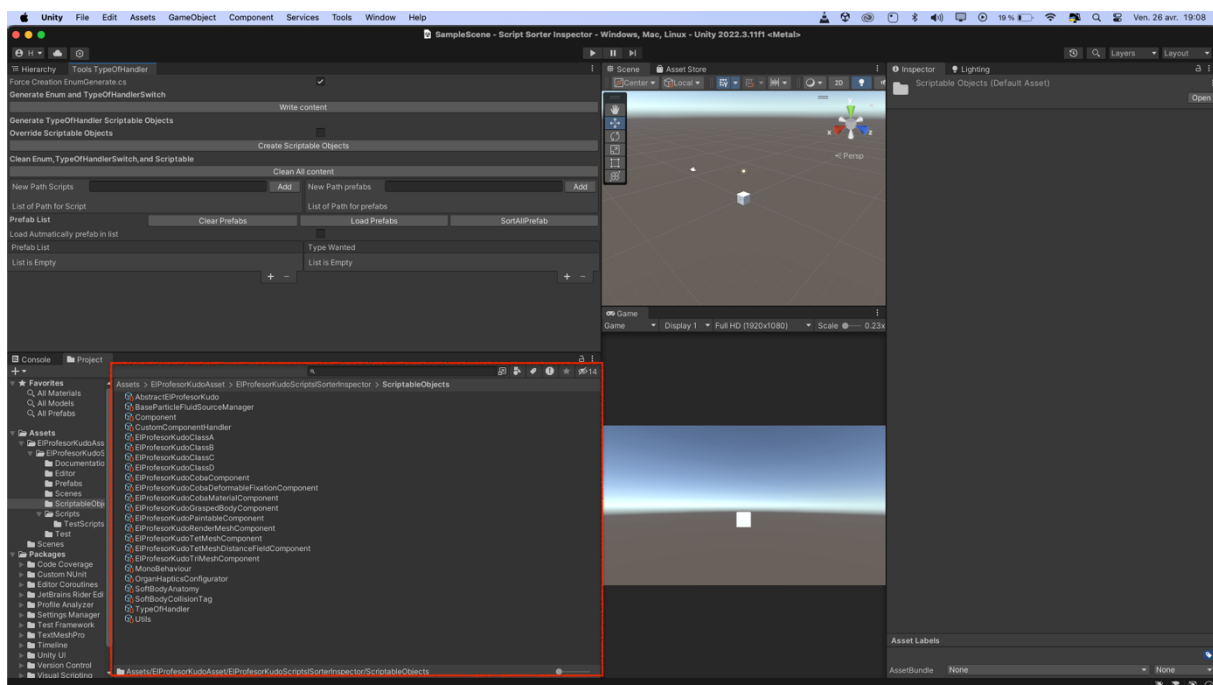
Congratulation we finish for the preparation ☺

