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                        Thanks for download!
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                      Attributes by ShashkiOnlayn
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1. Serachable
Allows you to search for fields and method-buttons by their name.
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2. ColorizeScriptTitle
Draws a rectangle with the script name and the specified color* instead
of the Script field.
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3. Foldout
Groups fields with the Foldout style.
It is mandatory to specify the name of the group and the names of the
fields that need to be moved to the group.
You can also specify the desired color* of the group, but not
necessarily.
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4. ViewOnly
Makes some field read only in inspector.
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5. RequireReference
Can only be used in reference types. If the link is not assigned, then
there will be a message under the field about the need for a link,
otherwise nothing will happen.
Accepts the error text, which will be displayed if no link is assigned.
It also accepts a flag — whether to show this error in the console.
All parameters are optional.
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6. MethodAsButton
It is declared for methods and displays a button in the inspector, which
is clicked to call the method that has this attribute declared.
Optional parameters: button name (default method name) and button height.
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7. TagSelector
Allows a field with the string data type to select one of the tags that
exist in the project.
This is useful when you check for a specific tag, but you may make a
mistake in writing.
And also allows you to dynamically change the value in the field without
changing the script.

8. AuthoSizeWidth
Adjusts the width of the field for entering a value to match the name of
the field (which has this attribute declared). This attribute should be
used carefully if the field has a long name.
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9. Message
Displays a message under the field.
Accepts the text of the message. Optional: the type of message (regular message — default, warning, error).

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10. NotDisplayName
Does not display the name in the inspector(only his field with value), but if the value changes, it will be applied to the field.

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11. EnableIf
Turns on a field for editing in inspector if the condition is met. Otherwise field turns of (like in ViewOnly).
Accepts the name of the field and the value that must be equal to the value of the field in order for the condition to be met.

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12. DisableIf
Turns of a field for editing in inspector if the condition is met (like in ViewOnly). Otherwise field turns on.
Accepts the name of the field and the value that must be equal to the value of the field in order for the condition to be met.

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13. ExtendedHeader
Displays the header and a separator line below it.
Accepts the header name. Optional: the size of the header and special enum — location of the header.

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14. ExtendedRange
Draws slider such as in the RangeAttribute, but more advanced: the fields of the minimum and maximum values are displayed, as well as the value of this field is higher.
Accepts the minimum and maximum values for the slider.
Optional: is it possible to change these boundaries in the inspector?

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15. MinMaxRange
Displays min-max slider. This slider can be moved beyond the middle, thereby changing the min and max boundaries by the same number.
And by moving beyond a certain edge, you can change the value of a specific boundary (the values in the inspector will not go beyond the boundaries set in the code).
This attribute can only be used with Vector2 (x will then be the minimum value, and y will be the maximum), Vector2Int (x is the minimum value, y is the maximum) and MinMaxPair, which has the Min, Max and several methods fields.
Accepts: min value and max value.

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16. Indent

Indents to the right when displaying the field.
Accepts the optional parameter: indent level.

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17. RenameInInspector
Renames displayed field in inspector.
Accepts new field name.

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18. Split
Draws a stripe over the field.
Accepts optional parameters: splitter color*, splitter size and splitter space for (above the splitter and below the splitter).

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19. Colorize
Decorates the field.
Accepts decorates color*. Optional: special enum — colorize target(what you need to decorate: the name or the background of the field. Default — name)

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20. ShowIf
Shows a field in inspector if the condition is met. Otherwise field is hidden.
Accepts the name of the field and the value that must be equal to the value of the field in order for the condition to be met.

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21. HideIf
Hides a field in inspector if the condition is met. Otherwise field is shown.
Accepts the name of the field and the value that must be equal to the value of the field in order for the condition to be met.

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22. ToggleLeft
Can only be declared for fields with the bool data type and the flag will be displayed in the inspector on the left.

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23. Label
Draws label above the field.
Accepts: label name.
Optional: label color*, label size and special enum — location of the label.

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24. Max
Aheads of the maximum value for this field. It can be declared for fields with the int or float data type.
Accepts: max value.

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25. RequireAttribute

This attribute is declared only for classes - your own attributes.
For example, if any other attribute of the same entity is needed for its operation, then you can use.
Accepts: types of necessery attributes.

* — HEX color and RGB color are supported (somewhere RGBA)