Editorials

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Scene Switcher

**The Scene switcher is a tool built for making transitions between scenes faster and easier. To use it, simply add scenes to the build settings and they will appear in a drop-down on the top of the screen.**
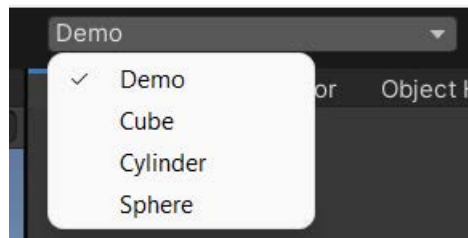

Method Invoker

The method invoker is a tool that allows you to call PUBLIC METHODS on a script without creating a custom inspector. To use it, navigate to Tools > Editorials > Method invoker, and drag a script into the script field.
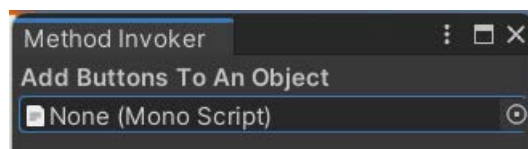
You will now see a list of public methods on that script, with a button for each one. This is useful for methods that don't require variable assignment, such as object references.
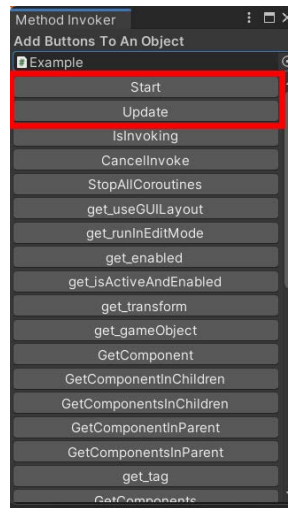

Class Creator/Script Creator

The class creator is a tool used to more quickly create a script with more options. To use it, navigate to Tools > Editorials > Class Creator, or click the button on the top right of the inspector.
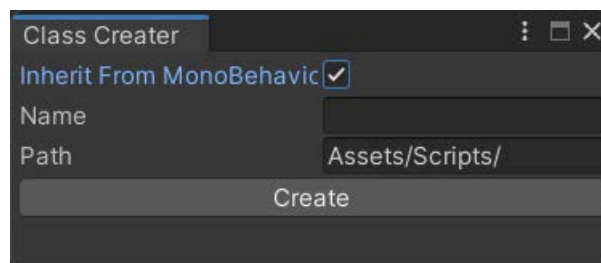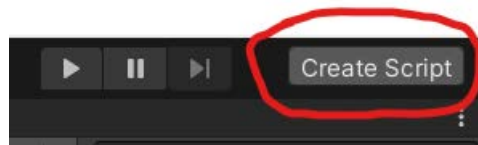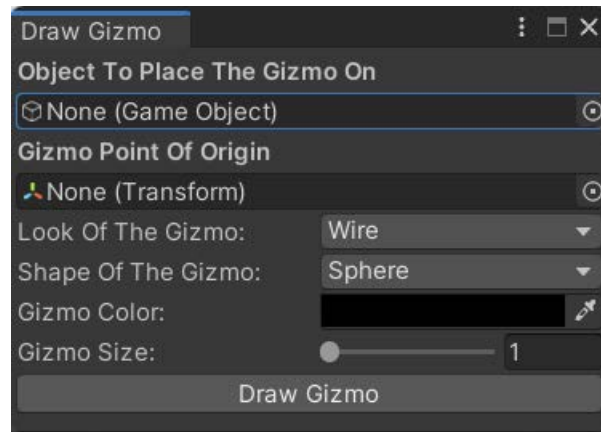

The Name field controls the name of the class you are creating, and the inheritance field defines what class the script should derive from. The path is the path where the file will be saved.
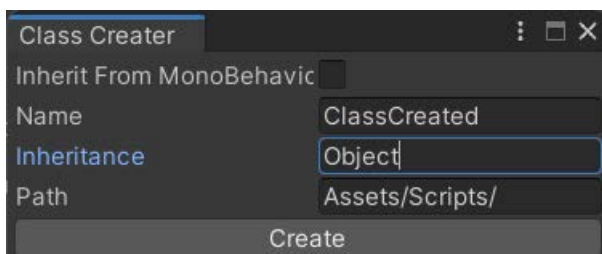
Draw Gizmo

The draw gizmo tool allows you to draw either a cube or sphere, in either full mesh or wire-frame mode, as a gizmo around a point