Now let select a gameobject on the scene with a bunch of components like this cube, and has you can see this cube have a lot of script attach to him and everything is messy…
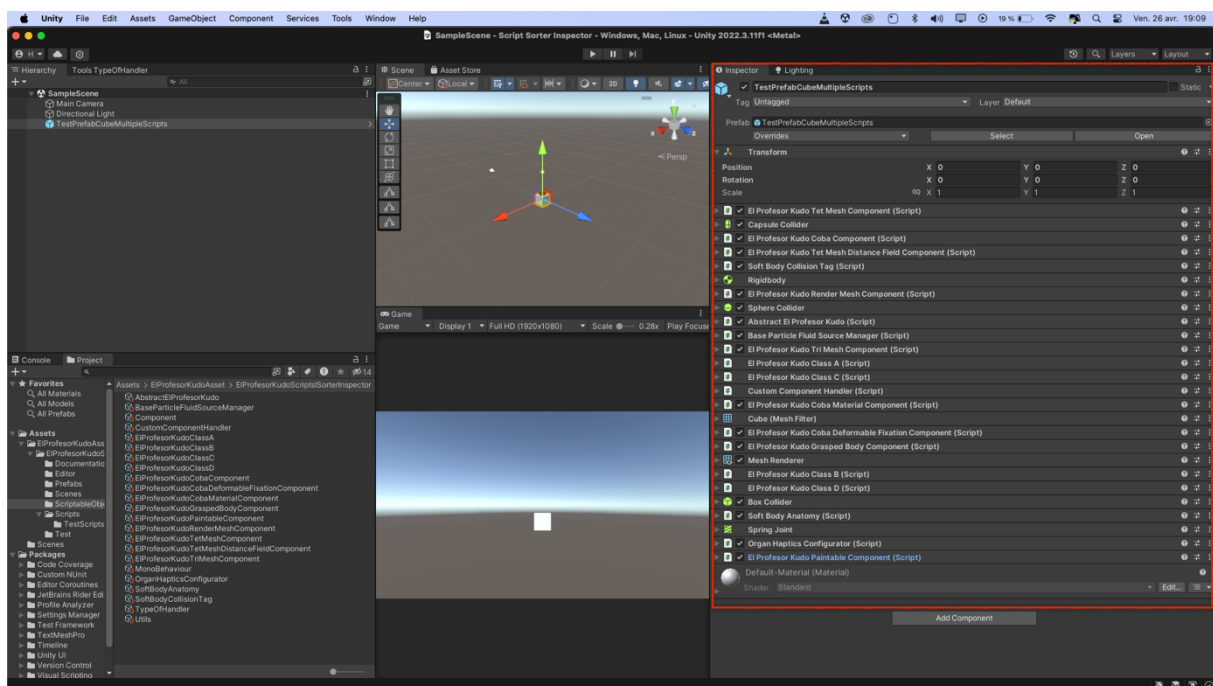
