Ultimate Automatic Cheats Menu

Setup

Add the **CheatsMenu** component in your scene. Default shorcut to open the cheats menu is SHIFT + C.

How to create a cheat button ?

Set the **[CheatMethod]** attribute to the static method. The button will call this method. The **method** must be a **static**.

```
[CheatMethod]
public static void MyMethod()
{
    // [...]
}
```

How to draw or hide cheat button in function of others fields ?

You can set an expression to a CheatMethod. This expression is a **string**.

```
private bool _aBooleanField = true;


// works
[CheatMethod("_aBooleanField")]
public static void MyMethod() { }
```

WARNING: You only can provide a field in the same class.

```
class BoolWrapper
{
    public bool boolean = true;
}


private BoolWrapper _boolWrapper = new BoolWrapper();


// Expression doesn't works
[CheatMethod("_boolWrapper.boolean")]
public static void MyMethod() { }
```

How to override button's name ?

```
// expression is needed
[CheatMethod(null, "Overrided label")]
public static void MyMethod() { }
```

Authors

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Written with StackEdit.