EditorToolbox

A set of Unity Editor tools.

This package contains several custom attributes, windows and components. They are all standalone and can be imported and used separately.

Get the UnityPackage!

What's in the box?

Custom Attributes

- **Icon**

  Custom *Inspector* property icon.

- **LabelPlus**

  Custom *Inspector* property label that allows using an icon, a custom label text and a custom label color.

- **HeaderPlus**

  Custom *Inspector* property header that allows using an icon, a custom header label text and a custom header label color.

- **ReadOnly**

  Prevents a property from being edited on the *Inspector*.

- **ReadOnlyOnPlay**

  Prevents a property from being edited on the *Inspector* in *PlayMode*. The behaviour can be inverted so the property is editable only in *PlayMode*.

- **ReadOnlyOnPrefab**

  Prevents a property from being edited on the *Inspector* in *PrefabMode*. The behaviour can be inverted so the property is editable only in *PrefabMode*.

- **HideOnPlay**

  Hides the property in *PlayMode*. The behaviour can be inverted with the 'invert' parameter so the property is visible only in *PlayMode*.

- **HideOnPrefab**

  Hides the property in *PrefabMode*. The behaviour can be inverted with the 'invert' parameter so the property is visible only in *PrefabMode*.

- **Tag**

  Displays a dropdown list of available Tags (must be used with a 'string' typed property).

Automatization

- **AnimationGenerator**

  Generate **AnimationClip** assets from a **Texture2D** spritesheet asset, save and reuse the sprites mapping configuration.

- **CustomEditorGenerator**

  Generate a base **Editor** script for any **MonoBehaviour** script.

- **StateMachineGenerator**

  Generate **StateMachine** scripts squeletons with a few clicks.

- **TexturesMaxSizesSetter**

  Automatically set the *Max Texture Size* on multiple **Texture2D** assets according to their real sizes.

Components

- **Cone**

  Generate a cone mesh, renderer and collider, on the fly.

- **GameObjectsToggler**

  Switch the enable state between two GameObjects and fire events on switching.

- **TriggerNotifier**

  Bind triggers message methods to **UnityEvents**.