

# Unity Editor Utilities Reference

PiRho Soft

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# AccessLevel

PiRhoSoft.UtilityEditor.AccessLevel

## Description

## Values

**AccessLevel** *Serializable*

**AccessLevel** *Public*

**AccessLevel** *Protected*

**AccessLevel** *Private*

**AccessLevel** *Internal*

<<<

## AddNamedItemContent

PiRhoSoft.UtilityEditor.AddNamedItemContent : [IAddContent](#)

## Description

## Public Methods

{Decorator} **float** GetHeight()

{Decorator} **bool** Draw({Decorator} **bool** clean)

{Decorator} **bool** Validate()

{Decorator} **void** Add()

{Decorator} **void** Reset()

# Protected Constructors

AddNamedItemContent()

# Protected Methods

{Decorator} **void** Add\_({Decorator} **string** name)

{Decorator} **bool** IsNameInUse({Decorator} **string** name)

{Decorator} **float** GetHeight\_()

{Decorator} **bool** Draw\_({Decorator} **bool** clean)

{Decorator} **bool** Validate\_()

{Decorator} **void** Reset\_()

<<<

# AddPopup

PiRhoSoft.UtilityEditor.AddPopup : [PopupWindowContent](#)

## Description

## Constructors

AddPopup({Decorator} [IAddContent](#) content, {Decorator} [GUIContent](#) label)

# Public Methods

{Decorator} [Vector2](#) GetWindowSize()

{Decorator} [void](#) OnGUI({Decorator} [Rect](#) rect)

<<<

## AssetHelper

PiRhoSoft.UtilityEditor.AssetHelper : [AssetPostprocessor](#)

## Description

## Static Methods

{Decorator} [AssetType](#) CreateAsset<[AssetType](#)>({Decorator} [string](#) name)

{Decorator} [AssetType](#) GetOrCreateAsset<[AssetType](#)>({Decorator} [string](#) name)

{Decorator} [ScriptableObject](#) CreateAsset({Decorator} [string](#) name, {Decorator} [Type](#) type)

{Decorator} [ScriptableObject](#) GetOrCreateAsset({Decorator} [string](#) name, {Decorator} [Type](#) type)

{Decorator} [AssetType](#) GetAsset<[AssetType](#)>()

{Decorator} [AssetType](#) GetAssetWithId<[AssetType](#)>({Decorator} [string](#) id)

{Decorator} [AssetType](#) GetAssetAtPath<[AssetType](#)>({Decorator} [string](#) path)

{Decorator} [ScriptableObject](#) GetAsset({Decorator} [Type](#) assetType)

{Decorator} [ScriptableObject](#) GetAssetWithId({Decorator} [string](#) id, {Decorator} [Type](#) type)

{Decorator} [ScriptableObject](#) GetAssetAtPath({Decorator} [string](#) path, {Decorator} [Type](#) type)

{Decorator} [List](#)<[AssetType](#)> ListAssets<[AssetType](#)>()

{Decorator} [IEnumerable](#)<[AssetType](#)> FindAssets<[AssetType](#)>()

{Decorator} [List](#)<[ScriptableObject](#)> ListAssets({Decorator} [Type](#) assetType)

{Decorator} [IEnumerable](#)<[ScriptableObject](#)> FindAssets({Decorator} [Type](#) assetType)

{Decorator} [AssetList](#) GetAssetList<[AssetType](#)>({Decorator} [bool](#) includeNone, {Decorator} [bool](#) includeCreate)

{Decorator} [AssetList](#) GetAssetList({Decorator} [Type](#) assetType, {Decorator} [bool](#) includeNone, {Decorator} [bool](#) includeCreate)

{Decorator} [string](#) FindCommonPath({Decorator} [IEnumerable](#)<[string](#)> paths)

# Constructors

**AssetHelper()**

<<<

## AssetList

PiRhoSoft.UtilityEditor.AssetList

## Description

## Constructors

**AssetList()**

# Public Fields

**Type** *Type*

**bool** *HasNone*

**bool** *HasCreate*

**GUIContent[]** *Names*

**List<ScriptableObject>** *Assets*

**TypeList** *Types*

# Public Methods

{Decorator} **int** GetIndex({Decorator} **ScriptableObject** asset)

{Decorator} **ScriptableObject** GetAsset({Decorator} **int** index)

{Decorator} **Type** GetType({Decorator} **int** index)

<<<

## AssetPopupDrawer

PiRhoSoft.UtilityEditor.AssetPopupDrawer : [PropertyDrawer](#)

## Description

## Static Methods

{Decorator} **float** GetHeight()

{Decorator} **AssetType** Draw<AssetType>({Decorator} **GUIContent** label, {Decorator} **AssetType** asset, {Decorator} **bool** showNoneOption, {Decorator} **bool** showEditButton, {Decorator} **bool** showCreateOptions)

