

EButton

Version 1.0.0

Introduction

Making a custom editor just for a button is a waste of time. **EButton** helps you make button without editor class.

Quick Access

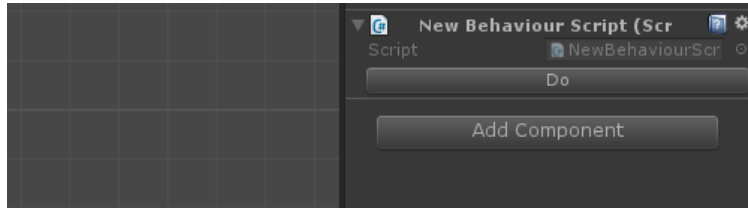
- **How to use ?**
- **EButton Attributes Table**
- **EButton**
- **EButton.BeginHorizontal & EButton.EndHorizontal**
- **EButton.BeginVertical & EButton.EndVertical**
- **EButton beside Editor class**

➤ How to use?

Attributes are markers that can be placed above Fields.

Add the **EButton** attribute above a method to create a Button.

```
[EButton]
public void Do()
{
}
```



Notes

1. It supports **Public**, **NonPublic**, **Static** Methods.
2. It does not Invoke Methods with parameters.
3. It only supports Methods inside a **MonoBehaviour** class.

EButton Attributes Table

Attribute	Properties
EButton	[text = string]
EButton.BeginHorizontal	[text = string]
EButton .EndHorizontal	...
EButton .BeginVertical	[text = string]
EButton .EndVertical	...

- **EButton**

Declarations

```
public EButton()  
public EButton (string text)
```

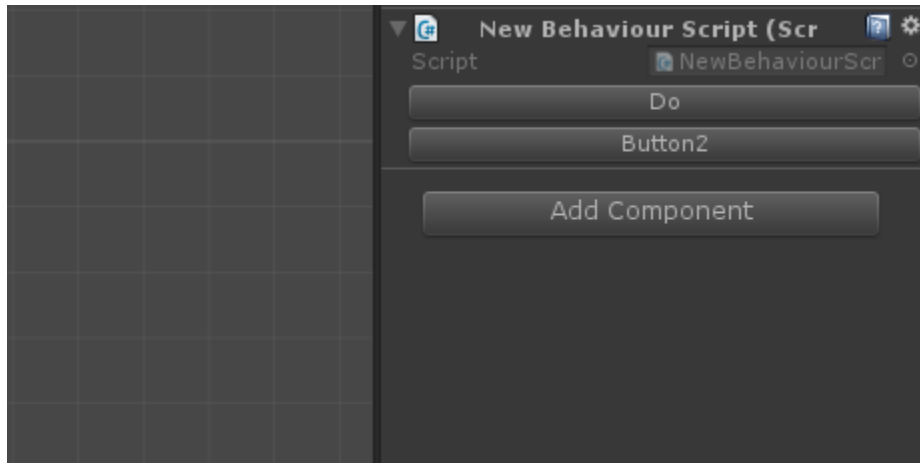
Parameters

text	The text of the button.
------	-------------------------

Description

Make an inspector button.

```
[EButton]  
public void Do()  
{  
    print("void Do()");  
}  
  
[EButton("Button2")]  
public void Do_2()  
{  
    print("void Do_2()");  
}
```



- **EButton.BeginHorizontal**

Declarations

```
public EButton.BeginHorizontal ()
public EButton.BeginHorizontal (string text)
```

Parameters

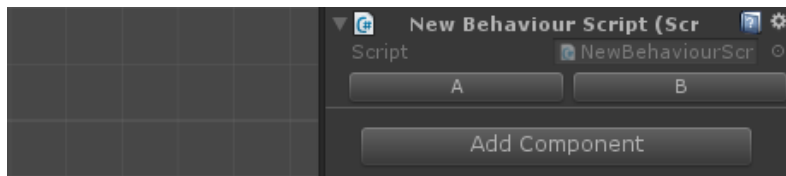
text	Header text of the Horizontal group.
------	--------------------------------------