To this gameobject add the component CustomComponentHandler.cs and you should see something like this with a warning message (don't worry it's totally normal)
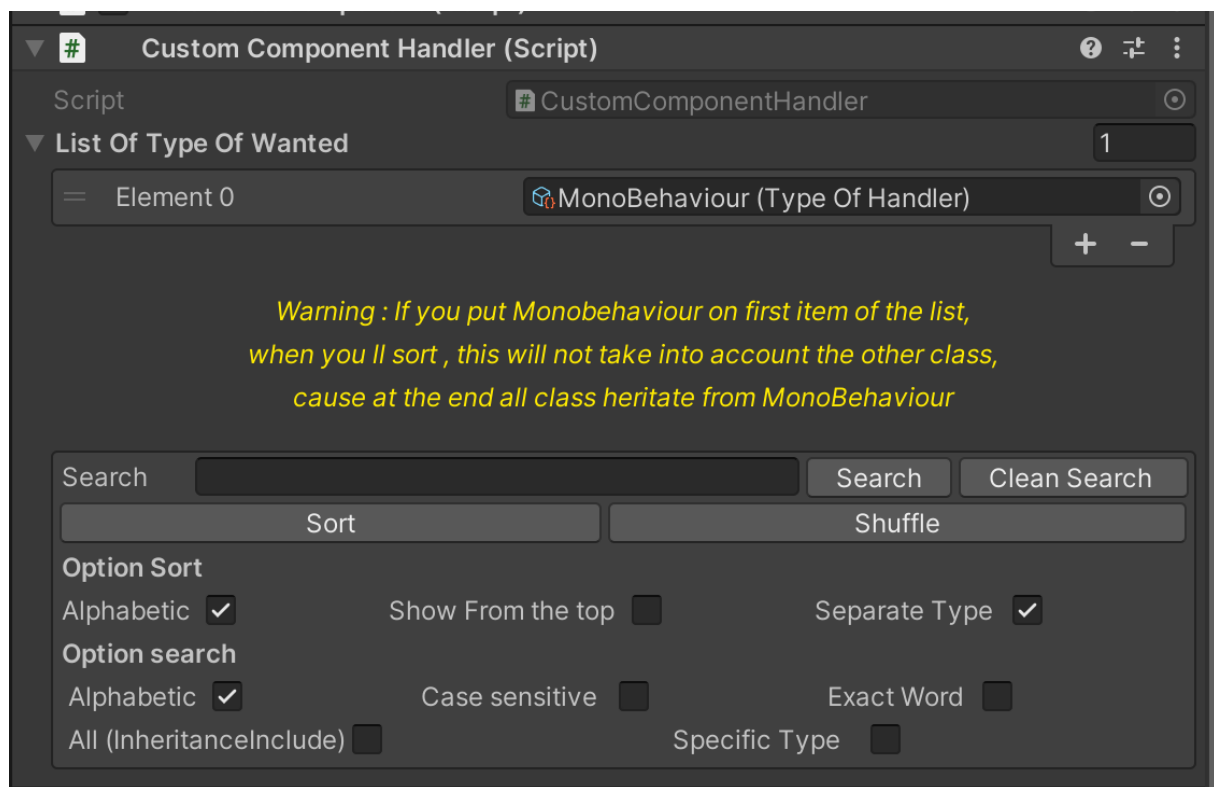
So let me take a minute to explain to you what all option are.