{Decorator} **AssetType** Draw<AssetType>({Decorator} **Rect** position, {Decorator} **GUIContent** label, {Decorator} **AssetType** asset, {Decorator} **bool** showNoneOption, {Decorator} **bool** showEditButton, {Decorator} **bool** showCreateOptions)

```
{Decorator} void Draw({Decorator} GUIContent label, {Decorator} SerializedProperty property, {Decorator} Type type, {Decorator} bool showNoneOption, {Decorator} bool showEditButton, {Decorator} bool showCreateOptions)
```

```
{Decorator} void Draw({Decorator} Rect position, {Decorator} GUIContent label, {Decorator} SerializedProperty property, {Decorator} Type type, {Decorator} bool showNoneOption, {Decorator} bool showEditButton, {Decorator} bool showCreateOptions)
```

```
# Constructors
```

```
AssetPopupDrawer()
```

```
# Public Methods
```

```
{Decorator} float GetPropertyHeight({Decorator} SerializedProperty property, {Decorator} GUIContent label)
```

```
{Decorator} void OnGUI({Decorator} Rect position, {Decorator} SerializedProperty property, {Decorator} GUIContent label)
```

```
<<<
```

## AutoSnapping

PiRhoSoft.UtilityEditor.AutoSnapping

### Description

### Static Methods

```
{Decorator} void SetEnabled({Decorator} bool enabled)
```

```
<<<
```

## AutoSnappingWindow

PiRhoSoft.UtilityEditor.AutoSnappingWindow : [EditorWindow](#)

### Description

### Static Methods

```
{Decorator} void Open()
```

```
# Constructors
```

```
AutoSnappingWindow()
```

```
# Public Methods
```

```
{Decorator} void OnGUI()
```

```
<<<
```

# Base64Texture

PiRhoSoft.UtilityEditor.Base64Texture

## Description

## Constructors

**Base64Texture({Decorator} [string](#) base64)**

# Public Properties

{Decorator} [string](#) Data

{Decorator} [Texture2D](#) Texture

# BoolPreference

PiRhoSoft.UtilityEditor.BoolPreference

## Description

## Constructors

**BoolPreference**({Decorator} **string** name, {Decorator} **bool** defaultValue)

# Public Properties

{Decorator} **bool** Value

# ColorScope

PiRhoSoft.UtilityEditor.ColorScope : [Scope](#)

## Description

## Static Methods

{Decorator} [ColorScope](#) Color({Decorator} [Color](#) color)

{Decorator} [ColorScope](#) BackgroundColor({Decorator} [Color](#) backgroundColor)

{Decorator} [ColorScope](#) ContentColor({Decorator} [Color](#) contentColor)

# Constructors

ColorScope({Decorator} [Color](#) color, {Decorator} [Color](#) backgroundColor, {Decorator} [Color](#) contentColor)

# Protected Methods

{Decorator} [void](#) CloseScope()

<<<

## ConditionalDisplayDrawer

PiRhoSoft.UtilityEditor.ConditionalDisplayDrawer : [PropertyDrawer](#)

## Description

## Constructors

ConditionalDisplayDrawer()

# Protected Methods

{Decorator} [bool](#) IsVisible({Decorator} [SerializedProperty](#) property)

<<<

## ConditionalDisplayOtherDrawer

PiRhoSoft.UtilityEditor.ConditionalDisplayOtherDrawer : [ConditionalDisplayDrawer](#)

## Description

## Constructors

ConditionalDisplayOtherDrawer()

# Public Methods



```
{Decorator} float GetPropertyHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void OnGUI({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
<<<
```

## ConditionalDisplaySelfDrawer

PiRhoSoft.UtilityEditor.ConditionalDisplaySelfDrawer : [ConditionalDisplayDrawer](#)

### Description

### Constructors

**ConditionalDisplaySelfDrawer()**

# Public Methods

```
{Decorator} float GetPropertyHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void OnGUI({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
<<<
```

## ContextMarginScope

PiRhoSoft.UtilityEditor.ContextMarginScope : [Scope](#)

### Description

### Constructors

**ContextMarginScope({Decorator} float margin)**

# Protected Methods

```
{Decorator} void CloseScope()
<<<
```

## ControlDrawer

PiRhoSoft.UtilityEditor.ControlDrawer<ControlType> : [PropertyDrawer](#)

### Description

# Constructors

## ControlDrawer()

# Public Methods

{Decorator} **float** GetPropertyHeight({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

{Decorator} **void** OnGUI({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

<<<

# DeclarationType

PiRhoSoft.UtilityEditor.DeclarationType

## Description

## Values

**DeclarationType** *Static*

**DeclarationType** *Instance*

**DeclarationType** *Inherited*

<<<

# DictionaryControl

PiRhoSoft.UtilityEditor.DictionaryControl : [ListControl](#)

## Description

## Constructors

### DictionaryControl()

# Public Methods

{Decorator} **DictionaryControl** Setup({Decorator} **SerializedProperty** property, {Decorator} **IEditableDictionary** dictionary)

{Decorator} **DictionaryControl** MakeDrawable({Decorator} **ListItemDisplayType** itemDisplay, {Decorator} **Type** assetPopupType)

{Decorator} **DictionaryControl** MakeDrawable({Decorator} **Action<Rect, Rect, Rect>** callback)

{Decorator} **DictionaryControl** MakeAddable({Decorator} **IconButton** icon, {Decorator} **GUIContent** label, {Decorator} **Action<IEditableDictionary, IEditableDictionary>** callback)

