

Bona Data Editor



Tutorial

More information about this package, including documentation is available online at

<http://documentation.fyrvall.com/Projects/Details/BonaDataEditor>

Before you begin

Background

This editor was created for Unity3D while working on a co-op top-down game with lots of scriptable objects working as data stores (in our case we had all abilities and ability effects as ScriptableObjects) and wanted to be able to quickly switch between them and edit them. Sadly Unity3D does not offer great tools for this. Luckily Unity3D is easily expandable, hence the creation of this editor.

Data Editor window

Is found in Unity's menu under Window->Bona Data Editor. Opens a new dockable editor window. The editor can be opened how many times you feel like it. Once the editor is open, it will also have a button named "Open new editor" and does exactly what it suggests.

The editor will display a drop down of available types (C# type inheriting from either ScriptableObject or MonoBehaviour with the [BonaDataEditor] attribute on it). By default, the project will include three types from the example folder. Use them as future reference of usage.

To expose your own types, just add the same [BonaDataEditor] attribute to your classes. By default the types are displayed with their class names. This can be overridden by setting a display name to the attribute.

```
[BonaDataEditor(DisplayName = "Some display name")]
```

When a type is selected, all instances of that scriptable object or any prefabs containing a component of that MonoBehaviour type will be displayed in a list in alphabetical order. If new assets are added to the project the editor will now always automatically detect them. If this happens, just use the Refresh button and all assets of the requested type should be found. When an asset is selected, an inspector for that asset will be displayed and will work just like Unity's normal in-built inspector. The tiny folder icon next to an icon allows the asset to be found within Unity's project view.