



Why are these not built-in?

- Some editor operations are not so easy by default, or the button's just so small.
- These make it more handy by hotkeys, and may be added if I found other demands.

The further technical documentation is available [here](#).

And the tutorial is right below.

EventDrawer:

- Make UnityEvent reorderable and foldable by default.
- Just import and forget it, it works.

InspectorHelper:

- Toggle debug or lock state by hotkeys.
- Open new Inspector for specified object.
- Used to edit multiple objects individually.

GameViewHelper:

- Resize the GameView to specified pixels.

ConsoleHelper:

- Clear Console logs by hotkey.
- The button is so far away when testing.

TabNavigator:

- Switch or close the window tab by hotkeys.
- Just like using a browser.

ObjectLocker:

- Toggle object editable state by hotkey.

ObjectGrouper:

- Group or ungroup scene objects by hotkey.
- Make hierarchy arrangement better.

SelectionFilter:

- Select assets filtered by type or label.
- The search bar isn't so handy sometimes.

ReorderableListExpander:

- Scripting helper to make your own ReorderableList foldable.

Remarks:

- Many of these use reflection, the work period is not guaranteed.
- Feel free to change the hotkey by modifying the source code.

Release:



1.0.2

- Provide assembly definition files, please be aware the script files were moved therefore.
- New, support to fold or expand the UnityEvent in the Inspector.

1.0.1

- Fix the reflection to clear Console, which is changed by Unity.

1.0

- First release.

SelectionFilter

[Released Packages](#) » [Editor Aider Specific Classes](#) » | [Editor Extensions](#)

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.

GameViewHelper

[Released Packages](#) » [Editor AiderSpecific Classes](#) » |
[Editor Extensions](#)

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.

InspectorHelper

[Released Packages](#) » [Editor Aider](#)[Released Packages](#) » |

[ShortcutSpecific Classes](#) » | [Editor Extensions](#)

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 Inspector window locked to show specified objects. [More...](#)

static EditorWindow **Create** (params Object[] targets)

Create new Inspector window locked to specified objects without showing. [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. And "Select" to select it, helpful when open multiple locked Inspector windows. Also able for `UnityEngine.Component`, useful to edit multiple on different `UnityEngine.GameObject`.

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

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 Inspector window locked to show specified objects.

Returns

New Inspector window.

Parameters

targets Targets.

static EditorWindow Create (params Object[] targets)

static

Create new Inspector window locked to specified objects without showing.

Returns

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.

ObjectGrouper

[Released Packages](#) » [Editor AiderSpecific Classes](#) » |
[Editor Extensions](#)

Group or ungroup scene `UnityEngine.Transform` for better arrangement. [More...](#)

Static Public Member Functions

static void	MakeGroup ()	Make a group <code>UnityEngine.Transform</code> contains selected children in the scene, with hotkey Ctrl-G. More...
static void	UngroupParent ()	Ungroup children <code>UnityEngine.Transform</code> from selected parent in the scene, with hotkey Ctrl-Shift-G. More...
static void	UngroupChildren ()	Ungroup selected children <code>UnityEngine.Transform</code> 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 <code>UnityEngine.Transform</code> contains specified children. More...
static Transform[]	UngroupParent (Transform parent, bool destroy=false)	Ungroup all children <code>UnityEngine.Transform</code> from specified parent. More...
static Transform	UngroupChild (Transform child)	Ungroup a child <code>UnityEngine.Transform</code> 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.

ObjectLocker

[Released Packages](#) » [Editor AiderSpecific Classes](#) » |
[Editor Extensions](#)

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 target)

Determine if the object locked or editable. [More...](#)

static void **SetLocked** (bool locked, params Object[] targets)

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 target)

static

Determine if the object locked or editable.

Returns

true, if locked, false otherwise.

Parameters

target Target.

```
static void SetLocked ( bool          locked,  
                        params Object[] targets  
                      )
```

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.

targets Targets.

TabNavigator

[Released Packages](#) » [Editor Aider](#)[Specific Classes](#) » | [Editor Extensions](#)

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.

