

Dropdown Attribute

Dropdown Attribute

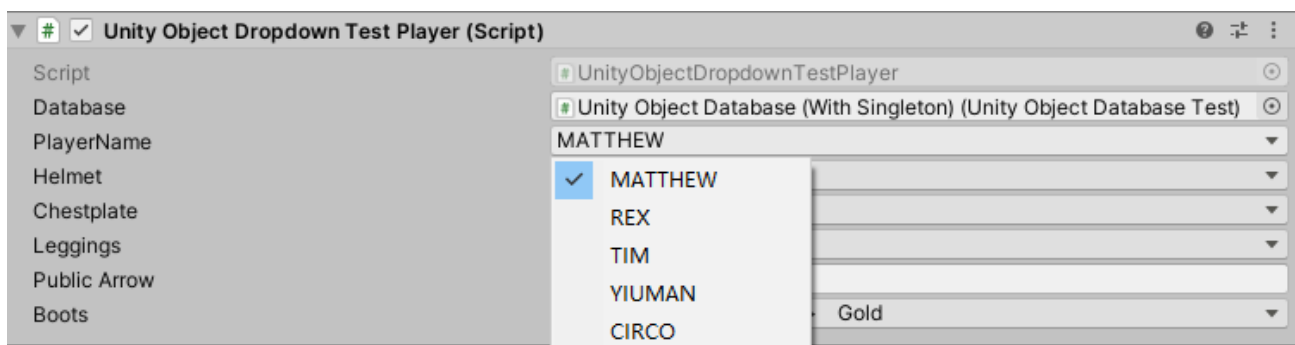
| [Get Started](#) | [Examples](#) | [API](#) |

Description

This is an asset for unity which could allow the developer to choose the object from the object list without writing a long Editor script but just a single line of Attribute.

Demo

```
[Dropdown("database.PlayerNameList")]  
public string PlayerName;
```



Home

Get Started

Step 1: Download the asset

Step 2: Import the package

Step 3: Add the attribute to your script ([Examples](#))

Last updated 2 minutes ago

Examples

Select from list or array

Select the player's name from Name List

```
1 public class Player : MonoBehaviour{
2     public List<string> NameList;
3
4     [Dropdown("NameList")]//input the path of the list
5     public string MyName;
6 }
```

Select the player's name from Name Array

```
1 public class Player : MonoBehaviour{
2     public string[] NameArray;
3
4     [Dropdown("NameArray")]//input the path of the array
5     public string MyName;
6 }
```

Special List Path

List path from a method

Player.cs

```
1 //Testing custom property
2 public class Player : MonoBehaviour
3 {
4     //The list
5     List<HelmetData> HelmetDataList;
6
7     //The method
8     public List<HelmetData> GetMyList(){
9         return HelmetDataList;
10    }
11
12    //Select from the return of the method GetMyList()
13    [Dropdown("GetMyList()", "HelmetName")]
14    public HelmetData Helmet;
15
16 }
```

HelmetData.cs

```
1 //Testing instance variable
2 public class HelmetData : MonoBehaviour
3 {
4     public string HelmetName
5     public string HelmetID
6     public string HelmetMaterialName
7 }
```

List path from a method with string arguments

Player.cs

```
1 //Testing custom property
2 public class Player : MonoBehaviour
3 {
4     //The lists with different rareness
5     List<HelmetData> CommonHelmetDataList;
6     List<HelmetData> RareHelmetDataList;
7     List<HelmetData> SuperHelmetDataList;
8
9     //The method that return HelmetData List
10    public List<HelmetData> GetMyList(string rareness){
11        switch(DataListName)
12        {
13            case "Common":
14                return CommonHelmetDataList;
15            case "Rare":
16                return RareHelmetDataList;
17            case "Super":
18                return SuperHelmetDataList;
19            default:
20                return CommonHelmetDataList;
21        }
22    }
23
24    //Select from common helmet list
25    [Dropdown("GetMyList( \"Common\" )", "HelmetName")]// use \" ins
26    public HelmetData Helmet1;
27
28    //Select from Rare helmet list
29    [Dropdown("GetMyList( \"Rare\" )", "HelmetName")]// use \" inste
30    public HelmetData Helmet2;
31
32    //Select from Super helmet list
33    [Dropdown("GetMyList( \"Super\" )", "HelmetName")]// use \" inst
34    public HelmetData Helmet3;
35
36 }
```


HelmetData.cs

```
1 //Testing instance variable
2 public class HelmetData : MonoBehaviour
3 {
4     public string HelmetName
5     public string HelmetID
6     public string HelmetMaterialName
7 }
```

List path from static class

Player.cs

```
1 //Testing custom property
2 public class Player : MonoBehaviour
3     //Select from the the static list of HelmetDatabase class
4     [Dropdown("HelmetDatabase.HelmetDataList", "HelmetName")]
5     public HelmetData Helmet;
6
7 }
```

HelmetDatabase.cs

```
1 public class HelmetDatabase : MonoBehaviour
2 {
3     public static List<HelmetData> HelmetDataList;
4 }
```

HelmetData.cs

```
1 //Testing instance variable
2 public class HelmetData : MonoBehaviour
3 {
4     public string HelmetName
5     public string HelmetID
6     public string HelmetMaterialName
7 }
```

Custom name property

Player.cs

```
1 //Testing custom property
2 public class Player : MonoBehaviour
3 {
4     public List<HelmetData> HelmetDataList;
5
6     //Select by HelmetName
7     [Dropdown("HelmetDataList", "HelmetName")]
8     public HelmetData Helmet1;//The display would become Helmet1.Hel
9
10    //Select by HelmetID
11    [Dropdown("HelmetDataList", "HelmetID")]
12    public HelmetData Helmet2;//The display would become Helmet2.Hel
13
14    //Select by HelmetMaterialName
15    [Dropdown("HelmetDataList", "HelmetMaterialName")]
16    public HelmetData Helmet3;//The display would become Helmet3.Hel
17
18 }
```

HelmetData.cs

```
1 //Helmet data
2 public class HelmetData : MonoBehaviour
3 {
4     public string HelmetName
5     public string HelmetID
6     public string HelmetMaterialName
7 }
```

Documentation

API

Default Name Property

```
[Dropdown(string ListPath)]
```

Arguments	Description	Example
string ListPath	the path of the list	"Database.Instance.MyList"
string ItemNameProperty	[Default Value: "Name"]	"Name"

Custom Name Property

```
[Dropdown(string ListPath, string ItemNameProperty)]
```

Arguments	Description	Example
string ListPath	the path of the list	"Database.Instance.MyList"
string ItemNameProperty	the name property of the item	"HelmetName"