Not done

Look comments inside code

Attribules

[Button(“name”)] - create button for that function

[ShowFrom(“name”,”value”, “inverse”)] - show some variable in editor only when other variable have some value. Don’t work with UnityEvents and bad workd with Arrays!

Has types: [ShowFromBool] [ShowFromInt] [ShowFromFloat] [ShowFromEnum] [ShowFromString] [ShowFromMultiple]