ReorderableListExpander

Released Packages » 3P MakerReleased Packages » |
Editor AiderReleased Packages » |
Event DelegatorReleased Packages » | [Shortcut](#)

Helper to make a `UnityEditorInternal.ReorderableList` foldable. [More...](#)

Static Public Member Functions

static `ReorderableList` **Create** (`SerializedProperty` property, `ReorderableList.ElementCallbackDelegate` drawElementCallback=null, `ReorderableList.ElementHeightCallbackDelegate` elementHeightCallback=null)
Create a `UnityEditorInternal.ReorderableList` with common settings. [More...](#)

static void **Wrap** (`ReorderableList` list)
Wrap the specified list's layout callbacks and settings to support folding. [More...](#)

Detailed Description

Helper to make a `UnityEditorInternal.ReorderableList` foldable.

3

Member Function Documentation

static
ReorderableList
Create (`SerializedProperty` property,
 `ReorderableList.ElementCallbackDelegate` drawElementCallback = null,
 `ReorderableList.ElementHeightCallbackDelegate` elementHeightCallback = null
)

Create a `UnityEditorInternal.ReorderableList` with common settings.
I.e., the property label as the header, click to fold or expand the list, basic add and remove buttons.

Returns
The reorderable list.

Parameters

property	Property.
drawElementCallback	Draw element callback.
elementHeightCallback	Element height callback.

static void Wrap (ReorderableList list)

static

Wrap the specified list's layout callbacks and settings to support folding.

This only supports a list with `ReorderableList.serializedProperty`. And draw the header with the property name and tooltip if no `ReorderableList.drawHeaderCallback`.

Parameters

list List.

EditrixUtility

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» | [Event DelegatorReleased Packages](#) » |

[NotebookReleased Packages](#) » | [Shortcut](#)

Include some convenient methods for editor or asset operation. [More...](#)

Static Public Member Functions

static Object[]	GetAllAssets (bool progressBar=false) 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 T[]	LoadAssets< T > (string filter=null, params string[] searchInFolders) Load all specified type assets with the search filter in the folders. More...
static bool	OpenAsset< T > (int instanceID, Action< T > handler) Common template method to open an asset. More...
static string	GetObjectOrder (Object source, bool assetFirst=true) Get an order <i>string</i> 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...
static IEnumerable< Type >	GetExposingTypes (bool editor=false) Get types appropriate to expose in the Inspector to select members, optional to include editor types. More...

Events

static EditorApplication.CallbackFunction	playmodeChanged = () => {} Callback of play mode state changed event, for compatibility before Unity 2017.2. More...
static Action	projectChanged = () => {} Callback of project changed event, for compatibility before Unity 2018.1. More...
static Action	hierarchyChanged = () => {} Callback of hierarchy changed event, for compatibility before Unity 2018.1. More...

Detailed Description

Include some convenient methods for editor or asset operation.

Member Function Documentation

static Object [] GetAllAssets (bool progressBar = false)

static

Get all main assets in the project folder.

Returns

The all assets.

Parameters

progressBar If set to `true` show progress bar while scanning.

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 T [] LoadAssets< T > (string filter = null,
params string[] searchInFolders
)**

static

Load all specified type assets with the search filter in the folders.

Returns

The assets.

Parameters

filter The filter string can contain search data.

searchInFolders The folders where the search will start.

Template Parameters

T The asset type.

Type Constraints

T : Object

```
static bool OpenAsset< T > ( int          instanceID,  
                           Action< T > handler  
                           )
```

static

Common template method to open an asset.

Basically for usage of `UnityEditor.Callbacks.OnOpenAssetAttribute`.

Returns

`true`, if handled the opening of the asset.

Parameters

instanceID Instance ID.

handler Callback to open the asset.

Template Parameters

T Asset type.

Type Constraints

T : Object

```
static string GetObjectOrder ( Object source,  
                             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

source Source object.

assetFirst If set to `true` asset first.

```
static bool CheckloCreatable ( 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`.

```
static IEnumerable<Type> GetExposingTypes ( bool editor = false )
```

static

Get types appropriate to expose in the Inspector to select members, optional to include editor types.

Include types from Unity and assemblies in the project folder. And what excluded is non-public, interface, enum, array or generic types.

Returns

The types.

Parameters

editor If set to `true` include editor types.

