InspectorHelper

Open new Inspector to edit specified object, and toggle Inspector states. More...

Static Public Member Functions

static void	**InspectSelected** () Open new locked Inspector window to show current selected objects, with hotkey Ctrl-I. More...
static void	**ToggleInspectorMode** () Toggle Inspector debug mode, with hotkey Alt-I. More...
static void	**ToggleInspectorLock** () Toggle Inspector lock state, with hotkey Ctrl-Shift-I. More...
static EditorWindow	**Inspect** (params Object[] targets) Open new locked Inspector window to show specified objects. More...
static InspectorMode	**GetMode** (EditorWindow inspector) Get the inspector mode of specified Inspector. More...
static void	**SetMode** (EditorWindow inspector, InspectorMode mode) Sets the mode. More...
static bool	**GetLocked** (EditorWindow inspector) Get the lock state of specified Inspector. More...
static void	**SetLocked** (EditorWindow inspector, bool locked) Set the lock state of specified Inspector. More...

Detailed Description

Open new Inspector to edit specified object, and toggle Inspector states.

Use `UnityEngine.Object` context menu "Inspect" to show single object in a new locked Inspector. Also able for `UnityEngine.Component`, useful to edit multiple on different `UnityEngine.GameObject`. And component context menu "Select" to select its `UnityEngine.GameObject`, useful in the indie Inspector.

Menu "Window/View/Inspect Selected", with hotkey Ctrl-I, to show selected objects in a new locked Inspector. Menu "Window/View/Toggle Inspector Mode", with hotkey Alt-I, to toggle debug mode of an Inspector. Menu "Window/View/Toggle Inspector Lock", with hotkey Ctrl-Shift-I, to toggle lock state of an Inspector. Toggle the one with mouse over, or focused, or the single one if multiple, otherwise do nothing.

Member Function Documentation

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static void InspectSelected ( )   `static`

Open new locked Inspector window to show current selected objects, with hotkey Ctrl-I.

---

static void ToggleInspectorMode ( )   `static`

Toggle Inspector debug mode, with hotkey Alt-I.

---

static void ToggleInspectorLock ( )   `static`

Toggle Inspector lock state, with hotkey Ctrl-Shift-I.

---

static EditorWindow Inspect (params Object[] targets)   `static`

Open new locked Inspector window to show specified objects.

Returns

The new Inspector window.

Parameters

    targets Targets.

---

static InspectorMode GetMode (EditorWindow inspector)   `static`

Get the inspector mode of specified Inspector.

Returns

The mode.

Parameters

    inspector Inspector.

static void SetMode (EditorWindow   inspector,

                     InspectorMode   mode

) `static`

Sets the mode.

Parameters

    inspector Inspector.

    mode   Mode.

---

static bool GetLocked (EditorWindow inspector) `static`

Get the lock state of specified Inspector.

Returns

    `true`, if locked, `false` otherwise.

Parameters

    inspector Inspector.

---

static void SetLocked (EditorWindow inspector,

                  bool   **locked**

) `static`

Set the lock state of specified Inspector.

Parameters

    inspector Inspector.

    locked   If set to `true` locked.

GameViewHelper

Helper to undock and fix current Game view size in pixel unit absolutely. More...

Static Public Member Functions

static void	**FixGameViewSize** ()
	Resize game view to selected fixed resolution. More...

Detailed Description

Helper to undock and fix current Game view size in pixel unit absolutely.

Apply by clicking menu "Window/View/Fix Game View Size". The target window found by the order below:

1. Game view with mouse over.
2. Current focused Game view.
3. The main Game view.

It's useful to preview the real size in Game view, pixel by pixel, not ratio scaled. Set window to selected size on the aspect drop-down menu, only for "Fixed Resolution". Use this to easily set size and save presets with the built-in feature. It might be incorrect if the size is too big to close even over the monitor.

Note, this works by reflection to access internal classes. We'd try to keep it up-to-date, but can't guarantee.

Member Function Documentation

static void FixGameViewSize ( )	static

Resize game view to selected fixed resolution.

ConsoleHelper

Helper to clear logs in Console window. More...

Static Public Member Functions

static void	**ClearConsole** ()
	Clear the console logs, with hotkey Alt-Shift-C. More...

Detailed Description

Helper to clear logs in Console window.

Trigger from the menu "Window/Clear Console", or hotkey ALT-Shift-C.

Member Function Documentation

static void ClearConsole ( )	static

Clear the console logs, with hotkey Alt-Shift-C.

TabNavigator

Utility to switch or close a tab or window. More...