So the first thing you should notice is ListOfTypeOfWanted , this ll represent the type you want to sort , by default you got the monobehaviour so if you click on sort it ll sort all the scripts component by alphabetic order (if is check) of this gameobject without making a distinction type (cause all the scripts in the gameobject inheritance of MonoBehaviour)
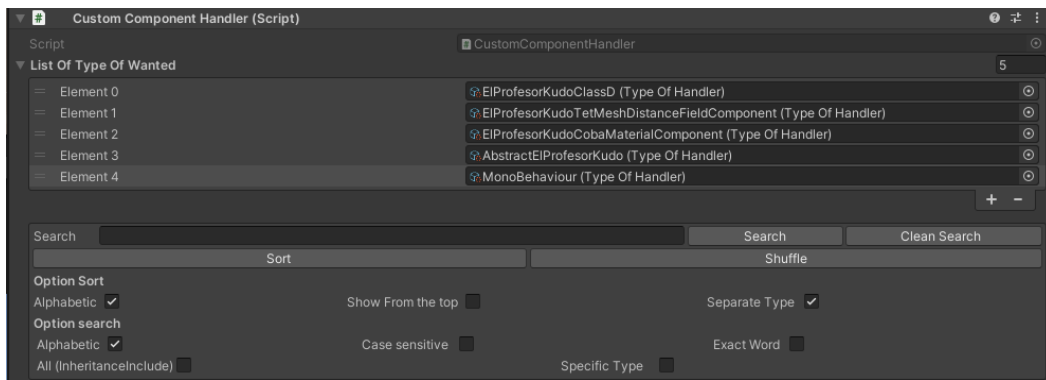
This is why you got the warning message.

