# Scriptable Object Table Documentation

SETUP

If you are not using assembly definitions, you don't need to do anything. Skip to Usage section.
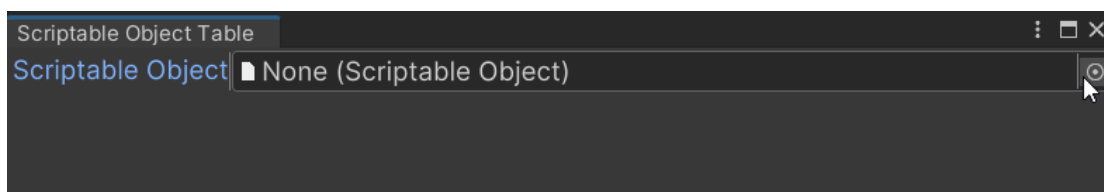
If you are using them in your project, you need to add an assembly definition file inside the the ScriptableObjectTable folder which is located in the plugins folder after installation. Then reference the assembly definitions that contain classes that are used in the scriptable objects in your project.

USAGE

You can find the Scriptable Object Table View Window > Scriptable Object Table.
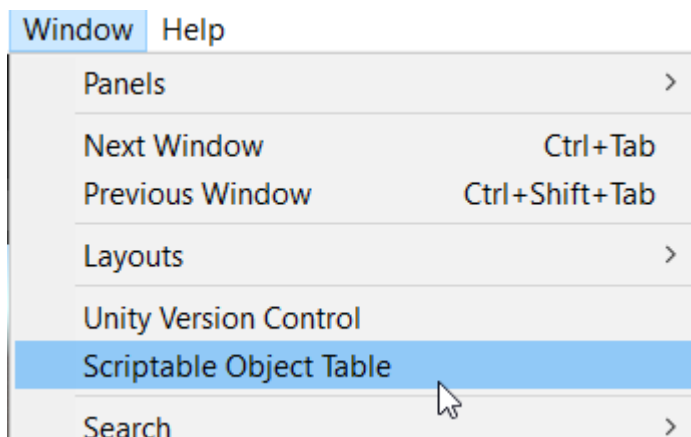
Next, you need to select the Scriptable Object which you want to edit together with other Scriptable Objects of the same type.

You should now see all the Scriptable Objects of the same type in a single table.

You can edit the values here and they will be changed on the actual Scriptable Object. Some more complex values are not supported, like lists or nested Scriptable Objects.

You can also use the **Hide read-only values** toggle to hide values that cannot be edited in the table view, like arrays or lists. You can still click on read-only values to see the scriptable object in the the inspector view.