Static Public Member Functions

static void	**NextTab** ()
	Switch to the next window tab from the focused one, with hotkey Ctrl-`. More...
static void	**PreviousTab** ()
	Switch to the previous window tab from the focused one, with hotkey Ctrl-Shift-`. More...
static void	**CloseTab** ()
	Close the focused window tab, with hotkey Ctrl-W. More...
static void	**CloseWindow** ()
	Close the whole window contains the focused tab, with hotkey Ctrl-Shift-W. More...

Detailed Description

Utility to switch or close a tab or window.

Menu "Window/View/Next Tab", with hotkey Ctrl-`,` to focus the next of hovered or focused tab. Menu "Window/View/Previous Tab"`,` with hotkey `Ctrl-Shift-`, to focus the previous of hovered or focused tab. Menu "Window/View/Close Tab", with hotkey Ctrl-W, to close the hovered and focused window tab. Menu "Window/View/Close Window", with hotkey Ctrl-Shift-W, to close the hovered and focused window. Easy thing causes easy mistake, be careful to use this, since closing is not undoable.

Member Function Documentation

static void NextTab ( )	static

Switch to the next window tab from the focused one, with hotkey Ctrl-`.

static void PreviousTab ( )	static

Switch to the previous window tab from the focused one, with hotkey Ctrl-Shift-`.

static void CloseTab ( ) `static`

Close the focused window tab, with hotkey Ctrl-W.

static void CloseWindow ( ) `static`

Close the whole window contains the focused tab, with hotkey Ctrl-Shift-W.

ObjectLocker

Set `UnityEngine.Object` to be locked or editable. More...

Static Public Member Functions

static void	**EditToggleLocked** () Toggle the selected objects locked or editable to the opposite of the first one, with hotkey Alt-Shift-L. More...
static bool	**GetLocked** (Object obj) Determine if the object locked or editable. More...
static void	**SetLocked** (bool locked, params Object[] objects) Set the objects locked or editable. More...

Detailed Description

Set `UnityEngine.Object` to be locked or editable.

Set `UnityEngine.HideFlags` switch bit of `HideFlags.NotEditable` to avoid missing operation. Use context menu "Toggle Locked", or menu "Edit/Toggle Locked" with hotkey ALT-Shift-L for selections.

Member Function Documentation

static void EditToggleLocked ( )	static

Toggle the selected objects locked or editable to the opposite of the first one, with hotkey Alt-Shift-L.

static bool GetLocked (Object obj) `static`

Determine if the object locked or editable.

Returns

> `true`, if locked, `false` otherwise.

Parameters

> **obj** Object.

---

static void SetLocked (bool   locked,

**   params Object[] objects**

**   )** `static`

Set the objects locked or editable.

Only switch `HideFlags.NotEditable`, and keep other hideFlags bit. Note, to set `GameObjcet.hideFlags` will also set all components on it.

Parameters

> **locked** If set to `true` locked.
>
> **objects** Objects.

ObjectGrouper

Group or ungroup scene `UnityEngine.Transform` for better arrangement. More...

Static Public Member Functions

static void	**MakeGroup** ()	
	Make a group `UnityEngine.Transform` contains selected children in the scene, with hotkey Ctrl-G. More...	
static void	**UngroupParent** ()	
	Ungroup children `UnityEngine.Transform` from selected parent in the scene, with hotkey Ctrl-Shift-G. More...	
static void	**UngroupChildren** ()	
	Ungroup selected children `UnityEngine.Transform` to upward parent, with hotkey Ctrl-Alt-G. More...	
static Transform[]	**FilterTops** (params Transform[] transforms)	
	Filter the top level transforms, excluding prefabs, ordered by sibling index. More...	
static Transform	**MakeGroup** (string name, params Transform[] children)	
	Make a group `UnityEngine.Transform` contains specified children. More...	
static Transform[]	**UngroupParent** (Transform parent, bool destroy=false)	
	Ungroup all children `UnityEngine.Transform` from specified parent. More...	
static Transform	**UngroupChild** (Transform child)	
	Ungroup a child `UnityEngine.Transform` from current parent to upward. More...	

Detailed Description

Group or ungroup scene `UnityEngine.Transform` for better arrangement.

Menu "GameObject/Group/Make Group" or hotkey Ctrl-G to group selected children. Menu "GameObject/Group/Ungroup Parent" or hotkey Ctrl-Shift-G to ungroup selected parents. Menu "GameObject/Group/Ungroup Children" or hotkey Ctrl-Alt-G to move selected children out from the group.

Member Function Documentation

static void MakeGroup ( ) `static`

Make a group `UnityEngine.Transform` contains selected children in the scene, with hotkey Ctrl-G.

static void UngroupParent ( ) `static`

Ungroup children `UnityEngine.Transform` from selected parent in the scene, with hotkey Ctrl-Shift-G.

