Serialize Reference Editor for Unity

A powerful Unity editor extension that provides complete control over **SerializeReference** fields with smart type management, validation tools, and data integrity features.

Installation

Download asset from Unity Asset Store: Serialize Reference Editor

Please, remove old version Serialize Reference Editor for Unity before update!

Or installation as a unity module via a git link in PackageManager:

```
https://github.com/elmortem/serializereferenceeditor.git?path=SerializeReferenceEditor/Packages/SREditor
```

Or direct editing of `Packages/manifest` is supported.json:

```
"com.elmortem.serializereferenceeditor": "https://github.com/elmortem/serializereferenceeditor.git?path=SerializeReferenceEditor/Pac
```

Main types

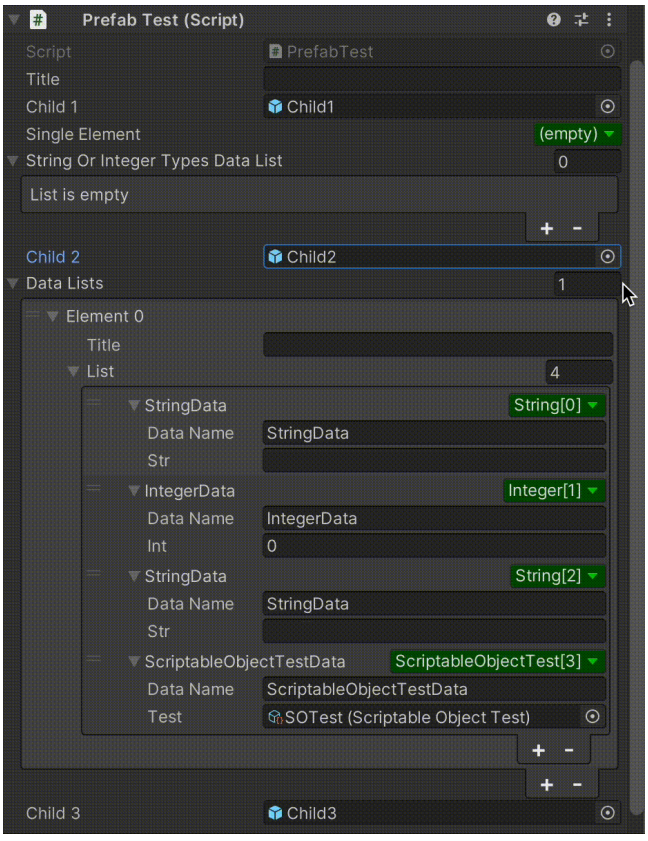
SR attribute

Use it to mark the fields that you want to edit. Important note - they should also be marked with the SerializeReference attribute. You can mark the base type (including the interface) with it. Allows you to change an array, a list, and a single element. Displays the current field type.

Example:

```
[SerializeReference, SR]
public List<AbstractData> DataList = new List<AbstractData>();
```

Result:



Additional features

You can override SRAttribute and implement a rule for processing instantiated objects.

You can see an example in SRDemoAttribute.cs, where the `OnCreate` method was overriden:

```
public override void OnCreate(object instance)
{
    if(instance is AbstractData)
    {
        ((AbstractData)instance).DataName = instance.GetType().Name;
    }
}
```

SRName attribute

Mark classes with them if you want to customize the display name and nesting hierarchy in the search tree for a specific type.

Example FloatData.cs:

```
[SRName("Data/Simple types/Float")]
public class FloatData : AbstractData
{
    [Range(0f, 1f)]
    public float Float;
}
```

You can modify the display settings for the class name without specifying an attribute by navigating to `Edit -> Project Settings -> SREditor`.

Tools

Missing Types Validator

You can use the built-in tool to search for lost types. (this error occurs if the serialized data stores information about a type that no longer exists and could have been deleted during development). To start, you can run `Tools -> SREditor -> Check MissingTypes`

> At least one `SRMissingTypesValidatorConfig` is required to work. If necessary, you can implement your own `IAssetMissingTypeReport` for error reporting if you use it in CI/CD systems. You can also implement your own `IAssetsLoader` if the default `LoadAllScriptableObjects` is not suitable for you.

Class Replacer

Use `Tools -> SREditor -> Class Replacer` for replace Serialize Reference classes.

FormerlySerializedType attribute

It is analogue of attribute FormerlySerializedAs, but works for Serialize Reference classes. Example NewTestData.cs:

```
[Serializable, SRName("New Test")]
[FormerlySerializedType("SRDemo, Demo.OldTestData")]
public class NewTestData : BaseTestData
```

Duplicate Cleaner

Now Serialize Reference Editor can auto detect and handle SerializeReference object duplicates with flexible settings - you can nullify them, create them with default values, or make deep copies, preventing issues with unwanted reference sharing in your assets.

Thanks

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Georg Meyer

https://www.markdowntopdf.com

Support Unity 2021.3 or later.

Use for free.

Enjoy!