OMCHTools

A collection of utility methods/techniques that I use for mundane Unity tasks, organized in one place!

File

For reading array data from various types of TextAssets.

TXTToArray

- Converts a given TextAsset / a TextAsset in the Resources folder into a array of lines
- Works for string, int, float or Vector3
- `null` if the file is empty

CSVToMatrix

- Converts a **given** TextAsset / a TextAsset in the Resources folder into a 2D matrix of cells
- Works for string, int, float or Vector3
- `null` if the file is empty

Component

For manipulating/removing/extracting Components from GameObjects.

RemoveAllComponents

Removes all Components of the given type from the given GameObject and all its children.

AddAllComponents

Adds a Component of the given type to the given GameObject and all its children.

GetAllComponents

Gets all Components of the given type from the given GameObject and all its children.

SetAllRendererMaterials

Sets the Material of each type of Renderer / the given type of Renderer on the given GameObject and all its children.

SetAllRendererColors

Sets the Color of the Material of each type of Renderer / the given type of Renderer on the given GameObject and all its children.

SetLocalMeshVertices

Sets the local mesh vertices of a given GameObject's MeshFilter.

SetGlobalMeshVertices

Sets the global mesh vertices of a given GameObject's MeshFilter.

GetLocalMeshVertices

- Gets the local mesh vertices of a given gameObject's MeshFilter
- `null` if it doesn't have a mesh

GetGlobalMeshVertices

- Gets the global mesh vertices of a given gameObject's MeshFilter
- `null` if it doesn't have a mesh

Bounds

For getting Bounds properties of GameObjects.

GetGlobalCenter

- Gets the local center of the given GameObject's MeshFilter's bounds
- `Vector3.zero` if it doesn't have a mesh

GetLocalCenter

- Gets the global center of the given GameObject's MeshFilter's bounds
- `obj.transform.position` if it doesn't have a mesh

GetGlobalScale

- Gets the local scale of the given GameObject's MeshFilter's bounds
- `Vector3.zero` if it doesn't have a mesh

GetLocalScale

- Gets the global scale of the given GameObject's MeshFilter's bounds
- `obj.transform.localscale` if it doesn't have a mesh

Array

For manipulating arrays.

Vector3ToGlobal

- Converts a local Vector3 array to a global one, based on the given GameObject
- `null` if array is null

Vector3ToLocal

- Converts a global Vector3 array to a local one, based on the given GameObject
- `null` if array is null

FloatRound

- Rounds each element in a float array to a certain number of decimal places
- `null` if array is null