How to use Editor GUI Table

Using the *[Table]* attribute

Draw all visible properties

Just use the *[Table]* attribute on a collection.

```
using EditorGUITable;

public class TableAttributeExample : MonoBehaviour
{

    [System.Serializable]
    public class SimpleObject
    {
        public string stringProperty;
        public float floatProperty;
        public float intProperty;
    }

    [Table]
    public List<SimpleObject> simpleObjects = new List<SimpleObject>()
    {
        new SimpleObject () { stringProperty = "string 1", floatProperty = 1f, intProperty = 1 },
        new SimpleObject () { stringProperty = "string 2", floatProperty = 2f, intProperty = 2 },
        new SimpleObject () { stringProperty = "string 3", floatProperty = 3f, intProperty = 3 }
    };

}
```
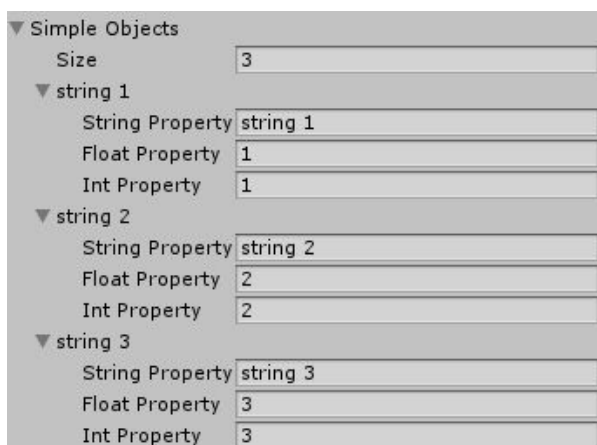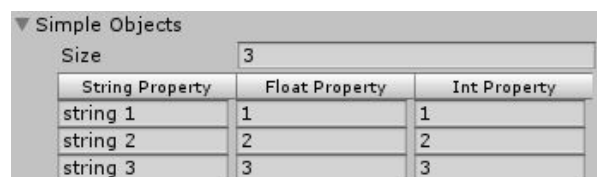
This will draw the collection in a table instead of the classic Unity display of collections.

Without *[Table]*   With *[Table]*

Note all columns can be resized and sorted
(assuming the values are sortable).

Draw selected properties

To display only some specific properties in the table, add parameters to the *Table* attribute.

```
[Table ("stringProperty", "intProperty")]
public List<SimpleObject> simpleObjects = new List<SimpleObject>()
{
    new SimpleObject () { stringProperty = "string 1", floatProperty = 1f, intProperty = 1 },
    new SimpleObject () { stringProperty = "string 2", floatProperty = 2f, intProperty = 2 },
    new SimpleObject () { stringProperty = "string 3", floatProperty = 3f, intProperty = 3 }
};
```

[Table]

String Property	Float Property	Int Property
string 1	1	1
string 2	2	2
string 3	3	3

[Table ("prop1", "prop2")]

String Property	Int Property
string 1	1
string 2	2
string 3	3

Using in a custom editor / window

To display a table in a custom editor, call one of the DrawTable functions in GUITableLayout.

The table state

Note all the following functions use a GUITableState object as state parameter. This is the same functioning as other Unity GUI functions, like GUILayout.BeginScrollView for example. The calling code is responsible for holding this state object so the table can be edited by the user.

Here is the basic usage:

```
using EditorGUITable;

[CustomEditor(typeof(SimpleExample))]
public class SimpleExampleEditor : Editor
{
  GUITableState tableState;

  public override void OnInspectorGUI ()
  {
    tableState = GUITableLayout.DrawTable (
      tableState,
      serializedObject.FindProperty("simpleObjects"));
  }
}
```

We might want the table state to be saved along sessions. To do this, we can build a table state with a key parameter. This will result in the table state being saved in EditorPrefs using this key. So the table will still look the same after reopening Unity.

Add:

```
void OnEnable ()
{
  tableState = new GUITableState("tableState");
}
```

Note: Be careful not to use the same key for different tables. This will result in unexpected behaviour.

