

Reference Field Tweaker

Version 1.0.0

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Overview

Reference Field Tweaker streamlines your Unity development workflow by enabling inline editing of object references directly in the Inspector window. This tool enhances productivity through visual hierarchy support and customizable interface options.

Quick Start

- Add [EditableRef] attribute

```
// Usage example
public class ExampleComponent : MonoBehaviour
{
    [EditableRef] // Enable inline editing for ScriptableObject
    public ExampleData data;

    [EditableRef] // Enable inline editing for MonoBehaviour
    public ExampleClass example;
}

// Example ScriptableObject class
[CreateAssetMenu(fileName = "ExampleData", menuName = "Examples/ExampleData")]
public class ExampleData : ScriptableObject
{
    public int delay;
    public string description;
}

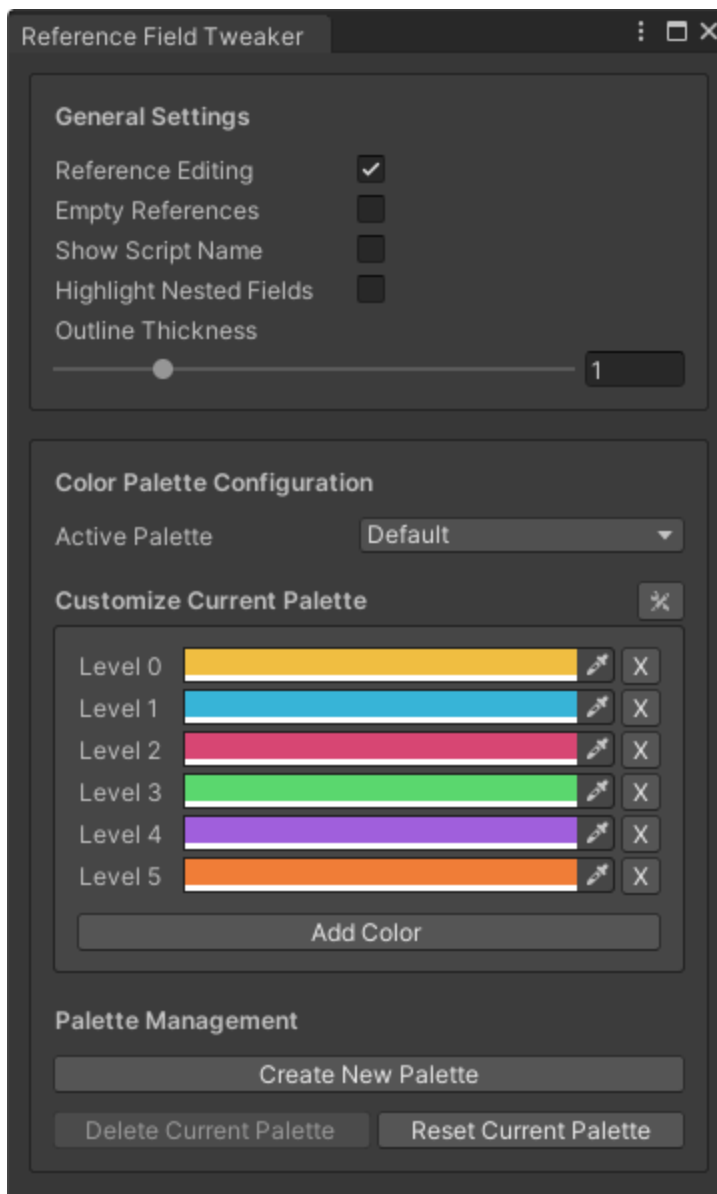
// Example MonoBehaviour class
public class ExampleClass : MonoBehaviour
{
    public int count;
    public string name;
}
```

Configuration

Accessing Settings

- Via Settings Window (complete configuration interface)
 - **Navigate to: Tools > Reference Field Tweaker > Settings**
- Via Quick Toggles (toggle general settings)
 - **Navigate to: Tools > Reference Field Tweaker/**
- Via Keyboard Controls (toggle reference editing)
 - **Alt + 1** for Windows | **Option + 1** for Mac

Settings Window



General Settings

Setting	Description	Default
Reference Editing	Enable/disable inline editing system	Enabled ▾
Empty References	Allow editing buttons on null references	Disabled ▾
Show Script Name	Display script names in expanded views	Disabled ▾
Highlight Nested Fields	Apply color coding to nested fields	Disabled ▾

- Outline Thickness
 - Default value: 1
 - Minimum value: 0 (Native)
 - Maximum value: 5

Color Palette Configuration

- Create custom color palettes
- Manage colors for different nesting levels
- Project-specific color settings

Support

Need help? Contact: abdelrahmann.soliman@gmail.com

If you found this helpful, consider supporting me by [buying me a coffee!](#) ☕