

## Zeus Unite – Enum Editor For Unity Projects

The Enum Editor lets you quickly create visualized enum lists in the Unity Editor by object lists or string lists.



## Zeus Unite Enum Editor Manual

<https://zeusunite.stussegames.com>  
<https://www.stussegames.com>

### Asset Links

<https://assetstore.unity.com/packages/slug/228135>  
<https://u3d.as/2T60>  
[zeusunite.enum.stussegames.com/](https://zeusunite.enum.stussegames.com/)  
<https://github.com/Zeus-Unite/Zeus-Unite---Enum-Editor>

## Table of Content

<b>Zeus Unite – Enum Editor</b>	<b>1</b>
<b>Asset Links</b>	<b>1</b>
<b>Table of Content</b>	<b>2</b>
<b>Introduction of Zeus Unite – Enum Editor</b>	<b>4</b>
Main Features	4
Compatibility	4
Zeus Unite – Item Database	4
Zeus Unite – Monsters	4
See our other Unity Editor Solutions:	4
Support Integration	5
Zeus Unite	5
<b>Zeus Unite – Enum Editor Manual</b>	<b>6</b>
Editor	6
Add New Scripts	6
Add New Enum Script By Object List	6
Add New Enum Script By String List	7
Edit Created Enum Scripts	7
Change Existing Types and Values	7
Add new Enums with String Value	7
Add new Enums with Object Value	8
Save Changes	8
Extensions	8
Create Item Type List from Item Database	8
Create Blueprint Type List from Blueprint Database	8
Create Non Player Character Type List from Monster Databases	8
This Action will Create an Enum Script of the declared Type with all Existing Units in every Database created by the Monsters Database.	8

# Zeus Unite - Enum Editor Manual

<b>Final Information</b>	<b>9</b>
Latest Manual	9
Public GitHub Available: Yes	9
Support Integration	9
Zeus Unite	9
Websites	9
<b>Documentation End</b>	<b>10</b>
Last Updated : 25.07.2022	10
Zeus Unite – Enum Editor	10

## Introduction of Zeus Unite – Enum Editor

Create an enum with any object available in the Unity project folder. Drag the desired object into the Enum Editor as an enum within a list.

Easily and vividly, you can create a list of strings and create an enum of your choice.

To make enums consistent when changes are made, they are initialized with a hashcode as key.

Within the enum editor, you can edit the created enums or go directly to the enum script for editing.

Enums are perfect for sorting, Finding objects and types and More can be done with enums.

There are many use cases and the enum editor is free!

## Main Features

- Create Enum by Unity Project Objects
- Create Enum by Name as String Lists
- Edit Created Enum Lists

## Compatibility

The Enum Editor is used in our Assets and provides additional Features for

### Zeus Unite – Item Database

Generating whole Item and Blueprint Lists

### Zeus Unite – Monsters

Generating whole NPC Lists

See our other Unity Editor Solutions:

(Premium Assets)

[Zeus Unite – Game Core](#)

\*\* Full Game Template with Settings Controller and More

[Zeus Unite – Item Database](#)

\*\* Manage Thousands of Items and Databases within your Project

[Zeus Unite – Monsters](#)

# Zeus Unite - Enum Editor Manual

\*\* Create Enemies and all Sorts of Non Player Characters

## (Free Assets)

[Zeus Unite - Enum Editor](#)

\*\* Create Enums of off Objects in the Project or simple by Entering Name

[Zeus Unite - Easy Audio Scene](#)

\*\* Audio Controller with Settings in 1 Minute

## Support Integration

- Documented
- Open Source Code
- Discord and EMail Support (Free Assets only receive Minor Support)

[Join Our Discord Server for Support, Feedback, and Suggestions](#)

## Zeus Unite

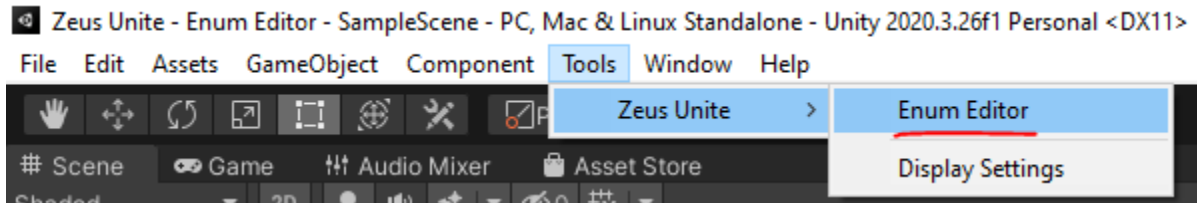
Zeus Unite offers Unity Editor Extensions around Databases. The studio creates useful Unity editor information and material for free on the [Zeus Unite Website](#).

