

GraphicsLabor Documentation

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GraphicLaborers:

- GraphicLaborer:

Abstract class used to draw on screen with Unity's GL. Make draw calls in a method and make it subscribe to *DrawEventCallback* of GraphicLaborer.

- Laborer2D:

Child of GraphicLaborer configured with 2D shapes.

- Laborer3D:

Child of GraphicLaborer configured with 3D shapes.

LaborerAttributes:

- ReadOnly:

Usable on a Serialized field to disable it's editing.

- ShowMessage:

Displays a message box over the field.

- Button:

Displays a button at the end of a script calling the function.

- ShowIf/Hidelf:

Shows/Hides a field if the passed conditions are met.

- EnableIf/DisableIf:

Enables/Disables a field if the passed conditions are met.

- ShowProperty:

Shows a property in the inspector as readonly.

- Label:

Changes the display name of the field in the inspector.

- Expandable:

Makes ScriptableObject fields expandable and editable.

- Scene:

Displays an int or string as a dropdown to select a scene from the build settings.

- HorizontalSeparator:

Draws a horizontal line above the field.

- Editable:

Makes ScriptableObject editable via LaborerEditor's SO editor.

- Manageable:

Allows ScriptableObject to be easily created via LaborerEditor's SO creator.

- TabProperty:

Allows to draw fields and properties in separate tabs in the LaborerEditor SO editor and creator.

LaborerEditor:

- ScriptableObjects Editor:

Custom editor window used to edit ScriptableObjects with the Attribute [Editable].

- ScriptableObjects Creator:

Custom editor window used to create ScriptableObjects with the Attribute [Manageable], allows for easier creation of ScriptableObjects.

LaborerTags:

Provides User-defined tags via the **GL Settings window** that can be used with a **ITagHolder component**. Labor Tags are **BitMasks** and thus multiple can be applied to a single object. Graphics Labor provides 2 ready-to-use components:

- **LaborTagComponent**
- **LinkedLaborTagComponent**

As well as a MonoBehaviour subclass that natively implements LaborTags:

- **LaborBehaviour**