

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 AiderSpecific 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 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

static

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

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

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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 ()

Resize game view to selected fixed resolution.

InspectorHelper

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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

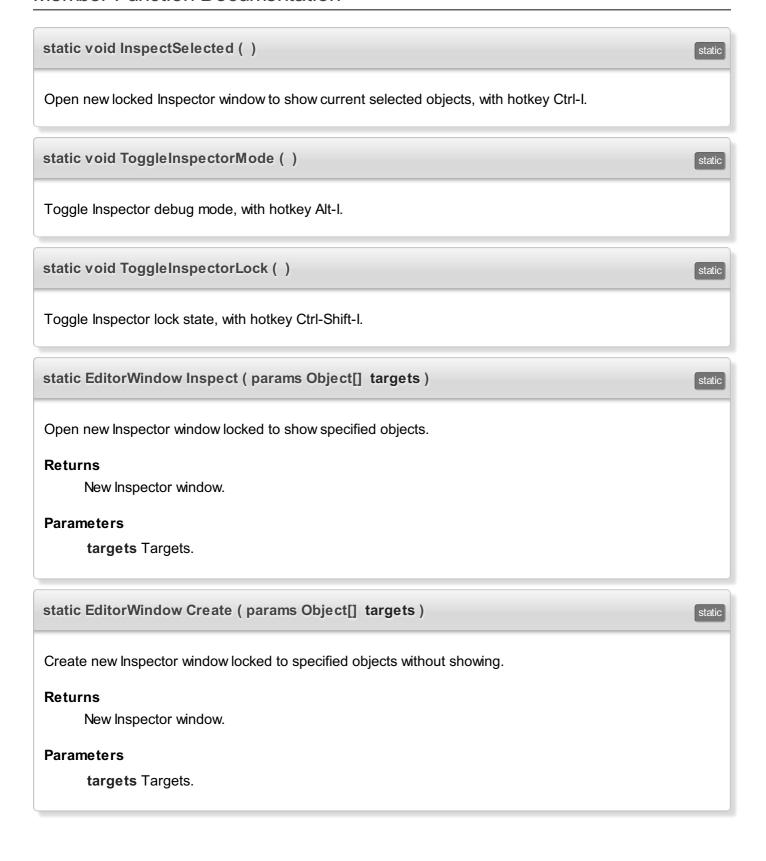
Detailed Description

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 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
                     )
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.
                If set to true locked.
      locked
```

ObjectGrouper

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Editor Extensions

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

Static Public Member Functions

static void	Make Group () 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	Ungroup Children () 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	Make Group (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 ()



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

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

)

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 <code>UnityEngine.Transform.DetachChildren</code> 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

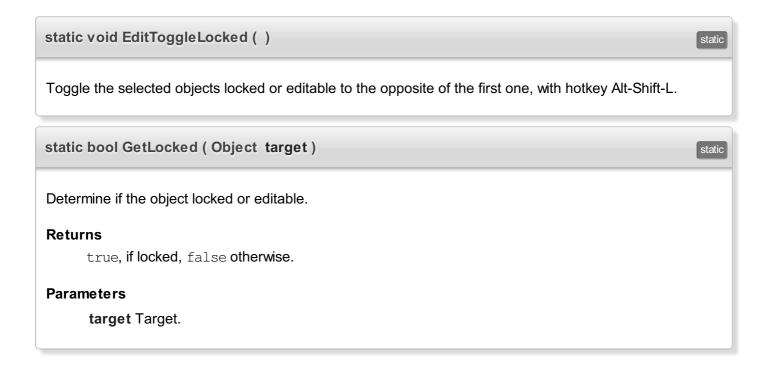
static void	EditToggleLocked () Toggle the selected objects locked or editable to the opposite of the first one, with hotkey Alt-Shift-L. More
static bool	GetLocked (Object target) Determine if the object locked or editable. More
static void	SetLocked (bool locked, params Object[] targets) Set the objects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



Set the objects locked or editable.

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

Parameters

locked If set to true locked.targets Targets.

TabNavigator

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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	Close Tab () 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

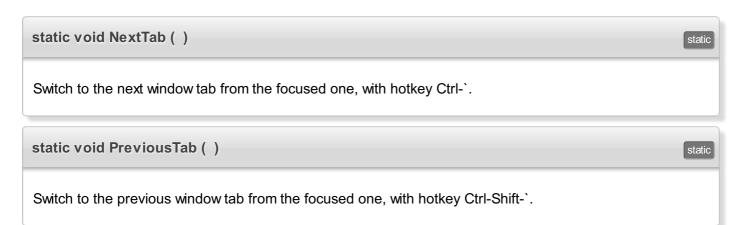
Detailed Description

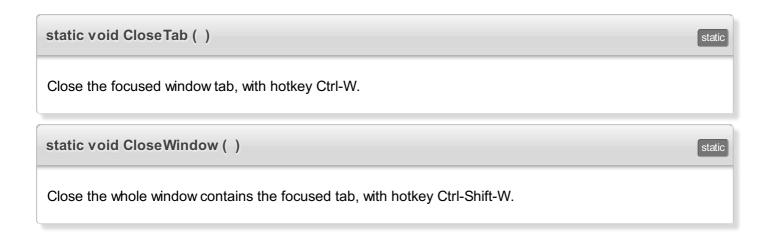
Utility to switch or close a tab or window.

Menu "Window/View/Previous 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





ReorderableListExpander

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Helper to make a UnityEditorInternal.ReorderableList foldable. More...

Static Public Member Functions

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.

drawElementCallbackDraw element callback.elementHeightCallbackElement height callback.

static void Wrap (ReorderableList list)



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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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 string of given object for sorting. More
static bool	CheckloCreatable (string path, bool overwrite=false, bool exception=false) Determine if the path can be used to create a file or directory. More
static lEnumerable< Type >	GetExposingTypes (bool editor=false) Get types appropriate to expose in the Inspector to select members, optional to include editor types. More

Events