So if we click right now on Sort you should obtain this :
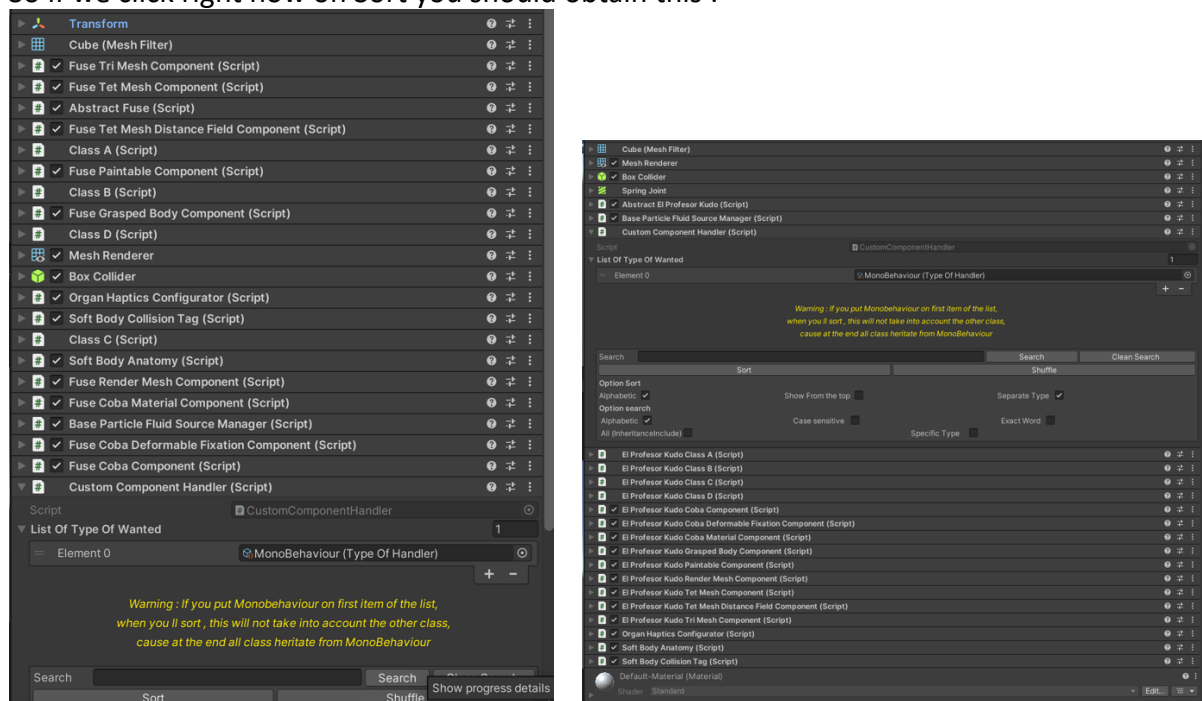
PS : Keep just in mind this will only sort script.

Now let's add more Type in our list, so has you can see I had different type to my list :

So now when I ll click on sort it ll sort all the component who is equal to ClassD or Inherite from ClassD by Alphabetic order place at the bottom
After that is ll do the same for ElProfesorKudoTetMeshDistanceFieldComponent and so on.
If a component is already sort it ll be not take in other Type sort
For example ElProfesorKudoCobaMaterialComponent inheritate from AbstractElProfesorKudo but because is type is priority on the list it 'll not take in account during the sort of the type AbstractElProfesorKudo

Let see now if I click of sort :
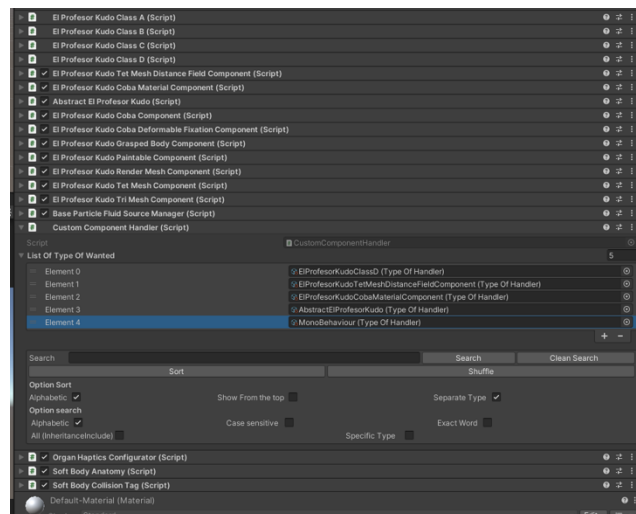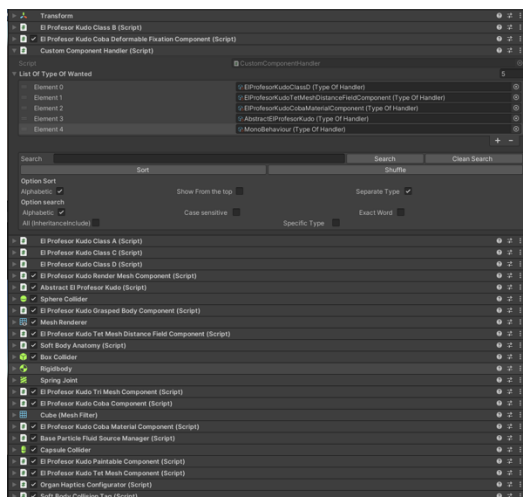
Has we can see we get the Sort base of the priority in the list.
If you uncheck the alphabetic toggle it 'll sort it reverse Alphabetic.
If you check the Show from the top the sort 'll start after the transform component.