{Decorator} **DictionaryControl** MakeRemovable({Decorator} **IconButton** icon, {Decorator} **Action<IEditableDictionary, IEditableDictionary>** callback)

```

{Decorator} DictionaryControl MakeEditable({Decorator} IconButton icon, {Decorator}
Action<IEditableDictionary, IEditableDictionary> callback)
{Decorator} float GetItemHeight({Decorator} int index)
{Decorator} void DoDefaultDraw({Decorator} Rect rect, {Decorator} string key, {Decorator}
int index)
    # Protected Methods

{Decorator} void Draw({Decorator} Rect rect, {Decorator} int index)
    <<<

```

## DictionaryDisplayAttributeControl

PiRhoSoft.UtilityEditor.DictionaryDisplayAttributeControl : [PropertyControl](#)

### Description

### Static Fields

```

string _invalidTypeWarning
    # Constructors

```

```

DictionaryDisplayAttributeControl()
    # Public Methods

```

```

{Decorator} void Setup({Decorator} SerializedProperty property, {Decorator} FieldInfo
fieldInfo)
{Decorator} float GetHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void Draw({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
    <<<

```

## DictionaryDisplayAttributeDrawer

PiRhoSoft.UtilityEditor.DictionaryDisplayAttributeDrawer : [ControlDrawer](#)  
<[DictionaryDisplayAttributeControl](#)>

### Description

### Constructors

```

DictionaryDisplayAttributeDrawer()
    <<<

```

# DisableInInspectorDrawer

PiRhoSoft.UtilityEditor.DisableInInspectorDrawer : [PropertyDrawer](#)

## Description

## Constructors

**DisableInInspectorDrawer()**

# Public Methods

{Decorator} **float** GetPropertyHeight({Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

{Decorator} **void** OnGUI({Decorator} [Rect](#) position, {Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

<<<

## DocumentationCategory

PiRhoSoft.UtilityEditor.DocumentationCategory

## Description

## Constructors

**DocumentationCategory()**

# Public Fields

[string](#) *Name*

[string](#) *CategoryFilename*

[string](#) *TypeFilename*

[bool](#) *IncludeInTableOfContents*

[DocumentationTypeCategory](#) *IncludedTypes*

[DocumentationNamespaceList](#) *IncludedNamespaces*

[DocumentationSectionList](#) *Sections*

[TemplateSet](#) *Templates*

# Public Properties

{Decorator} [string](#) *Id*

{Decorator} [string](#) *NiceName*

{Decorator} [IEnumerable](#)<[DocumentationCategory](#)> *AllCategories*

## Public Methods

```
{Decorator} void Generate({Decorator} IEnumerable<DocumentationCategory> allCategories,  
{Decorator} string outputFolder)  
{Decorator} IEnumerable<DocumentationType> GetTypes()  
{Decorator} string GetLink({Decorator} Type type)  
{Decorator} string GetGenerics({Decorator} Type type)  
<<<
```

## DocumentationGenerator

PiRhoSoft.UtilityEditor.DocumentationGenerator : [ScriptableObject](#)

## Description

## Static Fields

```
string CategoryNameTag  
string CategoryNiceNameTag  
string CategoryIdTag  
string TypeNameTag  
string TypeRawNameTag  
string TypeNiceNameTag  
string TypeIdTag  
string TypeNamespaceTag  
string TypeFilenameTag  
string SectionNameTag  
string SectionNiceNameTag  
string SectionIdTag  
# Static Properties
```

```
{Decorator} string RootPath
```

## Static Methods

```
{Decorator} string GetCleanName({Decorator} Type type)  
{Decorator} string GetNiceName({Decorator} string name)  
{Decorator} string GetId({Decorator} string name)  
{Decorator} bool IsTypeIncluded({Decorator} Type type, {Decorator}  
DocumentationTypeCategory includedTypes, {Decorator} IList<string> includedNamespaces)  
{Decorator} bool IsTypeIncluded({Decorator} Type type, {Decorator} IList<string>  
namespaces)  
{Decorator} void Initialize()
```

```
{Decorator} bool WriteFile({Decorator} string folder, {Decorator} string filename,  
{Decorator} string content)
```

```
# Constructors
```

```
DocumentationGenerator()
```

```
# Public Fields
```

```
string OutputDirectory
```

```
List<DocumentationCategory> Categories
```

```
TableOfContents TableOfContents
```

```
LogDescriptions LogDescriptions
```

```
HelpUrlValidator HelpUrls
```

```
# Public Methods
```

```
{Decorator} void SetDefaults()
```

```
<<<
```

## DocumentationGeneratorWindow

PiRhoSoft.UtilityEditor.DocumentationGeneratorWindow : [EditorWindow](#)

### Description

### Static Methods

```
{Decorator} void Open()
```

```
# Constructors
```

```
DocumentationGeneratorWindow()
```

```
<<<
```

## DocumentationNamespaceList

PiRhoSoft.UtilityEditor.DocumentationNamespaceList : [SerializedList<string>](#)

### Description

### Constructors

```
DocumentationNamespaceList()
```

```
<<<
```

## DocumentationSection

PiRhoSoft.UtilityEditor.DocumentationSection

## Description

## Constructors

**DocumentationSection()**

# Public Fields

**string** *Name*

**DeclarationType** *IncludedDeclarations*

**AccessLevel** *IncludedAccessLevels*

**MemberType** *IncludedMemberTypes*

# Public Methods

**{Decorator} string** Generate(**{Decorator} DocumentationType** type, **{Decorator} DocumentationCategory** category)

<<<

## DocumentationSectionList

PiRhoSoft.UtilityEditor.DocumentationSectionList : [SerializedList](#)<[DocumentationSection](#)>

