



User Guide

Version 1.0

How to use

The `ElementNameAttribute` must be used with a variable of type `List<T>` or an array `T[]`.

```
[ElementName("Object", true, true)]
public List<GameObject> m_Objects;

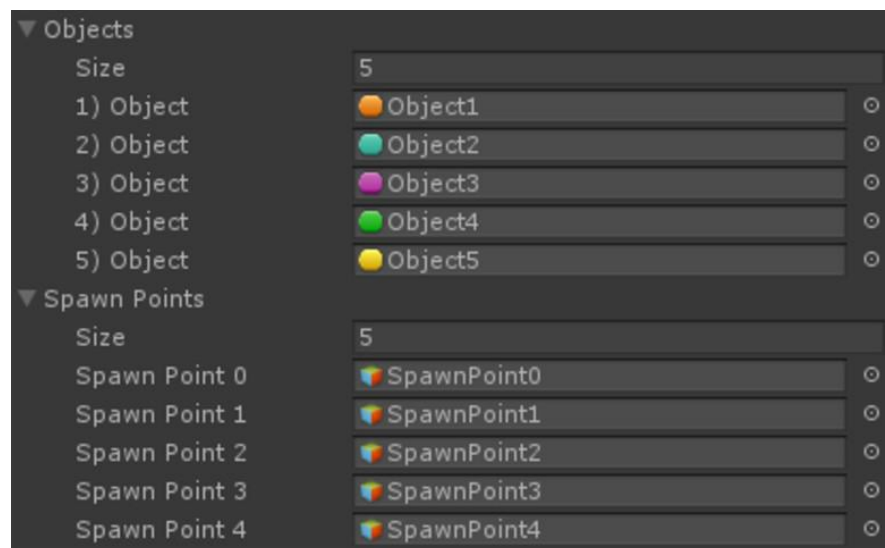
[ElementName("Spawn Point")]
public List<GameObject> m_SpawnPoints;
```

Parameters

There are three parameters where two are optional:

(string **elementName**, bool **useAsPrefix**, bool **startAtOne**)

- **elementName**: Name displayed instead of 'element'. It will keep the index such as 'Object 0'
- **useAsPrefix**: It will put the index in front of the displayed name. Example: 1) Object
- **startAtOne**: The first index will be replaced by 1 instead of 0. It doesn't change the real index of the list or array, only its displayed name



Contact Us

For any feedback, suggestions or comments, please use the following email:

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