Easy Editor

Warning 1 : If you move EasyEditor folder to another location that <project root>/Assets, you need to update its location in ResourcesLocation.cs.

Warning 2 : Every attributes or classes related to Easy Editor are in the namespace Easy Editor. You need to add *"using EasyEditor;" on top of the scripts using it.*

Note 1 : If you want to quickly use Easy Editor, reading Quick Start section and opening each scene in EasyEditor/Examples should be enough. Remember that Editor Scripts are generated automatically by Easy Editor but you can modify them in some case, open them while you go through examples. If you want a deeper understanding, then reading this documentation may help.

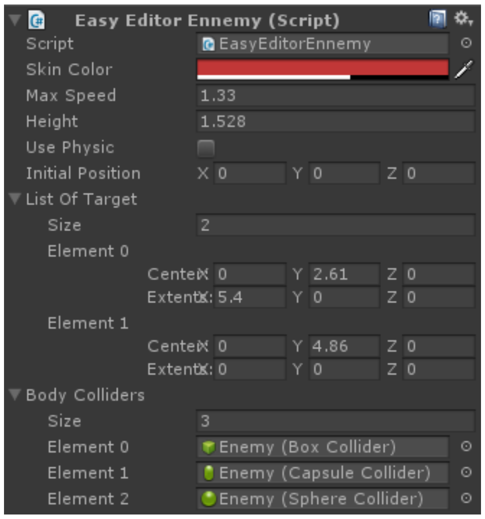
Note 2 : For better understanding of Easy Editor, please check the documentation section of http://easy-editor.info/

Quick Start

Create a new Monobehaviour and call it EasyEditorEnnemy.cs. Copy the code below:

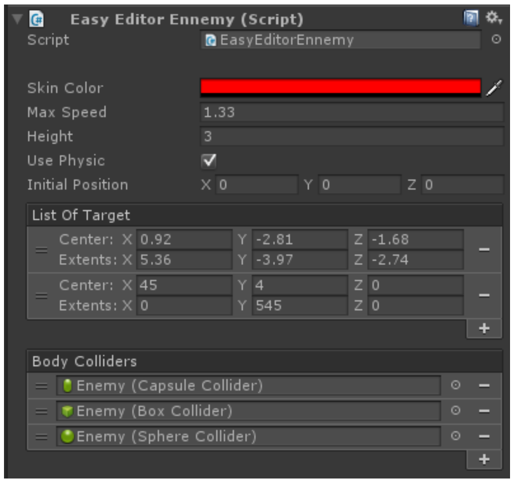
```
public class EasyEditorEnnemy: MonoBehaviour
{
    public Color skinColor;
    public float maxSpeed;
    public float height = 3f;
    public bool usePhysic = true;
    public Vector3 initialPosition;
    public List<Bounds> listOfTarget;
    public List<Collider> BodyColliders;
}
```

Supposing you tuned a bit the values of these fields, Unity editor should by default display



```
Easy Editor Ennemy (Script)
Script              EasyEditorEnnemy
Skin Color
Max Speed           1.33
Height              1.528
Use Physic
Initial Position    X 0      Y 0      Z 0
List Of Target
  Size              2
  Element 0
         Center     X 0      Y 2.61   Z 0
         Extents    X 5.4    Y 0      Z 0
  Element 1
         Center     X 0      Y 4.86   Z 0
         Extents    X 0      Y 0      Z 0
Body Colliders
  Size              3
  Element 0         Enemy (Box Collider)
  Element 1         Enemy (Capsule Collider)
  Element 2         Enemy (Sphere Collider)
```

Now, right click on EasyEditorEnnemy.cs and click on **Customize Interface**. Your interface should look like this :



```
Easy Editor Ennemy (Script)
Script            EasyEditorEnnemy

Skin Color        🟥
Max Speed         1.33
Height            3
Use Physic        ✓
Initial Position  X 0   Y 0   Z 0

List Of Target
  Center:  X 0.92   Y -2.81   Z -1.68   −
  Extents: X 5.36   Y -3.97   Z -2.74
  Center:  X 45     Y 4       Z 0       −
  Extents: X 0      Y 545     Z 0
                                        +

Body Colliders
  Enemy (Capsule Collider)   −
  Enemy (Box Collider)       −
  Enemy (Sphere Collider)    −
                             +
```

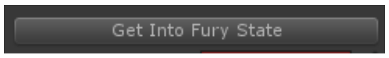
Only few changes are noticeable. The two lists are now drawn in a very fancy way: **Elements are interchangeable!** This customization of the array objects is generously provided by the open source project from Rotorz (https://bitbucket.org/rotorz/reorderable-list-editor-field-for-unity/overview).
It allows a better integration of the lists in the inspector and also a context menu to insert elements at a specific position in the list.

Now, let say that your enemy under some circumstances can get really angry and get into the fury state. You need a function that triggers this fury state. Here you are:

```
public void GetIntoFuryState()
{
    Debug.Log("Here start the fury state !!!");
}
```

The problem is that in the game you need to collect 100 diamonds before the fury state is activated, and your game designer wants to visualize it while the game is playing, and want to visualize it several times in a roll. Wouldn't be cool to create a button that allows the game designer to trigger this function while the game is playing? Yes, but writing an editor script for that seems pretty annoying. Easy Editor brings you the fast way. Add `[Inspector]` on top of your function:

```
[Inspector]
public void GetIntoFuryState()
{
    Debug.Log("Here start the fury state !!!");
}
```

This will automatically add the button 

in the inspector. The game designer just need to click on it to see the fury state !

But Easy Editor is not only about that. Check all the examples in EasyEditor/Examples folder and visit us on http://easy-editor.info/ to have access to the online documentation which covers every aspect of this tool.