## Description

## Constructors

**DocumentationSectionList()**

<<<

## DocumentationType

PiRhoSoft.UtilityEditor.DocumentationType

## Description

## Constructors

**DocumentationType({Decorator} Type** type, **{Decorator} DocumentationCategory** category)

# Public Fields

**Type** *Type*

**string** *Name*

**string** *RawName*

**string** *NiceName*

**string** *Id*

**string** *Filename*

**string** *Link*

# Public Methods

{Decorator} **string** GenerateIndex({Decorator} **DocumentationCategory** category)

{Decorator} **string** GenerateFile({Decorator} **DocumentationCategory** category)

<<<

## DocumentationTypeCategory

PiRhoSoft.UtilityEditor.DocumentationTypeCategory

### Description

### Values

**DocumentationTypeCategory** *Behaviour*

**DocumentationTypeCategory** *Asset*

**DocumentationTypeCategory** *Class*

**DocumentationTypeCategory** *Enum*

**DocumentationTypeCategory** *Abstract*

**DocumentationTypeCategory** *All*

<<<

## EditObjectScope

PiRhoSoft.UtilityEditor.EditObjectScope : **Scope**

### Description

### Constructors

EditObjectScope({Decorator} **SerializedObject** serializedObject)

# Protected Methods

{Decorator} **void** CloseScope()

<<<

## EnterFieldDrawer

PiRhoSoft.UtilityEditor.EnterFieldDrawer



## Description

### Static Methods

```
{Decorator} bool DrawInt({Decorator} string controlName, {Decorator} GUIContent label,
{Decorator} int value)
{Decorator} bool DrawInt({Decorator} string controlName, {Decorator} Rect position,
{Decorator} GUIContent label, {Decorator} int value)
{Decorator} bool DrawFloat({Decorator} string controlName, {Decorator} GUIContent label,
{Decorator} float value)
{Decorator} bool DrawFloat({Decorator} string controlName, {Decorator} Rect position,
{Decorator} GUIContent label, {Decorator} float value)
{Decorator} bool DrawString({Decorator} string controlName, {Decorator} GUIContent label,
{Decorator} string text)
{Decorator} bool DrawString({Decorator} string controlName, {Decorator} Rect position,
{Decorator} GUIContent label, {Decorator} string text)
```

# Constructors

EnterFieldDrawer()

<<<

## EnumButtonsDrawer

PiRhoSoft.UtilityEditor.EnumButtonsDrawer : [PropertyDrawer](#)

## Description

### Static Methods

```
{Decorator} float GetHeight({Decorator} int count, {Decorator} bool useLabel, {Decorator}
float minimumButtonWidth)
{Decorator} int Draw({Decorator} GUIContent label, {Decorator} int value, {Decorator} Type
type, {Decorator} int count, {Decorator} float minimumButtonWidth)
{Decorator} int Draw({Decorator} GUIContent label, {Decorator} int value, {Decorator} bool
flags, {Decorator} Array values, {Decorator} GUIContent[] names, {Decorator} float
minimumButtonWidth)
{Decorator} int Draw({Decorator} Rect position, {Decorator} GUIContent label, {Decorator}
int value, {Decorator} Type type, {Decorator} float minimumButtonWidth)
{Decorator} int Draw({Decorator} Rect position, {Decorator} GUIContent label, {Decorator}
int value, {Decorator} bool flags, {Decorator} Array values, {Decorator} GUIContent[] names,
{Decorator} float minimumButtonWidth)
{Decorator} void Draw({Decorator} SerializedProperty property, {Decorator} GUIContent
label, {Decorator} Type type, {Decorator} int count, {Decorator} float minimumButtonWidth)
{Decorator} void Draw({Decorator} Rect position, {Decorator} SerializedProperty property,
```

{Decorator} **GUIContent** label, {Decorator} **Type** type, {Decorator} **float** minimumButtonWidth)

# Constructors

**EnumButtonsDrawer()**

# Public Methods

{Decorator} **float** GetPropertyHeight({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

{Decorator} **void** OnGUI({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

<<<

## EventTrigger

PiRhoSoft.UtilityEditor.EventTrigger

## Description

## Constructors

**EventTrigger()**

# Public Fields

**List<Func<bool>>** *Conditions*

**Action** *Action*

# Public Methods

{Decorator} **EventTrigger** SetEvent({Decorator} **EventType** type, {Decorator} **bool** shift, {Decorator} **bool** control, {Decorator} **bool** alt)

{Decorator} **EventTrigger** AddCondition({Decorator} **Func<bool>** condition)

{Decorator} **EventTrigger** AddAction({Decorator} **Action** action)

<<<

## FloatPreference

PiRhoSoft.UtilityEditor.FloatPreference

## Description

## Constructors

**FloatPreference**({Decorator} **string** name, {Decorator} **float** defaultValue)

# Public Properties

{Decorator} float Value

# FoldoutStringDrawer

PiRhoSoft.UtilityEditor.FoldoutStringDrawer : [PropertyDrawer](#)

