

Editor Button Attributes

version 2.0.0

Introduction

Making a custom editor just for a button takes a lot of time. EButton helps you make buttons in the Inspector window without editor class.

Topics

How to use?

Attributes

- Ebutton
- Ebutton.BeginHorizontal & EndHorizontal
- Ebutton.BeginVertical & EndVertical

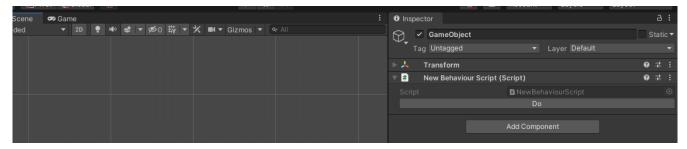
How to draw EButton when using CustomEditor?

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How to use?

Attributes are markers that can be placed above fields, methods and classes. You can add EButton attribute above a method to create a button in the Inspector window.

```
[EButton]
public Void Do()
{
}
```



Notes

- 1. It supports private, public and static methods.
- 2. It does not support methods with parameters.
- 3. It only supports methods inside a MonoBehaviour class.

Attributes

Attribute	Properties
EButton	text
EButton.BeginHorizontal	text
EButton.EndHorizontal	
EButton.BeginVertical	text
Ebutton.EndVertical	

EButton

Declarations

```
public EButton()
public EButton(string text)
```

Parameters

text The text of the button.

Description

Make an inspector button.

```
[EButton]
public void Do()
{
    print("void Do()");
}

[EButton("2nd Button")]
public void Do2()
{
    print("void Do2()");
}
```



EButton.BeginHorizontal & EndHorizontal

Declarations

```
public EButton.BeginHorizontal()
public EButton.BeginHorizontal(string text)
public Ebutton.EndHorizontal()
```

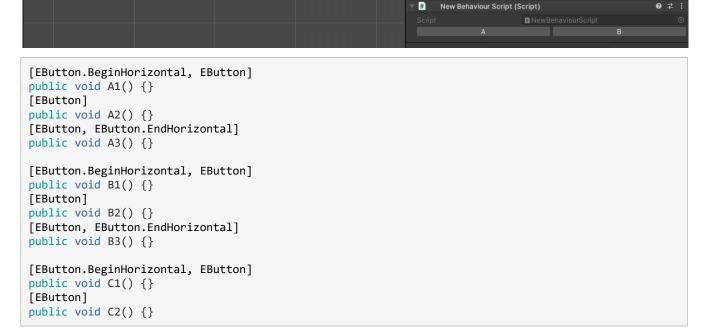
Parameters

text The header text of the horizontal scope.

Description

Begin a horizontal scope for buttons. (use EButton.EndHorizontal to close it)

```
[EButton.BeginHorizontal, EButton]
public void A(){}
[EButton]
public void B(){}
```



```
New Behaviour Script (Script)

Script

New Behaviour Script

Script

New Behaviour Script

A1

A2

A3

B1

B2

B3

C1

C2
```

```
[EButton.BeginHorizontal("B"), EButton]
public void B1() {}
[EButton]
public void B2() {}
```



Ebutton.BeginVertical & EndVertical

Declarations

```
public EButton.BeginVertical()
public EButton.BeginVertical(string text)
public Ebutton.EndVertical()
```

Parameters

text The header text of the vertical scope.

Description

Begin a vertical scope for buttons. (use EButton.EndVertical to close it)

```
[EButton.BeginHorizontal, EButton.BeginVertical("A"), EButton]
public void A1() {}
[EButton]
public void A2() {}
[EButton, EButton.EndVertical]
public void A3() {}

[EButton.BeginVertical("B"), EButton]
public void B1() {}
[EButton]
public void B2() {}
[EButton, EButton.EndVertical]
public void B3() {}
```



How to draw EButton when using CustomEditor?

You can call the **DrawEButtons** extension method inside the **OnInspectorGUI** method.

```
[CustomEditor(typeof(MyClass))]
public class MyClassEditor : Editor
{
    public override void OnInspectorGUI()
    {
       base.OnInspectorGUI();
       this.DrawEButtons();
    }
}
```

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