This'll destroy the parent if it has no other `UnityEngine.Component`. Works like `Transform.DetachChildren` but detach to upward parent instead of root.

static void UngroupChildren ( ) `static`

Ungroup selected children `UnityEngine.Transform` to upward parent, with hotkey Ctrl-Alt-G.

static Transform [] FilterTops (params Transform[] transforms) `static`

Filter the top level transforms, excluding prefabs, ordered by sibling index.

Returns
> The tops.

Parameters
> **transforms** Transforms.

static Transform MakeGroup (string   name,
params Transform[] children
) `static`

Make a group `UnityEngine.Transform` contains specified children.

Returns
> The group parent.

Parameters
> **name**   Name.
> **children** Children.

static Transform [] UngroupParent (Transform parent,

                                   bool   destroy = `false`

)   `static`

Ungroup all children `UnityEngine.Transform` from specified parent.

Optional to destroy the original parent after done. Works like
`UnityEngine.Transform.DetachChildren` but detach to upward parent instead of root.

Returns

   The children from the parent.

Parameters

   parent   Parent.

   destroy If set to `true` destroy.

---

static Transform UngroupChild (Transform child)   `static`

Ungroup a child `UnityEngine.Transform` from current parent to upward.

Returns

   The new parent.

Parameters

   child Child.

SelectionFilter

Select filtered objects of specified type from the current selection. More...

Inherits EditorWindow.

Static Public Member Functions

static void	**SelectNone** ()	
	Select none, with hotkey Ctrl-Alt-A. More...	
static void	**OpenWindow** ()	
	Open a window of **SelectionFilter** to filter selection by specified type and mode. More...	
static void	**FilterByType** ()	
	Show the context menu to select all assets of specified type deep in current selection. More...	
static void	**FilterByLabel** ()	
	Show the context menu to select all assets of specified label deep in current selection. More...	
static Object[]	**GetSelected** (Type type, string label="", SelectionMode mode=SelectionMode.DeepAssets)	
	Get filtered objects from current selection by specified type, label, and selection mode. More...	

Detailed Description

Select filtered objects of specified type from the current selection.

Used to easily edit multiple objects with built-in importer by selecting folders and filter it. This will look into all assets if nothing selected currently. Click menu "Assets/Select Filtered/Filter Selection..." to do with an editor window. Or directly use sub menu items to select by type or asset label.

The original idea is from `TextureImportSettings` and `ChangeAudioImportSettings`. They became obsolete and stop updating since Unity do the multi-edit. But still one thing convenient lost, directly edit from selected asset folder. Obvious difference if you wanna select into multiple folder or hundreds of assets in a folder. This's used to simplify operation to select.

Member Function Documentation

static void SelectNone ( ) `static`

Select none, with hotkey Ctrl-Alt-A.

---

static void OpenWindow ( ) `static`

Open a window of `SelectionFilter` to filter selection by specified type and mode.

---

static void FilterByType ( ) `static`

Show the context menu to select all assets of specified type deep in current selection.

---

static void FilterByLabel ( ) `static`

Show the context menu to select all assets of specified label deep in current selection.

---

static Object [] GetSelected (Type   **type,**

                       string   **label = "",**

                       SelectionMode mode = SelectionMode.DeepAssets

) `static`

Get filtered objects from current selection by specified type, label, and selection mode.

Filter from all assets if nothing selected. Return `UnityEngine.GameObject` instead if the type is `UnityEngine.Component`.

Returns

    The filtered selection.

Parameters

    type   Type to filter.

    label   Asset label to filter.

    mode   Selection mode to filter.

TypeExtension

Include extension methods about operation of `System.Type`. More...

Static Public Member Functions

static string	**GetPrettyName** (this Type type, bool full=false)
	Get a pretty readable name of the type, even generic, optional to use the full name. More...
static object	**GetDefault** (this Type type)
	Get the default value of the type, just like `default(T)`. More...
static Type[]	**GetParents** (this Type type)
	Get the parent hierarchy array, sorted from self to root type. More...
static Type[]	**GetChildren** (this Type type, bool deep=false)
	Get all child types, excluding self, optional to find deep or directly inheritance only. More...
static Type	**GetItemType** (this Type type)
	Return the element type of an array or list type, otherwise `null`. More...
static bool	**IsCreatable** (this Type type, bool exception=false)
	Determine if able to create an instance of the type. More...

Detailed Description

Include extension methods about operation of `System.Type`.

Member Function Documentation

static string GetPrettyName (this Type type,

                                        bool   full = false

)   `static`

Get a pretty readable name of the type, even generic, optional to use the full name.

This doesn't handle anonymous types.

Returns

　　The pretty name.

Parameters

　type Type.

　full If set to `true` use the full name.