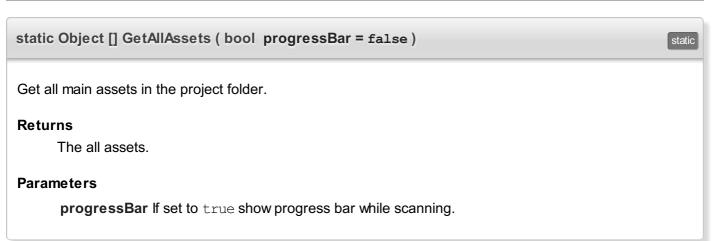
static EditorApplication.CallbackFunction	<pre>playmode Changed = () => {} Callback of play mode state changed event, for compatibility before Unity 2017.2. More</pre>
static Action	<pre>projectChanged = () => {} Callback of project changed event, for compatibility before Unity 2018.1. More</pre>
static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

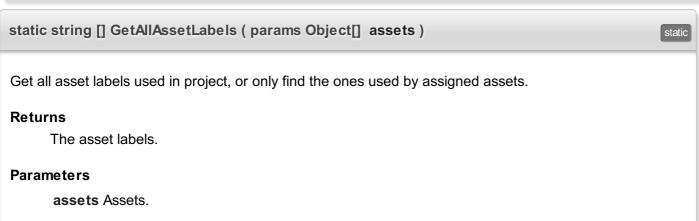
Detailed Description

Include some convenient methods for editor or asset operation.

Member Function Documentation

T: Object





```
static T [] LoadAssets< T > ( string filter = mull, params string[] searchInFolders
)

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
```

```
static bool OpenAsset< T > ( int instanceID,

Action< T > handler
)
```

Common template method to open an asset.

Basically for usage of UnityEditor.Callbacks.OnOpenAssetAttribute.

Returns

true, if handled the opening of the asset.

Parameters

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
)
```

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
)

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

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» | Event DelegatorSpecific Classes » |

Extensions Released Packages » | Notebook Released 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
)
```

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
)
```

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

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Extensions Released 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 UnityEditor.SerializedProperty contains this. More
static string	GetTooltip (this SerializedProperty property) Get the tooltip of the property, return string. Empty 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, lEnumerable< Object > collection) Add the source collection 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
)
```

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.

static

Returns

Element property.

Parameters

property Property.

index Index.

copy If set to true copy.

```
static void AddRange (this SerializedProperty property,

IEnumerable < Object > collection
)
```

Add the source collection to the array property.

Parameters

property Property.

collection Collection.

loUtility

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Www Loader

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

Static Public Member Functions

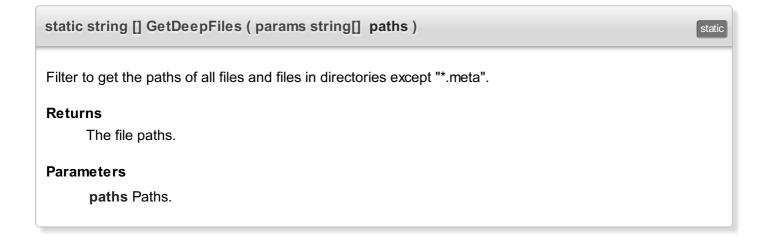
static string[]	GetDeepFiles (params string[] paths) Filter to get the paths of all files and files in directories except "*.meta". More
static void	Delete (string path, bool ancestor=false) Try to delete a file or directory at the specified path. More
static bool	CheckCreatable (string path, bool exception=false) 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 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 <code>Directory</code> or <code>FileInfo</code> 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

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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.

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

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
)
```

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
)
```

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
)
```

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.