

Custom Define Manager

V1.0

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Introduction

Thanks for the purchase and support! We are a community of devs working together to create games, vr experiences, development tools, and tutorials in an effort to empower emerging game and VR developers worldwide. Join us here: <https://www.youtube.com/nurfacegames/>

Video Tutorial

<https://www.youtube.com/watch?v=St1Ko8pragc>

What is Custom Define Manager?

This tool provides a Unity Editor Window to allow full control over custom define directives. More information can be found here near the bottom of the page:

<https://docs.unity3d.com/Manual/PlatformDependentCompilation.html>

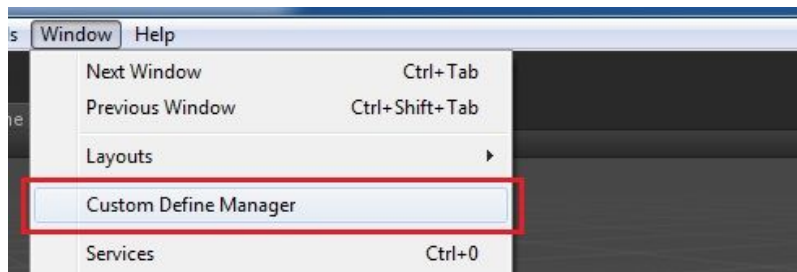
With this tool, you can:

- Add/remove custom #define directives.
- Select which platforms the directives are active on.
- Enable/disable directives via editor.
- Enable/disable directives via script.

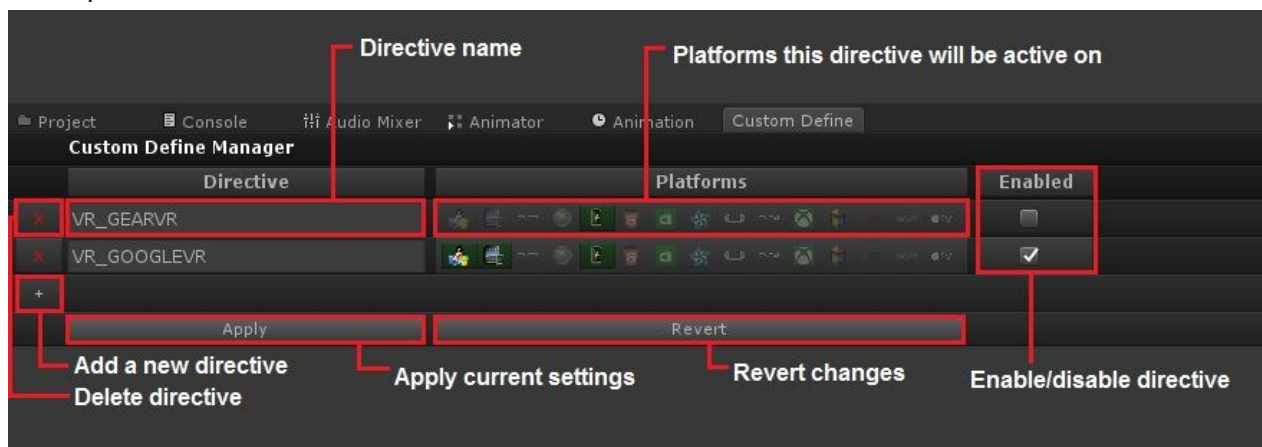
How To Use

Editor Window

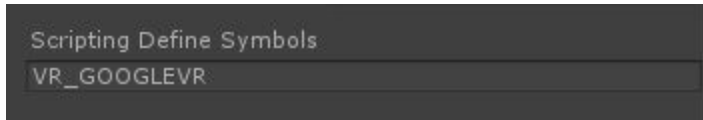
The Editor Window can be accessed by clicking **Window > Custom Define Manager**:



With the Editor Window, you can add new directives, delete directives, edit the name, select which platform to be active on, and enable or disable the directives:



Any changes made here will be visible in the Player Settings inspector window:



CustomDefineManager.cs Class

Currently the CustomDefineManager class gives the ability to enable and disable directives. Directive names must first be defined in the Editor Window. In order to access these functions, your script must be using CustomDefineManagement so add the following line to the top of the script:

using CustomDefineManagement;

Now the following functions are exposed:

CustomDefineManager.DisableDirective(string directiveName);

CustomDefineManager.EnableDirective(string directiveName);

... where *directiveName* is the name defined in the Editor Window. This is useful when creating custom build scripts because directives can be enabled/disabled before the build process occurs. More info about custom build scripts here:

<https://docs.unity3d.com/Manual/BuildPlayerPipeline.html>

Additional Support

For a video tutorials related to this asset, please click here:

<https://www.youtube.com/watch?v=St1Ko8pragc>

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