

AddonWindow Class from

Antares.Vizio.Editor.SceneViewAddon namespace provides the means to create **SceneView** addons for **Universe**.

Variables:

string **addonTabName** - sets the name of the tab where the addon is placed to after initialization, the default value is **"Unsorted"**.

int **buttonWidth** - sets addon button width, default value is 128 pixels.

GUIContent **buttonContent** - content displayed on addon button, the default value is **new GUIContent("MyAddon", "Enter your description")**.

Static variables:

AddonWindow **activeAddon** - current active addon.

Overloadable Methods:

public virtual void Awake() - used for addon initialization (mainly for setting values to variables **addonTabName**, **buttonWidth** and **buttonContent**).

public virtual void OnPreDrawAddonButton() - is called before drawing addon button.

public virtual void OnDrawAddonInspector() - is called after addon button for active addon. Used for Custom Inspector addons.

public virtual void OnSceneGUI() - is called upon addon redraw in **SceneView**. Is called for all addons.

public virtual void OnAddonButtonPressed() - is called when addon button is pressed

Static Methods:

public static void ShowNotificationWithUniverseLogo(string description) - this method exists to notify the user about some particular operation. It displays a popup message which fades in a while.