Advanced PlayerPrefs Window

v1.5

Welcome

Hi there, thank you for purchasing Advanced PlayerPrefs Window!
During the development of my latest game "An Alien with a Magnet" I used Unity's PlayerPrefs a lot. Mainly for saving the state of each level like: is it unlocked, has it been played, has it been completed and its highscore. After a while I found myself constantly editing/looking up these values for testing. To make this a lot easier, I created the Advanced PlayerPrefs Window.

If you like this package, please give it a review/rating in the AssetStore as it will help me to improve the editor.
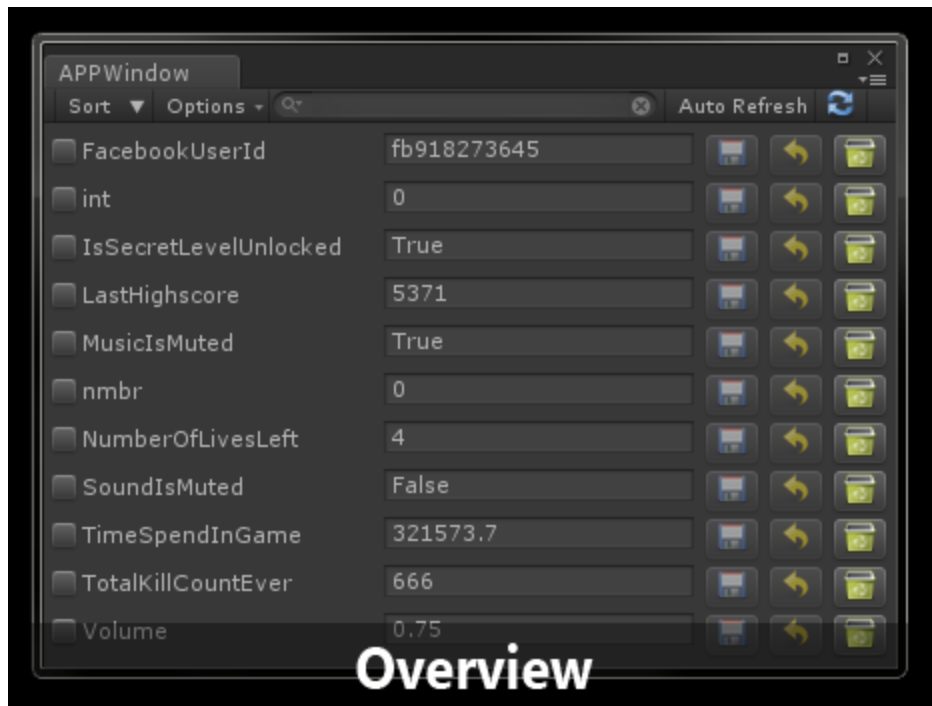
Contact info

For bugs, feature requests and a friendly chat, you can send an email to:
support@rejected-games.com

(more below)

Advanced PlayerPrefs Window

Although the window and its features are hopefully self explaining, I'll talk you through every one.

Adding new entries

You can add new entries by opening the "Options" menu and choose '**New Entry...**'.
You should see a box appear right below the toolbar in the window, here you can add new PlayerPrefs Key-Value pairs. This is exactly the same as doing *PlayerPrefs.SetString/Int/Float* in code. Just enter a key, choose a type, a value and hit the '+' button to add it. It will immediately appear in the '**All Entries**' list.

Editing an entry

Once you have one or more entries, you will see several options appear behind each entry, these include save, revert and delete.
- When editing an entry you can simply just change the text/numbers in the textfield. When the value is of an integer or float, you have the ability to use Unity's build-in drag-next-to-textfield-to-change-value.
- Once a value has been changed, the whole row will become bold and the save and revert button become active.
- Save means applying the change so your game will pick it up.

- Revert will undo your change and go back to the previous value.
- Delete will delete the entry from the list. You will be asked with an "Are you sure?" window to confirm as **you cannot undo a delete!**

Delete all & delete selected entries

At one point you will want to delete all or most of all entries. These two actions are put in the "Options" menu. Just click the "Options" button in the toolbar and choose either 'Delete All Entries' or 'Delete Selected Entries'. When clicked, it will show you an "Are you sure?" window so you can't mess it up accidentally.

Searchfilter

If you got a big list of entries or you want to edit a specific entry , you can use the search filter in the toolbar. Just type (a part of) a search term and it will filter out all the entries matching your search term. This field is case **in**sensitive so don't worry about that. If want to filter just by key or value, you can click the little magnifying glass and choose the wanted search type.

When your done searching, just click the small button with the x at the end of the textfield and it resets your search. Alternatively you can just remove the search term as well.

Refresh

When you're running a game in the editor, the game might modify your PlayerPrefs. Whenever you want to check the latest state of all your PlayerPrefs, you need to hit the 'refresh' button. This will read the PlayerPrefereces and update the entries list.

Windows users; you have an 'Auto refresh' toggle in the toolbar. This will reload the entrieslist every 100ms.

Mac users; you might see an ajaxloader for a few seconds. This is due Unity using different methods of saving the PlayerPrefs to disk. This is also the reason you haven't got the 'Auto refresh' toggle Windows users do have.

Sort

In the toolbar, in the upper-left corner there is a little 'sort' button. On default all your PlayerPref entries are sorted ascending, when clicked it will toggle to descending and change the order of the entries. Clicking it again will toggle it back to ascending.

Thats it!

I hope you enjoy the window and it saved you a lot of time. Don't forget; you can reach me at support@rejected-games.com

If you like this asset, **please give me rating on the AssetStore** as it will help me to keep improving the Advanced PlayerPrefs Window. Thanks again for buying, I love you.
Also, if you like this asset, you might like one of my other assets on the AssetStore.
Go check em out! :)

Bye
Lukas