Our Website contains a lot of useful information about Unity, Game Design and our Assets

## Zeus Unite – Enum Editor Manual

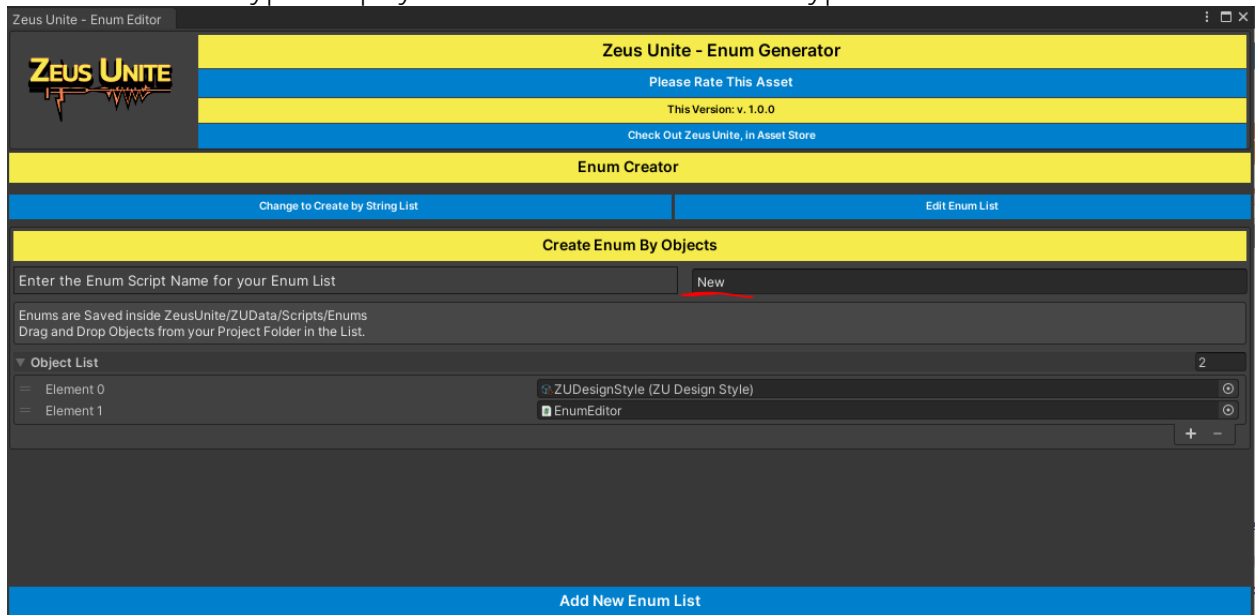
### Editor

Open the Enum Editor by Selecting in the Menu Bar: Tools -> Zeus Unite -> Enum Editor



### Add New Scripts

1. Choose Create Enum by Objects or Create Enum by String
2. For a New Enum Type Script you need to enter the enum Type Name in the Field.



### Add New Enum Script By Object List

When Create Enum By Objects selected you can Drag and Drop any Object from the Unity Project Folder inside the Object List Array and the Editor will convert them to Enums.

Press Add Enum List to Create the new Enum Type Script

### Important:

No WhiteSpace Character allowed and now Special Characters, Alphabetic and Numbers are allowed.

# Zeus Unite - Enum Editor Manual

## Add New Enum Script By String List

When Create Enum By String selected you can Add additional strings to the String Array in the Editor. The Editor converts all Strings to an Enum List