## Description

## Static Methods

{Decorator} [float](#) GetHeight({Decorator} [bool](#) expanded)

{Decorator} [string](#) Draw({Decorator} [GUIContent](#) label, {Decorator} [string](#) text, {Decorator} [bool](#) expanded)

{Decorator} [string](#) Draw({Decorator} [Rect](#) position, {Decorator} [GUIContent](#) label, {Decorator} [string](#) text, {Decorator} [bool](#) expanded)

# Constructors

**FoldoutStringDrawer()**

# Public Methods

{Decorator} [float](#) GetPropertyHeight({Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

{Decorator} [void](#) OnGUI({Decorator} [Rect](#) position, {Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

<<<

## GUIClip

PiRhoSoft.UtilityEditor.GUIClip

## Description

## Static Properties

{Decorator} [Rect](#) topmostRect

## Static Methods

{Decorator} [Rect](#) GetTopRect()

<<<

## HandleColorScope

PiRhoSoft.UtilityEditor.HandleColorScope : [Scope](#)

## Description

## Constructors

HandleColorScope()

HandleColorScope({Decorator} **Color** color)

# Protected Methods

{Decorator} **void** CloseScope()

<<<

## HandleHelper

PiRhoSoft.UtilityEditor.HandleHelper

## Description

## Static Methods

{Decorator} **void** DrawText({Decorator} **Vector2** position, {Decorator} **string** text, {Decorator} **TextAnchor** alignment, {Decorator} **Color** color)

{Decorator} **void** DrawArrow({Decorator} **Vector2** position, {Decorator} **Vector2** direction, {Decorator} **float** length, {Decorator} **Color** color)

{Decorator} **void** DrawLine({Decorator} **Vector2** start, {Decorator} **Vector2** end, {Decorator} **Color** color)

{Decorator} **void** DrawCircle({Decorator} **Vector2** position, {Decorator} **float** radius, {Decorator} **Color** color)

{Decorator} **void** DrawBezier({Decorator} **Vector2** start, {Decorator} **Vector2** end, {Decorator} **Color** color)

{Decorator} **Rect** BoundsHandle({Decorator} **Rect** bounds, {Decorator} **Vector2** snap, {Decorator} **Color** rectangleOutline, {Decorator} **Color** rectangleFill, {Decorator} **Color** circleOutline, {Decorator} **Color** circleFill, {Decorator} **float** handleSize)

{Decorator} **Vector2** MoveHandle({Decorator} **Vector2** position, {Decorator} **Vector2** size, {Decorator} **Vector2** snap, {Decorator} **Color** outline, {Decorator} **Color** fill)

{Decorator} **Vector2** MoveHandle({Decorator} **Vector2** position, {Decorator} **Vector2** snap, {Decorator} **Color** outline, {Decorator} **Color** fill, {Decorator} **float** handleSize)

{Decorator} **Rect** ScaleHandles({Decorator} **Rect** bounds, {Decorator} **Vector2** snap, {Decorator} **Color** outline, {Decorator} **Color** fill, {Decorator} **float** handleSize)

<<<

## HelpUrlValidator

PiRhoSoft.UtilityEditor.HelpUrlValidator

## Description

## Constructors

**HelpUrlValidator()**

# Public Fields

**string** *UrlRoot*

**DocumentationNamespaceList** *IncludedNamespaces*

# Public Methods

{Decorator} **void** Validate()

<<<

## IAddContent

PiRhoSoft.UtilityEditor.IAddContent

## Description

## Public Methods

{Decorator} **float** GetHeight()

{Decorator} **bool** Draw({Decorator} **bool** clean)

{Decorator} **bool** Validate()

{Decorator} **void** Add()

{Decorator} **void** Reset()

<<<

## IconButton

PiRhoSoft.UtilityEditor.IconButton : [StaticContent](#)

## Description

## Static Fields

**string** *Add*

**string** *CustomAdd*

**string** *Remove*

**string** *Edit*

**string** *Expanded*

**string** *Collapsed*

**string** *Refresh*

**string** *Load*

**string** *Unload*

# Constructors

**IconButton**({Decorator} **string** iconName, {Decorator} **string** tooltip)

# Public Fields

**string** *IconName*

**string** *Tooltip*

# Protected Methods

{Decorator} **GUIContent** Create()

<<<

## InlineDisplayDrawer

PiRhoSoft.UtilityEditor.InlineDisplayDrawer : [PropertyDrawer](#)

## Description

## Static Methods

{Decorator} **float** GetHeight({Decorator} **SerializedProperty** property)

{Decorator} **void** Draw({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

{Decorator} **void** Draw({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

# Constructors

**InlineDisplayDrawer**()

# Public Methods

{Decorator} **float** GetPropertyHeight({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

{Decorator} **void** OnGUI({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

<<<

## InputManager

PiRhoSoft.UtilityEditor.InputManager

## Description

### Constructors

**InputManager()**

# Public Methods

{Decorator} T Create<T>()

{Decorator} **void** Clear()

{Decorator} **void** Update()

<<<

## IntPreference

PiRhoSoft.UtilityEditor.IntPreference

## Description

### Constructors

**IntPreference**({Decorator} **string** name, {Decorator} **int** defaultValue)

# Public Properties

{Decorator} **int** Value



# InvalidScope

PiRhoSoft.UtilityEditor.InvalidScope : [ColorScope](#)

