

# Editor scripting exercises

(Labture 2)

## CurveEditor

Open the WaypointCurveScene and inspect the WaypointsCurve object. There is an Editor script associated with its Curve component: CurveEditor. It is your job to add functionality to this script.

### Exercise 1.1

- Add a button to the inspector that, when pressed, calls the 'Apply' method on the Curve object you are inspecting.
  - o The rest of the inspector should still be drawn.
- Read through the rest of the script and make sure you understand the non-Editor scripting stuff.

### Exercise 1.2

- Draw lines between the points of the Curve that show the path the WaypointAgent will take.
- Draw PositionHandles at the position of each element in the 'points' list. Make sure they update the position when dragged.
- The scene should be marked dirty if one of the following actions is taken:
  - o One of the PositionHandles is used
  - o A new point is added to the 'points' list as a result of spacebar being pressed (the code already adds the point)
- Both actions should be undoable
- BONUS: automatically call 'Apply' on the Curve object after one of these is actions is taken AND is undone/redone (just in case you happen to use events for this: make sure we don't subscribe more often than necessary)

## BuildingPainter

Open the BuildingPainterScene and inspect the BuildingPainter object. It has a script 'BuildingPainter' attached to it.

### Exercise 2

- Extend the BuildingPainterEditor script such that it allows you to place buildings on the plane at your mouse position when you press spacebar (see the CurveEditor for raycasting code). The BuildingPainter script has a method to produce a random building.
  - o Placing a building should mark the scene dirty. This action should be undoable.
- BONUS:
  - o Display a **TransformHandle** for each building. You should be able to control the building's position, rotation and scale with it.
  - o Come up with a user-friendly way to delete buildings and implement it.

- As you might expect, all of these actions should be undoable and mark the scene as dirty. :)