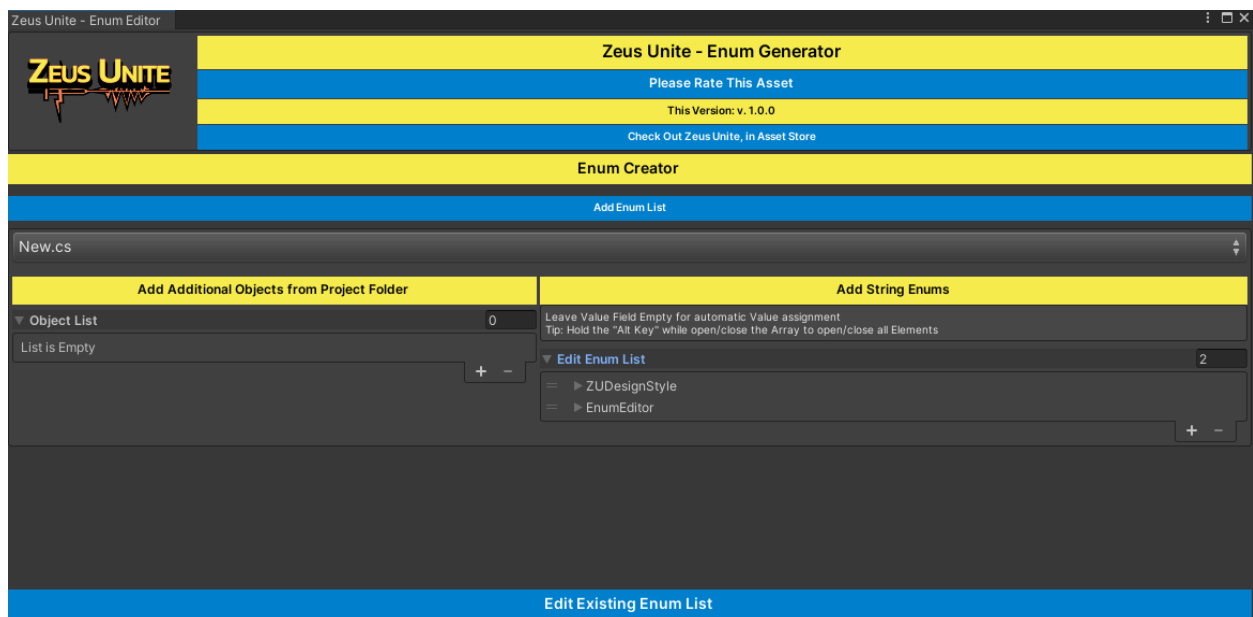
Press Add Enum List to Create the new Enum Type Script

### Important:

No WhiteSpace Character allowed and now Special Characters, Alphabetic and Numbers are allowed.

## Edit Created Enum Scripts

Select "Edit Enum List" to Change Enum Scripts that are Created by the Enum Editor.



## Change Existing Types and Values

You can Change or keep Existing Values in the Edit Enum List on the Right Editor Side under "Add String Enums"

## Add new Enums with String Value

Add additional Enum Values Manually by pressing the + Button under "Edit Enum List" Open the Element and Insert the Type.

### Important:

No WhiteSpace Character allowed and now Special Characters, Alphabetic and Numbers are allowed.

If the Index Value remains Empty, the System will randomly Generate a Index Value

# Zeus Unite - Enum Editor Manual

## *Add new Enums with Object Value*

When Create Enum By Objects selected you can Drag and Drop any Object from the Unity Project Folder inside the Object List Array and the Editor will convert them to Enums.

### **Important:**

No WhiteSpace Character allowed and now Special Characters, Alphabetic and Numbers are allowed.

## **Save Changes**

Press Edit Enum List in order to save the changes.

## Extensions

### **Create Item Type List from Item Database**

Press the Button Create Item Type List.

This Action will Create a Enum Script of the declared Type with all Existing Items in every Database created by the Item Database.

### **Create Blueprint Type List from Blueprint Database**

Press the Button Create Blueprint Type List.

This Action will Create an Enum Script of the declared Type with all Existing Blueprints in every Database created by the Blueprint Database.

### **Create Non Player Character Type List from Monster Databases**

Press the Button Create NPC Type List.

This Action will Create an Enum Script of the declared Type with all Existing Units in every Database created by the Monsters Database.




# Zeus Unite - Enum Editor Manual

## Final Information

### Latest Manual

Check the Zeus Unite Online Manual for the most recent Version and detailed Information::

 Zeus Unite – Enum Editor

Public GitHub Available: Yes

<https://github.com/Zeus-Unite/Zeus-Unite---Enum-Editor>

### Support Integration

- Documented
- Open Source Code
- Discord and EMail Support (Free Assets only receive Minor Support)

## Zeus Unite

Zeus Unite offers Unity Editor Extensions around Databases. The studio creates useful Unity editor information and material for free on the [Zeus Unite Website](#).

[Join Our Discord Server for Support, Feedback, and Suggestions](#)

## Websites

Our Website contains a lot of useful information about Unity and Game Design and Documents around the Item Database Management System

[Zeus Unite – Item Database](#)

[Zeus Unite – Enum Editor](#)

[Zeus Unite – Game Core](#)

[Zeus Unite – Easy Audio Scene](#)

[Zeus Unite – Monsters](#)

[Asset Store Publisher Link](#)

[Steam Link](#)

[Itchio Link](#)

## Documentation End



<https://zeusunite.stussegames.com>  
<https://www.stussegames.com>

**Last Updated : 25.07.2022**

### **Zeus Unite - Enum Editor**

2022 © Copyright Zeus Unite  
Documentation Author:  
Alexander Stusse  
[info@stusse.de](mailto:info@stusse.de)