## Description

## Static Fields

[Color](#) *ValidBackground*

[Color](#) *InvalidBackground*

# Constructors

**InvalidScope**({Decorator} [bool](#) valid)

<<<

## JsonPreference

PiRhoSoft.UtilityEditor.JsonPreference<T>

## Description

## Constructors

**JsonPreference**({Decorator} [string](#) name)

# Public Properties

{Decorator} T Value

# KeyboardTrigger

PiRhoSoft.UtilityEditor.KeyboardTrigger : [EventTrigger](#)

## Description

## Constructors

**KeyboardTrigger()**

# Public Methods

{Decorator} [KeyboardTrigger](#) SetEvent({Decorator} [EventType](#) type, {Decorator} [KeyCode](#) key, {Decorator} [bool](#) shift, {Decorator} [bool](#) control, {Decorator} [bool](#) alt)

<<<

## Label

PiRhoSoft.UtilityEditor.Label : [StaticContent](#)

## Description

## Static Methods

{Decorator} [string](#) GetTooltip({Decorator} [Type](#) type, {Decorator} [string](#) propertyName)

{Decorator} [string](#) GetTooltip({Decorator} [FieldInfo](#) field)

# Constructors

**Label({Decorator} [Type](#) type, {Decorator} [string](#) property)**

# Public Properties

{Decorator} [string](#) Text

{Decorator} [string](#) Tooltip

## Protected Methods

{Decorator} [GUIContent](#) Create()

<<<

## LabelWidthScope

PiRhoSoft.UtilityEditor.LabelWidthScope : [Scope](#)

## Description

## Constructors

**LabelWidthScope**({Decorator} **float** width)

# Protected Methods

{Decorator} **void** CloseScope()

<<<

## ListControl

PiRhoSoft.UtilityEditor.ListControl

## Description

## Static Fields

**float** *HeaderHeight*

**float** *CollapsedHeight*

**float** *ItemDefaultHeight*

**float** *ItemPadding*

**float** *TotalMargin*

# Public Properties

{Decorator} **ReorderableList** List

{Decorator} **bool** Visible

## Public Methods

{Decorator} **ListControl** MakeCollapsible({Decorator} **string** preferenceName)

{Decorator} **ListControl** MakeEmptyLabel({Decorator} **GUIContent** label)

{Decorator} **ListControl** MakeReorderable({Decorator} **Action<int, int>** callback)

{Decorator} **ListControl** MakeHeaderButton({Decorator} **IconButton** icon, {Decorator} **Action<Rect>** callback, {Decorator} **Color** color)

{Decorator} **ListControl** MakeHeaderButton({Decorator} **IconButton** icon, {Decorator} **GenericMenu** menu, {Decorator} **Color** color)

{Decorator} **ListControl** MakeHeaderButton({Decorator} **IconButton** icon, {Decorator} **PopupWindowContent** popup, {Decorator} **Color** color)

{Decorator} **ListControl** MakeItemButton({Decorator} **IconButton** icon, {Decorator} **Action<Rect, Rect>** callback, {Decorator} **Color** color)

{Decorator} **ListControl** MakeCustomHeight({Decorator} **ElementHeightCallbackDelegate** callback)

```

{Decorator} float GetHeight()
{Decorator} void Draw({Decorator} GUIContent label)
{Decorator} void Draw({Decorator} Rect position, {Decorator} GUIContent label)
    # Protected Constructors

ListControl()
    # Protected Methods

{Decorator} void Draw({Decorator} Rect rect, {Decorator} int index)
{Decorator} void Setup({Decorator} ReorderableList list)
{Decorator} void ElementsMoved({Decorator} ReorderableList list, {Decorator} int oldIndex,
{Decorator} int newIndex)
    <<<

```

## ListDisplayAttributeControl

PiRhoSoft.UtilityEditor.ListDisplayAttributeControl : [PropertyControl](#)

### Description

### Constructors

```

ListDisplayAttributeControl()
    # Public Methods

{Decorator} void Setup({Decorator} SerializedProperty property, {Decorator} FieldInfo
fieldInfo)
{Decorator} float GetHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void Draw({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
    <<<

```

## ListDisplayAttributeDrawer

PiRhoSoft.UtilityEditor.ListDisplayAttributeDrawer : [ControlDrawer](#)<[ListDisplayAttributeControl](#)>

### Description

### Constructors

```

ListDisplayAttributeDrawer()
    <<<

```

# ListProxy

PiRhoSoft.UtilityEditor.ListProxy : [ICollection](#), [IEnumerable](#), [IList](#)

## Description

## Public Properties

{Decorator} [int](#) Count

{Decorator} [Object](#) Item

{Decorator} [bool](#) IsFixedSize

{Decorator} [bool](#) IsReadOnly

{Decorator} [bool](#) IsSynchronized

{Decorator} [Object](#) SyncRoot

## Public Methods

{Decorator} [int](#) Add({Decorator} [Object](#) value)

{Decorator} [void](#) Clear()

{Decorator} [bool](#) Contains({Decorator} [Object](#) value)

{Decorator} [void](#) CopyTo({Decorator} [Array](#) array, {Decorator} [int](#) index)

{Decorator} [IEnumerator](#) GetEnumerator()

