

Selection System

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SelectableComponent

Description

This component is used to make a gameobject selectable. You have to add collider to the gameobject to make it work. The component provides selection and highlighting support.

Properties and fields

`SelectionGroup SelectionGroup {get; set;}` is a group this selectable belongs to. The object does not have to be the child of the group gameobject.

`bool IsSelected {get;}` is the object selected at the moment.

Methods

`void Select()` select the object without clicking with mouse.

`void Deselect()` deselect the object without clicking with mouse.

Unity Events

`selected` is called when object is selected. It can be selected with mouse or with method `Select`.

`deselected` is called when object is deselected. It can be deselect with mouse or with method `Deselect`. Also it may be deselected when another object is selected.

`highlighted` is called when the object is highlighted. The object is highlighted when mouse is over it.

`unhighlighted` is called when the cursor leaves the object.

SelectionGroup

Description

You can use several groups to make independent sets of objects. You also can add new objects to group using `SelectionGroup` property of `SelectableComponent`.

Properties and fields

`allowNoneSelected` if set `true`, you cannot deselect the last object in the group.

`multipleSelection` if set `true`, you can select multiple objects. Otherwise, if you select new object the previous selected object deselects.

`firstSelected` if `allowNoneSelected` is set `false`, you have to specify the object, that will be selected on the start of the game.

`IEnumerable<selectedObject> AllSelected {get;}` all selected objects in this group

`Selected` last selected object. Returns `null` if no object is selected. More usefull if multiple

selection is set off.

Unity Events

`selectionChanged<SelectionGroup>` is called when any object is selected or deselected.