Let's focus now on the search bar and his option, so you got :
-alphabetic : This 'll sort by alphabetic order
-Case sensitive : this 'll take in parameter the sensitive case (lower and upper case)
- Exact word : Mean you need to type the exact word to find the component

-All(Inheritance include) : Check this box if you want to search include all inheritance from the component, for example : if your search abstract class, and you have a class inherit from it, it will be included.

-Specific type : Check this box if you want include only on a specific type on your search. (ie : AbstractElProfesorKudo, Monobehaviour, etc) and this toggle 'll also show you two more option, a dropdown menu that ll allow you to choose the type you want (base on the list you got) and if you want to include inheritance inside you research

So now let's try to type mono and has you can see nothing happen but if we check All(Inheritance include) you ll see result cause all of the class inherited from MonoBehvaiour
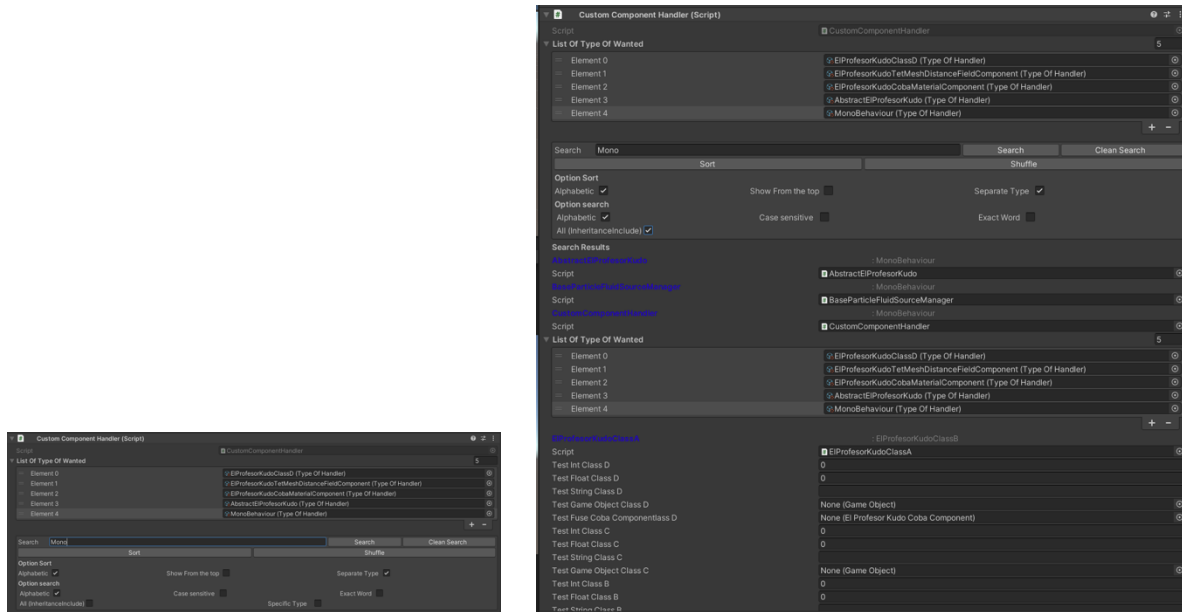

Also the blue color mean that you have check All(Inheritance include), you can also see during the research all the propriety an the subclass of our class.
The propriety can be modify directly into the search field and this 'll also impact on the script.

