

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).

- **Scene**

Displays a dropdown list of available build settings Scenes (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 skeletons 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**.