---

static object GetDefault (this Type type)   `static`

Get the default value of the type, just like `default(T)`.

Returns

　　The default value.

Parameters

　type Type.

---

static Type [] GetParents (this Type type)   `static`

Get the parent hierarchy array, sorted from self to root type.

Returns

　　The parent hierarchy array.

Parameters

　type Type.

static Type [] GetChildren (this Type type,

                  bool   **deep = `false`**

)   `static`

Get all child types, excluding self, optional to find deep or directly inheritance only.

Returns

    The child types.

Parameters

    type Type.

    deep If set to `true` deep.

---

static Type GetItemType (this Type type)   `static`

Return the element type of an array or list type, otherwise `null`.

Returns

    The element type.

Parameters

    type Type.

static bool IsCreatable (this Type type,

                    bool   exception = `false`

)   `static`

Determine if able to create an instance of the type.

Optional to throw a exception message or just return `false` if invalid. This only checks some basic conditions and might be not precise.

The current conditions below:

1. Return `false` only if it's interface, abstract, generic definition, delegate.
2. Recurse to check the element type of an array type.
3. Recurse to check the generic arguments of a list or dictionary type.

Returns
> `true`, if creatable, `false` otherwise.

Parameters
> **type**   Type.
>
> **exception** Flag to throw a exception or return `false`.

IoUtility

Include some convenient methods to extend IO operation. More...

Static Public Member Functions

static bool	**CheckCreatable** (string path, bool exception=false)
	Determine if the path can be used to create a file or directory. More...
static void	**Delete** (string path, bool ancestor=false)
	Try to delete a file or directory at the specified path. More...

Detailed Description

Include some convenient methods to extend IO operation.

Member Function Documentation

```
static bool CheckCreatable ( string  path,
                             bool    exception = false
                           )                                        static
```

Determine if the path can be used to create a file or directory.

Optional to throw an exception message or just return `false` if invalid. A legal path might not be in good format, e.g., "C:dir\ //file" or "/\pc\share\\new.txt". But it's safe to pass to `Directory` or `FileInfo` to create. Path in situations below is invalid, even dangerous:

1. Nothing but empty or white-spaces, nowhere to go.
2. Starts with 3 slashes, this causes crash while system looking for parent directories.
3. Includes invalid chars, can't name a file.
4. A name in path starts or ends with space, we can't get the created file, even delete.

Returns
> `true` if is creatable; otherwise, `false`.

Parameters
> **path**   Path.
>
> **exception** Flag to throw an exception or return `false`.

```
static void Delete ( string  path,
                     bool    ancestor = false
                   )                                                static
```

Try to delete a file or directory at the specified path.

This doesn't work in Web Player. Note, the operation is permanently and irreversibly. Optional to trace and delete ancestor directories if became empty.

Parameters
> **path**   Path.
>
> **ancestor** If set to `true` delete ancestor directories if empty.

EditrixUtility

Include some convenient methods for editor or asset operation. More...

Static Public Member Functions

static Object[]	**GetAllAssets** ()	
	Get all main assets in the project folder. More...	
static string[]	**GetAllAssetLabels** (params Object[] assets)	
	Get all asset labels used in project, or only find the ones used by assigned assets. More...	
static string	**GetObjectOrder** (Object obj, bool assetFirst=true)	
	Get an order `string` of given object for sorting. More...	
static bool	**CheckIoCreatable** (string path, bool overwrite=false, bool exception=false)	
	Determine if the path can be used to create a file or directory. More...	

Detailed Description

Include some convenient methods for editor or asset operation.

Member Function Documentation

static Object [] GetAllAssets ( )	static

Get all main assets in the project folder.

Returns

The all assets.

static string [] GetAllAssetLabels (params Object[] assets) `static`

Get all asset labels used in project, or only find the ones used by assigned assets.

Returns

The asset labels.

Parameters

assets Assets.

---

static string GetObjectOrder (Object obj,

bool assetFirst = true

) `static`

Get an order `string` of given object for sorting.

It's asset path, append with sibling if relative to `UnityEngine.GameObject`. Optional to sort asset or hierarchy object first.

Returns

The order.

Parameters

obj Object.

assetFirst If set to `true` asset first.

static bool CheckIoCreatable (string path,

                                      bool overwrite = `false`,

                                      bool exception = `false`

) `static`

Determine if the path can be used to create a file or directory.

Optional to throw an exception message or just return `false` if invalid. Check **IoUtility.CheckCreatable()** at the first. Then return `true` if the file doesn't exist yet or force to `overwrite`. Otherwise popup a dialog for the user to make the decision.

Returns

      `true` if is creatable; otherwise, `false`.

Parameters

      path   Path.

      overwrite Overwrite.

      exception Flag to throw an exception or return `false`.