Description

Begin a Horizontal group for buttons. (use **EButton.EndHorizontal** to close the Horizontal group)

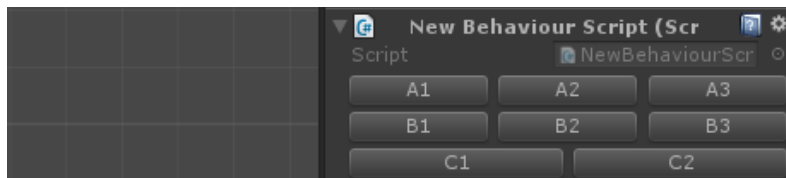
```
[EButton.BeginHorizontal, EButton]
public void A(){}
[EButton]
public void B(){}

```



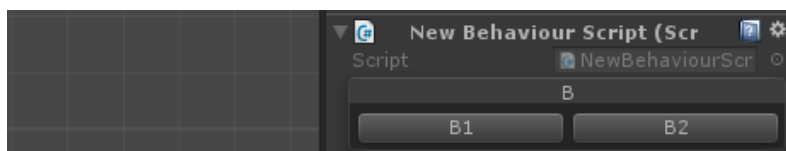
```
[EButton.BeginHorizontal, EButton]
public void A1() {}
[EButton]
public void A2() {}
[EButton, EButton.EndHorizontal]
public void A3() {}
//B
[EButton.BeginHorizontal, EButton]
public void B1() {}
[EButton]
public void B2() {}
[EButton, EButton.EndHorizontal]
public void B3() {}
//C
[EButton.BeginHorizontal, EButton]
public void C1() {}
[EButton]
public void C2() {}

```



```
[EButton.BeginHorizontal("B"), EButton]
public void B1() {}
[EButton]
public void B2() {}

```



- **EButton.BeginVertical**

Declarations

```
public EButton.BeginVertical ()
public EButton.BeginVertical (string text)
```

Parameters

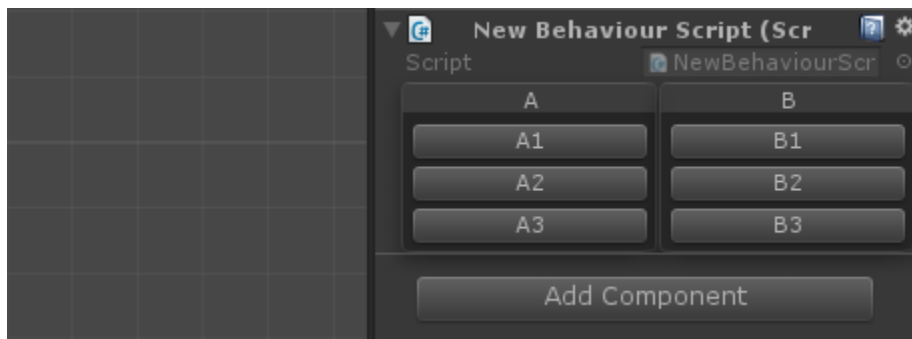
text	Header text of the Vertical group.
------	------------------------------------

Description

Begin a Vertical group for buttons. (use **EButton.EndVertical** to close the Vertical group)

```
[EButton.BeginHorizontal, EButton.BeginVertical("A"), EButton]
public void A1() {}
[EButton]
public void A2() {}
[EButton, EButton.EndVertical]
public void A3() {}

//B
[EButton.BeginVertical("B"), EButton]
public void B1() {}
[EButton]
public void B2() {}
[EButton, EButton.EndVertical]
public void B3() {}
```



➤ **EButton beside Editor class**

Call the **DrawEButtons** method inside the **OnInspectorGUI**.

```
[CustomEditor(typeof(MyClass), true)]
public class MyClassEditor : Editor
{
    public override void OnInspectorGUI()
    {
        base.OnInspectorGUI();
        this.DrawEButtons();
    }
}
```


End

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Good luck 😊

Script Boy