{Decorator} [int](#) IndexOf({Decorator} [Object](#) value)

{Decorator} [void](#) Insert({Decorator} [int](#) index, {Decorator} [Object](#) value)

{Decorator} [void](#) Remove({Decorator} [Object](#) value)

{Decorator} [void](#) RemoveAt({Decorator} [int](#) index)

# Protected Constructors

ListProxy()

<<<

## LogDescriptions

PiRhoSoft.UtilityEditor.LogDescriptions

## Description

## Constructors

LogDescriptions()

# Public Fields

**string** *OutputFile*

**DocumentationTypeCategory** *IncludedTypes*

**DocumentationNamespaceList** *IncludedNamespaces*

**string** *DocumentTemplate*

**string** *MessageTemplate*

# Public Methods

{Decorator} **void** Generate({Decorator} **string** outputFolder)

<<<

## MaximumDrawer

PiRhoSoft.UtilityEditor.MaximumDrawer : [PropertyDrawer](#)

### Description

### Static Fields

**string** *\_invalidTypeWarning*

# Static Methods

{Decorator} **float** GetHeight()

{Decorator} **int** Draw({Decorator} **GUIContent** label, {Decorator} **int** value, {Decorator} **int** maximum)

{Decorator} **int** Draw({Decorator} **Rect** position, {Decorator} **GUIContent** label, {Decorator} **int** value, {Decorator} **int** maximum)

{Decorator} **float** Draw({Decorator} **GUIContent** label, {Decorator} **float** value, {Decorator} **float** maximum)

{Decorator} **float** Draw({Decorator} **Rect** position, {Decorator} **GUIContent** label, {Decorator} **float** value, {Decorator} **float** maximum)

{Decorator} **void** Draw({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label, {Decorator} **int** maximum)

{Decorator} **void** Draw({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label, {Decorator} **int** maximum)

{Decorator} **void** Draw({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label, {Decorator} **float** maximum)

{Decorator} **void** Draw({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label, {Decorator} **float** maximum)

# Constructors

**MaximumDrawer()**

# Public Methods

```
{Decorator} float GetPropertyHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void OnGUI({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
<<<
```

## MemberType

PiRhoSoft.UtilityEditor.MemberType

## Description

## Values

**MemberType** *Constructor*

**MemberType** *Field*

**MemberType** *Property*

**MemberType** *Method*

**MemberType** *EnumValue*

**MemberType** *All*

<<<

## MinimumDrawer

PiRhoSoft.UtilityEditor.MinimumDrawer : [PropertyDrawer](#)

## Description

## Static Fields

**string** *\_invalidTypeWarning*

# Static Methods

{Decorator} **float** GetHeight()

{Decorator} **int** Draw({Decorator} **GUIContent** label, {Decorator} **int** value, {Decorator} **int** minimum)

{Decorator} **int** Draw({Decorator} **Rect** position, {Decorator} **GUIContent** label, {Decorator} **int** value, {Decorator} **int** minimum)

{Decorator} **float** Draw({Decorator} **GUIContent** label, {Decorator} **float** value, {Decorator} **float** minimum)

{Decorator} **float** Draw({Decorator} **Rect** position, {Decorator} **GUIContent** label, {Decorator} **float** value, {Decorator} **float** minimum)

{Decorator} **void** Draw({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label, {Decorator} **int** minimum)

```
{Decorator} void Draw({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label, {Decorator} int minimum)
{Decorator} void Draw({Decorator} SerializedProperty property, {Decorator} GUIContent
label, {Decorator} float minimum)
{Decorator} void Draw({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label, {Decorator} float minimum)
```

```
# Constructors
```

```
MinimumDrawer()
```

```
# Public Methods
```

```
{Decorator} float GetPropertyHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void OnGUI({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
```

```
<<<
```

## MinMaxSliderDrawer

PiRhoSoft.UtilityEditor.MinMaxSliderDrawer : [PropertyDrawer](#)

## Description

## Constructors

```
MinMaxSliderDrawer()
```

```
# Public Methods
```

```
{Decorator} float GetPropertyHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void OnGUI({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
```

```
<<<
```

## MouseButton

PiRhoSoft.UtilityEditor.MouseButton

## Description

## Values

[MouseButton](#) *Left*

[MouseButton](#) *Right*

[MouseButton](#) *Middle*



<<<

## MouseTrigger

PiRhoSoft.UtilityEditor.MouseTrigger : [EventTrigger](#)

### Description

### Constructors

**MouseTrigger()**

# Public Methods

{Decorator} **MouseTrigger** SetEvent({Decorator} **EventType** type, {Decorator} **MouseButton** button, {Decorator} **bool** shift, {Decorator} **bool** control, {Decorator} **bool** alt)

{Decorator} **MouseTrigger** SetRawEvent({Decorator} **EventType** type, {Decorator} **MouseButton** button, {Decorator} **bool** shift, {Decorator} **bool** control, {Decorator} **bool** alt)

<<<

## ObjectControl

PiRhoSoft.UtilityEditor.ObjectControl<T> : [PropertyControl](#)

### Description

### Public Methods

{Decorator} **void** Setup({Decorator} T target, {Decorator} **SerializedProperty** property, {Decorator} **FieldInfo** fieldInfo)

{Decorator} **float** GetHeight({Decorator} **GUIContent** label)