Now Let test out the specific case, has you can see we can choose what type we want to search and also included the inheritance.
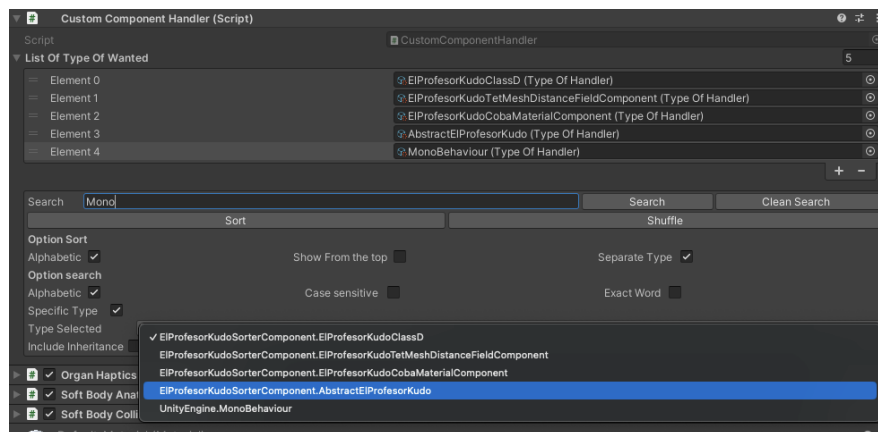
Let select AbstracElProfesorKudo and type ab inside the search bar
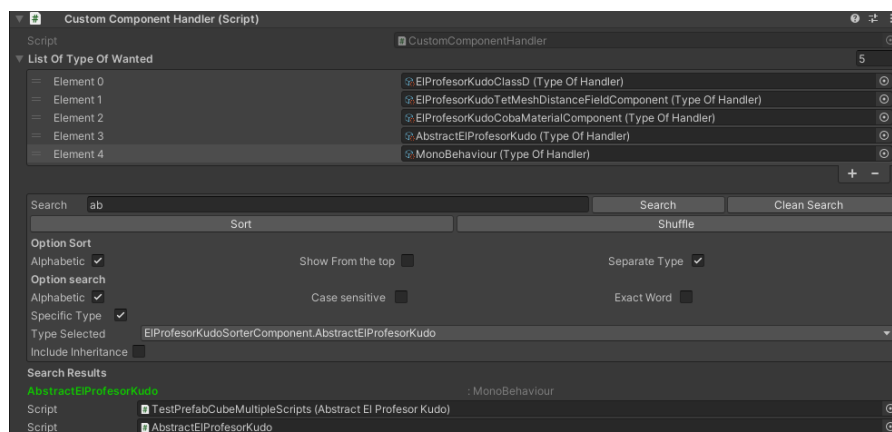
Has you can see only AbstractElProfesorKudo is showing on green (cause it's corresponding to the type selected) . Now let check Include Inheritance and le see what we got
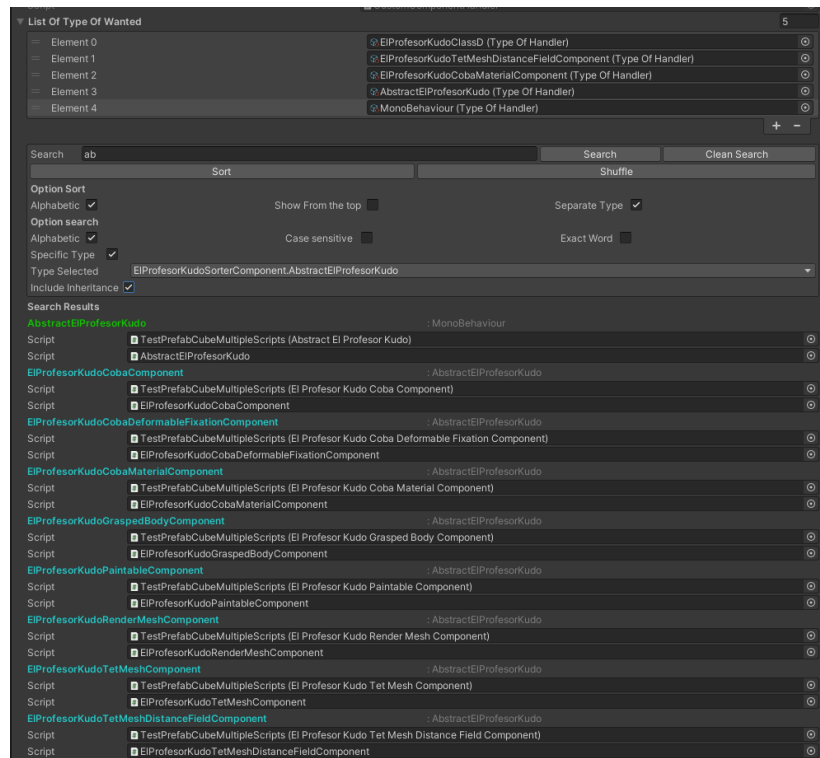
Has we can see we got all class that inherited from AbstractFuse showing in cyan.