Event Documentation

```
EditorApplication.CallbackFunction playmodeChanged = () => {}
```

static

Callback of play mode state changed event, for compatibility before Unity 2017.2.

```
Action projectChanged = () => {}
```

static

Callback of project changed event, for compatibility before Unity 2018.1.

Action hierarchyChanged = () => {}

static

Callback of hierarchy changed event, for compatibility before Unity 2018.1.

MenuExtension

[Released Packages](#) » [3P MakerReleased Packages](#) » |

[ClipboardReleased Packages](#) » | [Editor AiderReleased Packages](#)

» | [Event DelegatorSpecific Classes](#) » |

[ExtensionsReleased Packages](#) » | [NotebookReleased Packages](#)

» | [Shortcut](#)

Extension methods for `UnityEditor.GenericMenu`. [More...](#)

Static Public Member Functions

static void **AddItem< T >** (this GenericMenu menu, string content, Action< T > func, T param, bool check=false, bool enable=true)
Add an item to the menu, it will be disabled if the function isn't assigned. [More...](#)

static void **AddItem** (this GenericMenu menu, string content, Action func=null, bool check=false, bool enable=true)
Add an item to the menu, it will be disabled if the function isn't assigned. [More...](#)

Detailed Description

Extension methods for `UnityEditor.GenericMenu`.

3

Member Function Documentation

```
static void AddItem< T > ( this GenericMenu menu,
                        string          content,
                        Action< T >     func,
                        T               param,
                        bool            check = false,
                        bool            enable = true
                        )
```

static

Add an item to the menu, it will be disabled if the function isn't assigned.

Parameters

menu Menu.

content Content.

func The function to call when the menu item is selected.

param The parameter to pass to the function.

check Whether to show the item is currently activated.

enable If set to `false` to enforce disabled.

Template Parameters

T The parameter type.

```
static void AddItem ( this GenericMenu menu,
                    string          content,
                    Action          func = null,
                    bool            check = false,
                    bool            enable = true
                    )
```

static

Add an item to the menu, it will be disabled if the function isn't assigned.

Parameters

menu Menu.

content Content.

func The function to call when the menu item is selected.

check Whether to show the item is currently activated.

enable If set to `false` to enforce disabled.

PropertyExtension

Released Packages » 3P MakerReleased Packages » |
Editor AiderReleased Packages » |
Event DelegatorSpecific Classes » |
ExtensionsReleased Packages » | [Shortcut](#)

Extension methods for `UnityEditor.SerializedProperty`. [More...](#)

Static Public Member Functions

static void	CheckValid (this SerializedProperty property)	Check if the property, serializedObject, and targetObject, all exist, otherwise throw an exception. More...
static SerializedProperty	GetParent (this SerializedProperty property)	Get the parent <code>UnityEditor.SerializedProperty</code> contains this. More...
static string	GetTooltip (this SerializedProperty property)	Get the tooltip of the property, return <code>string.Empty</code> if none. More...
static void	CheckArray (this SerializedProperty property)	Check if the property is a valid array property. More...
static SerializedProperty	Insert (this SerializedProperty property, int index=-1, bool copy=false)	Insert an array element at the specified index and return it. More...
static void	AddRange (this SerializedProperty property, IEnumerable< Object > collection)	Add the source <code>collection</code> to the array property. More...

Detailed Description

Extension methods for `UnityEditor.SerializedProperty`.

3

Member Function Documentation

static void CheckValid (this SerializedProperty property)

static

Check if the property, serializedObject, and targetObject, all exist, otherwise throw an exception.

Parameters

property Property.

static SerializedProperty GetParent (this SerializedProperty property)

static

Get the parent `UnityEditor.SerializedProperty` contains this.

Return `null` if this is a root within target object.

Returns

The parent.

Parameters

property Property.

static string GetTooltip (this SerializedProperty property)

static

Get the tooltip of the property, return `string.Empty` if none.

The built-in `SerializedProperty.tooltip` never works with unknown reason. This uses `EditorGUI.BeginProperty()` to fetch the tooltip, must be called in `OnGUI()`.

Returns

The tooltip.

Parameters

property Property.

static void CheckArray (this SerializedProperty property)

static

Check if the property is a valid array property.

Parameters

property Property.

```
static SerializedProperty Insert ( this SerializedProperty property,
                                int index = -1,
                                bool copy = false
                                )
```

static

Insert an array element at the specified index and return it.

