BUILDING A CUSTOM INSPECTOR

LevelScriptEditor

using UnityEngine;

using System.Collections;

using UnityEditor;

[CustomEditor(typeof(LevelScript))]

public class LevelScriptEditor : Editor

{

public override void OnInspectorGUI()

{

LevelScript myTarget = (LevelScript)target;

myTarget.experience = EditorGUILayout.IntField("Experience", myTarget.experience);

EditorGUILayout.LabelField("Level", myTarget.Level.ToString());

}

}