How to add other script or prefab locate somewhere else?
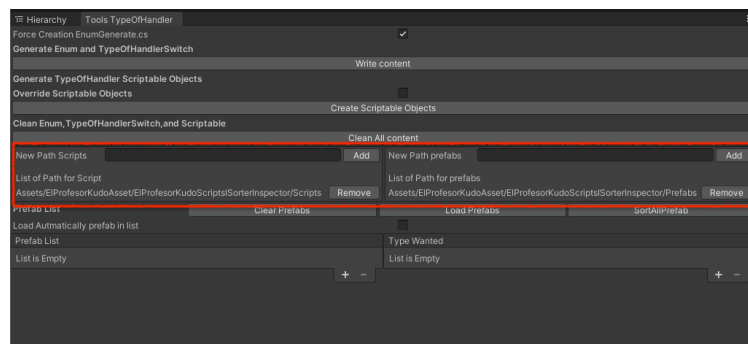

In this area just type you folder where is located your script, for or you prefab for example : Assets/ElProfesorKudoAsset/ElProfesorKudoScriptsISorterInspector/Scripts or Assets/ElProfesorKudoAsset/ElProfesorKudoScriptsISorterInspector/Prefabs
And click on add and this ll add the folder where the prefab or script are

How to load prefab to sort them by groups

So before clicking on load prefab make sure to have at least one path where to look there is a default path Assets/ElProfesorKudoAsset/ElProfesorKudoScriptsISorterInspector/Prefabs , so even you don't add some it ll look for this path.
After that just click on load prefab and see the magic happen.
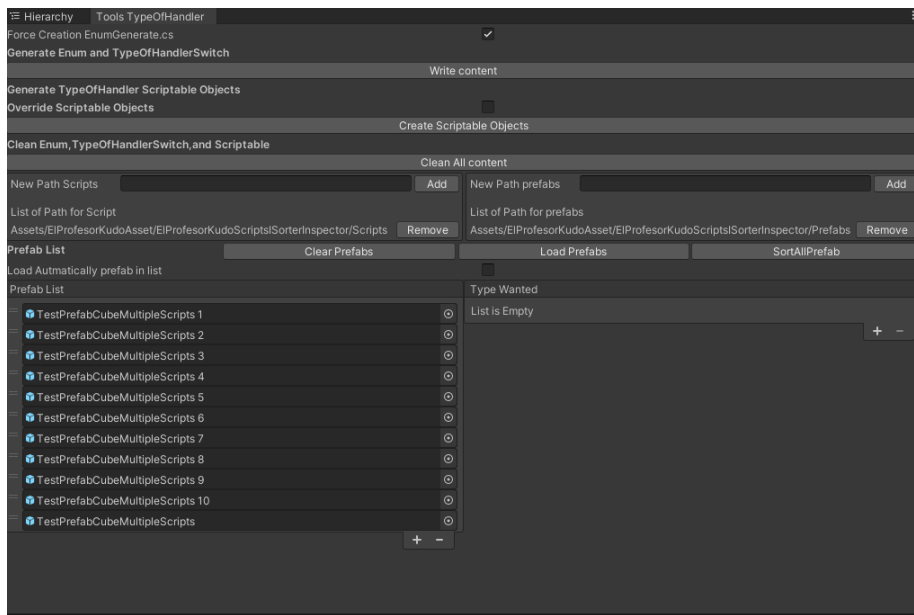
So has you can see I was able to retrieve all the prefab from my folder
Assets/ElProfesorKudoAsset/ElProfesorKudoScriptsISorterInspector/Prefabs

How to sort component prefab by groups

To be able to do that make sure you got an non empty prefab list and also a non-empty list
TypeWanted, let's had a typeWanted
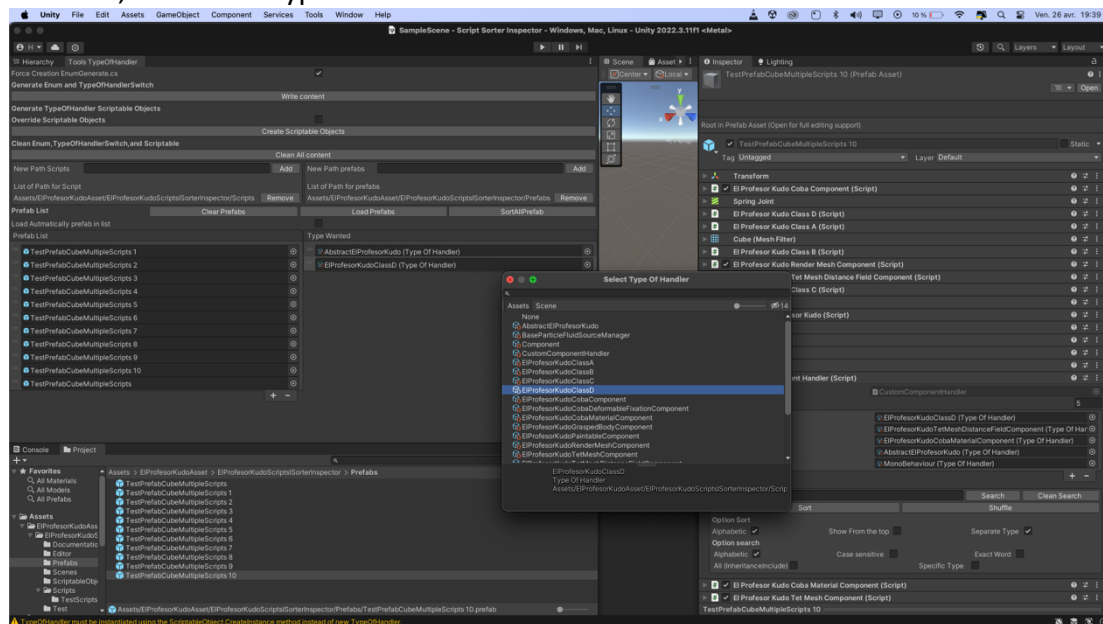
Like the CustomComponentHandler.cs you need to select the order you want your
gameobject to be sort, in my example I choose AbstractFuse and after ClassD.

After that just hit the SortAllPrefab and this 'll sort all your prefab by you preference.