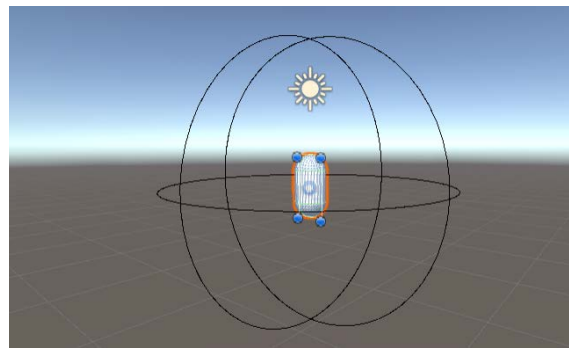1-Object: The object that you want to draw the gizmo from
2-Transform: the point to draw the gizmo at
3-Draw Mode: Draw the gizmo in either full mesh or wire-frame mode
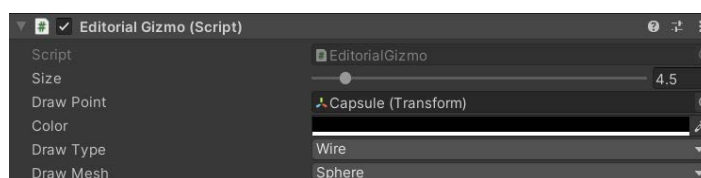4-Draw Shape: Shape of the gizmo, either sphere or cube
5-Color: Color of the gizmo
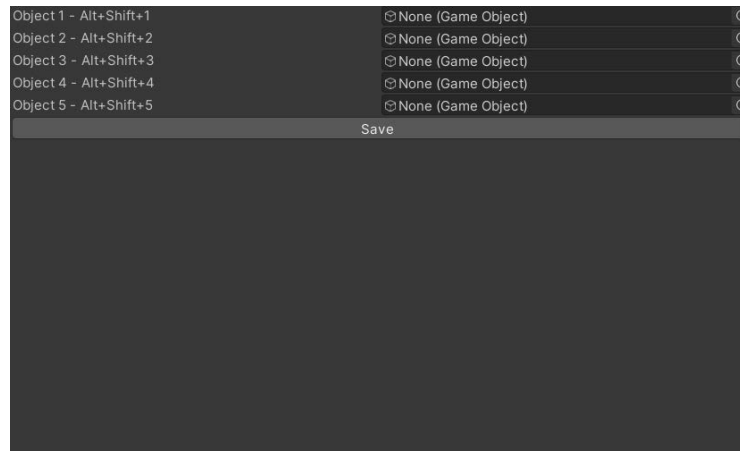6-Size: Initial Size of the Gizmo

All Settings are editable after creation via a component from the object in the object field.
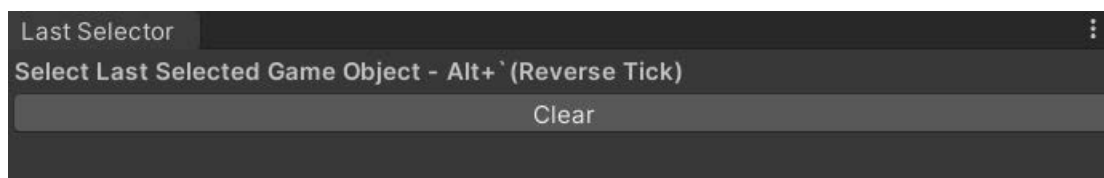
Hierarchy Selector

This tool is designed to allow you to select game objects quickly without having to move to the hierarchy to select them. This tool is available through Tools > Editorial > Object HotKey Selection Window.

Object 1 - Alt+Shift+1	None (Game Object)	⊙
Object 2 - Alt+Shift+2	None (Game Object)	⊙
Object 3 - Alt+Shift+3	None (Game Object)	⊙
Object 4 - Alt+Shift+4	None (Game Object)	⊙
Object 5 - Alt+Shift+5	None (Game Object)	⊙
Save		

When you assign an object to a slot, and hit save, it saves that object for quick selection under its assigned hotkey.
For example, an object saved under slot 1 could be selected with Alt+Shift+1. You can store up to 5 objects in quick select, you must save in order to store objects.

Previous/Last Selector

This tool is available under Tools > Editorials > Last Selector. It stores the most recent selection and allows you to reselect it by pressing Alt+` AS LONG AS THE WINDOW IS OPEN AND VISIBLE.

Last Selector	⋮
Select Last Selected Game Object - Alt+`(Reverse Tick)	
Clear	

This can be used to cycle between two objects in the hierarchy without having to find and select them.

Thank you for installing Editorials and reading this documentation.
ENJOY THE ASSET!