Optional to copy values from the original element at the index, like the Unity's default behavior. Otherwise Leave all the values empty.

Returns

Element property.

Parameters

property Property.

index Index.

copy If set to `true` copy.

```
static void AddRange ( this SerializedProperty property,
                      IEnumerable< Object > collection
                      )
```

static

Add the source `collection` to the array property.

Parameters

property Property.

collection Collection.

IoUtility

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[NotebookReleased Packages](#) » | [ShortcutReleased Packages](#) » |

[Www Loader](#)

Include some convenient methods to extend IO operation. [More...](#)

Static Public Member Functions

static string[]	GetDeepFiles (params string[] paths)
	Filter to get the paths of all files and files in directories except "*.meta". More...
static void	Delete (string path, bool ancestor=false)
	Try to delete a file or directory at the specified path. More...
static bool	CheckCreatable (string path, bool exception=false)
	Determine if the path can be used to create a file or directory. More...

Detailed Description

Include some convenient methods to extend IO operation.

3

Member Function Documentation

static string [] GetDeepFiles (params string[] paths)

static

Filter to get the paths of all files and files in directories except "*.meta".

Returns

The file paths.

Parameters

paths Paths.

```
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.

```
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`.

TypeExtension

[Released Packages](#) » [3P MakerReleased Packages](#) » |

[ClipboardReleased Packages](#) » | [Editor AiderReleased Packages](#)

» | [Event DelegatorSpecific Classes](#) » |

[ExtensionsReleased Packages](#) » | [NotebookReleased Packages](#)

» | [ShortcutReleased Packages](#) » | [Www Loader](#)

Extension methods for `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 Type **GetNestedType** (this Type type, string name, bool isStatic)

Get the named public or nonpublic nested type of the specified type. [More...](#)

static FieldInfo **GetField** (this Type type, string name, bool isStatic, Type fieldType=null)

Get the named public or nonpublic `FieldInfo` of the specified type. [More...](#)

static PropertyInfo **GetProperty** (this Type type, string name, bool isStatic, Type propertyType=null, params Type[] indexTypes)

Get the named public or nonpublic `PropertyInfo` of the specified type. [More...](#)

static MethodInfo **GetMethod** (this Type type, string name, bool isStatic, Type returnType=null, params Type[] paramTypes)

Get the named public or nonpublic `MethodInfo` of the specified type. [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 object **GetDefault** (this Type type)

Get the default value of the type, just like `default(T)`. [More...](#)

static bool **IsCreatable** (this Type type, bool exception=false)

Determine if able to create an instance of the type. [More...](#)

Detailed Description

Extension methods for `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 Type GetNestedType ( this Type type,  
                           string  name,  
                           bool    isStatic  
                           )
```

static

Get the named public or nonpublic nested type of the specified type.

Returns

The nested type.

Parameters

type Type.

name Type name.

isStatic If to get a static type.

```
static FieldInfo GetField ( this Type type,
                           string name,
                           bool isStatic,
                           Type fieldType = null
                           )
```

static

Get the named public or nonpublic `FieldInfo` of the specified type.

Returns

The field.

Parameters

type Type.

name Field name.

isStatic If to get a static field.

fieldType Field type.

```
static PropertyInfo GetProperty ( this Type type,
                                   string name,
                                   bool isStatic,
                                   Type propertyType = null,
                                   params Type[] indexTypes
                                   )
```

static

Get the named public or nonpublic `PropertyInfo` of the specified type.

Returns

The property.

Parameters

type Type.

name Property name.

isStatic If to get a static property.

propertyType Property type.

indexTypes Index types.


```
static MethodInfo GetMethod ( this Type      type,
                             string        name,
                             bool         isStatic,
                             Type         returnType = null,
                             params Type[] paramTypes
                             )
```

static

Get the named public or nonpublic `MethodInfo` of the specified type.

Returns

The method.

Parameters

type Type.

name Method name.

isStatic If to get a static method.

returnType Return type.

paramTypes Parameter types.

```
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 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 bool IsCreatable ( this Type type,  
                          bool      exception = false  
                          )
```

static

Determine if able to create an instance of the type.

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