1. Game View

Can set resolution manually.

Can play one frame for accurate test.

1. Hierarchy

Type search:{ t:type}

1. Profiler

It help developer know the time of every part in every frame

1. Prefab

It can be a model of instance. We can make it and then use it to create instance.

1. Tag

Tag can use to identify specific item in code.

1. Layer

Layer can indicate a specific functionality, like ignoring raycast, ignoring camera (the property cull mask which under camera, choose a layer).

We also can show/hide specific layer in the scene view.

Extending Editor

1. Custom Inspector

Create script under Assert/Editor.

The class in script inherits from Editor.

Add attribute CustomEditor which indicate the object this script want to show.

Override the function OnInspectorGUI().

Use EditorGUILayout.IntField to show the properties of the script which we want to show in inspector.

1. Add a button to a custom inspector.

Use GUILayout.Button under the function OnInspectorGUI().

1. DrawDefaultInspector()

If set a script editor to a script, invoking this function under the OnInspectorGUI() will show the default setting of the inspector. If not, the default property setting will gone.