# 开发笔记\_Unity Editor

Q：Unity Editor判断选择的物体是在Project窗口，还是在Hierarchy窗口

* AssetDatabase.Contains(Object)
* 在Project窗口，返回true；在Hierarchy窗口，返回false

Q：Unity Editor下自启动

在静态构造函数前加上特性[InitializeOnLoad]

Q：重启unity Engine

EditorApplication.OpenProject(Application.dataPath.Replace("Assets",string.Empty));

Q：刷新unity Engine

AssetDatabase.Refresh();

Q：在上一个控件和下一个控件之间留出一个小空间

EditorGUILayout.Space();

Q：做一个标签字段（用于显示只读信息）

EditorGUILayout .LabelField()

Q：横向组

EditorGUILayout.BeginHorizontal();

EditorGUILayout.EndHorizontal();

Q：折叠组

EditorGUILayout.Foldout(\_ScriptFold, "查询脚本");

Q：创建Unity Window

* **方式一：**

EditorWindow.GetWindow(typeofMJImport), false, "MuJoCo Import");

* **方式二：**

Rect rect = new Rect(0, 0, 500, 500);

EditorTool\_CreateFolders window = (EditorTool\_CreateFolders)EditorWindow.GetWindowWithRect(typeof(EditorTool\_CreateFolders),rect,false,"Create Default Folders");

window.Show();