Simply draw the table for the collection

Similar to the [Table] attribute with no parameters, this will display all visible properties of the collection elements in the table.

```
GUITableLayout.DrawTable (tableState, serializedObject.FindProperty("simpleObjects"));
```

Select the properties to draw

Similar to the [Table (*properties*)] attribute, this will only display the chosen *properties* in the table.

```
GUITableLayout.DrawTable (
    tableState,
    serializedObject.FindProperty("simpleObjects"),
    new List<string>(){"floatProperty", "objectProperty"});
```

Customize the columns

Draw a table by defining the columns's settings and the path of the corresponding properties. This will automatically create Property Entries using these paths. Various column options are available. They are used in a similar way as GUILayoutOption.

```
List<PropertyColumn> propertyColumns = new List<PropertyColumn>()
{
    new PropertyColumn("stringProperty", "My Column Title", TableColumn.Width(60f)),
    new PropertyColumn("floatProperty", "My Float", TableColumn.Width(50f), TableColumn.Optional(true)),
    new PropertyColumn("objectProperty", "My Object", TableColumn.Width(50f),TableColumn.Optional(true))
};

tableState = GUITableLayout.DrawTable (
    tableState,
    serializedObject.FindProperty("simpleObjects"),
    propertyColumns);
```

Create table entries from a function

Draw a table from the columns' settings, the path for the corresponding properties and a selector function that takes a SerializedProperty and returns the TableEntry to put in the corresponding cell.

```
List<SelectorColumn> selectorColumns = new List<SelectorColumn>()
{
  new SelectorColumn(
    prop => new LabelEntry(prop.stringValue),
    "stringProperty",
    "String",
    TableColumn.Width(60f)),
  new SelectorColumn(
    prop => new LabelEntry(prop.floatValue.ToString()),
    "floatProperty",
    "Float",
    TableColumn.Width(50f), TableColumn.Optional(true)),
  new SelectorColumn(
    prop => new LabelEntry(prop.objectReferenceValue.name),
    "objectProperty",
    "Object",
    TableColumn.Width(110f), TableColumn.EnabledTitle(false)),
};

tableState = GUITableLayout.DrawTable (
  tableState,
  serializedObject.FindProperty("simpleObjects"),
  selectorColumns);
```

Create each entries individually

Draw a table completely manually. Each entry has to be created and given as parameter in entries.

```csharp
List<TableColumn> columns = new List<TableColumn>()
    {
       new TableColumn("String", 60f),
       new TableColumn("Float", 50f),
       new TableColumn("Object", 110f),
       new TableColumn("", TableColumn.Width(100f), TableColumn.EnabledTitle(false)),
    };

    List<List<TableEntry>> rows = new List<List<TableEntry>>();

    SimpleExample targetObject = (SimpleExample) serializedObject.targetObject;

    for (int i = 0 ; i < targetObject.simpleObjects.Count ; i++)
    {
       SimpleExample.SimpleObject entry = targetObject.simpleObjects[i];
       rows.Add (new List<TableEntry>()
       {
          new LabelEntry (entry.stringProperty),
          new PropertyEntry (serializedObject, string.Format("simpleObjects.Array.data[{0}].floatProperty", i)),
          new PropertyEntry (serializedObject, string.Format("simpleObjects.Array.data[{0}].objectProperty", i)),
          new ActionEntry ("Reset", () => entry.Reset ()),
       });
    }

    tableState = GUITableLayout.DrawTable (tableState, columns, rows);
```

The table entries

Various entry types are included in the package.

- *PropertyEntry*: Displays the property using the very generic PropertyField function, which displays a property in a shape appropriate the data it contains.

- *ActionEntry*: Displays a button which, when clicked, will trigger the callback given as parameter.

- *LabelEntry*: Displays a string as a readonly label.

Create custom entry classes

In most case the included types will be enough, but in some cases we want to display something in a very specific way. In this case we need to create a new class that inherits TableEntry.

The *DrawEntryLayout* method needs to be overriden to draw the entry for the cell using GUILayout functions. Use this to customize the table look however needed.
The *DrawEntry* method needs should draw the entry using GUI functions only. This will be used when using the Table Attribute, or when explicitly calling the GUITable functions (instead of GUITableLayout).

CompareTo and *comparingValue* are used for sorting.
CompareTo is used to sort 2 entries of this type.
ComparingValue is used as a fallback for sorting any types of entries, even of different types, using a string representing the data.

Documentation

Detailed documentation available [here](#).