{Decorator} **void** Draw({Decorator} **Rect** position, {Decorator} **GUIContent** label)

{Decorator} **void** Setup({Decorator} **SerializedProperty** property, {Decorator} **FieldInfo** fieldInfo)

{Decorator} **float** GetHeight({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

{Decorator} **void** Draw({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

{Decorator} **void** Draw({Decorator} **GUIContent** label)

# Protected Constructors

**ObjectControl()**

<<<

# ObjectListControl

PiRhoSoft.UtilityEditor.ObjectListControl : [ListControl](#)

## Description

## Constructors

**ObjectListControl()**

# Public Methods

**{Decorator} ObjectListControl** Setup({Decorator} [IList](#) list)

**{Decorator} ObjectListControl** MakeDrawable({Decorator} [Action<Rect, Rect, Rect>](#) callback)

**{Decorator} ObjectListControl** MakeAddable({Decorator} [IconButton](#) icon, {Decorator} [Action<IList>](#) callback)

**{Decorator} ObjectListControl** MakeRemovable({Decorator} [IconButton](#) icon, {Decorator} [Action<IList, IList>](#) callback)

**{Decorator} ObjectListControl** MakeEditable({Decorator} [IconButton](#) icon, {Decorator} [Action<IList, IList>](#) callback)

**{Decorator} void** DoDefaultAdd()

**{Decorator} void** DoDefaultEdit({Decorator} [int](#) index)

**{Decorator} void** DoDefaultRemove({Decorator} [int](#) index)

# Protected Methods

**{Decorator} void** Draw({Decorator} [Rect](#) rect, {Decorator} [int](#) index)

<<<

## Preferences

PiRhoSoft.UtilityEditor.Preferences

## Description

## Static Fields

[BoolPreference](#) *Enabled*

[BoolPreference](#) *SnapPosition*

[BoolPreference](#) *SnapScale*

[BoolPreference](#) *SnapRotation*

[FloatPreference](#) *XPositionIncrement*

[FloatPreference](#) *YPositionIncrement*

[FloatPreference](#) *ZPositionIncrement*

[FloatPreference](#) *XScaleIncrement*

[FloatPreference](#) [YScaleIncrement](#)

[FloatPreference](#) [ZScaleIncrement](#)

[FloatPreference](#) [RotationIncrement](#)

<<<

## PropertyControl

PiRhoSoft.UtilityEditor.PropertyControl

### Description

### Public Methods

{Decorator} **void** Setup({Decorator} [SerializedProperty](#) property, {Decorator} [FieldInfo](#) fieldInfo)

{Decorator} **float** GetHeight({Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

{Decorator} **void** Draw({Decorator} [Rect](#) position, {Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

# Protected Constructors

**PropertyControl()**

<<<

## PropertyHelper

PiRhoSoft.UtilityEditor.PropertyHelper

### Description

### Static Methods

{Decorator} [SerializedProperty](#) GetSibling({Decorator} [SerializedProperty](#) property, {Decorator} [string](#) siblingName)

{Decorator} T GetObject<T>({Decorator} [SerializedProperty](#) property)

<<<

## PropertyListControl

PiRhoSoft.UtilityEditor.PropertyListControl : [ListControl](#)

### Description

# Constructors

## PropertyListControl()

# Public Methods

```
{Decorator} PropertyListControl Setup({Decorator} SerializedProperty property)
{Decorator} PropertyListControl MakeDrawable({Decorator} ListItemDisplayType
itemDisplay, {Decorator} Type assetPopupType)
{Decorator} PropertyListControl MakeDrawable({Decorator} Action<Rect, Rect, Rect>
callback)
{Decorator} PropertyListControl MakeAddable({Decorator} IconButton icon, {Decorator}
Action<SerializedProperty> callback)
{Decorator} PropertyListControl MakeRemovable({Decorator} IconButton icon, {Decorator}
Action<SerializedProperty, SerializedProperty> callback)
{Decorator} PropertyListControl MakeEditable({Decorator} IconButton icon, {Decorator}
Action<SerializedProperty, SerializedProperty> callback)
{Decorator} void DoDefaultAdd()
{Decorator} void DoDefaultEdit({Decorator} int index)
{Decorator} void DoDefaultRemove({Decorator} int index)
{Decorator} float GetItemHeight({Decorator} int index)
{Decorator} void DoDefaultDraw({Decorator} Rect rect, {Decorator} int index)

# Protected Methods

{Decorator} void Draw({Decorator} Rect rect, {Decorator} int index)
{Decorator} void ElementsMoved({Decorator} ReorderableList list, {Decorator} int oldIndex,
{Decorator} int newIndex)

<<<
```

## RectHelper

PiRhoSoft.UtilityEditor.RectHelper

## Description

## Static Fields

```
float VerticalSpace
float HorizontalSpace
float IconWidth
float LineHeight
float LeftMargin
float RightMargin

# Static Properties
```

{Decorator} [float](#) CurrentIndentWidth

{Decorator} [float](#) CurrentLabelWidth

{Decorator} [float](#) CurrentFieldWidth

{Decorator} [float](#) CurrentViewWidth

{Decorator} [float](#) ContextMargin

## Static Methods

{Decorator} [Rect](#) TakeLine({Decorator} [Rect](#) full)

{Decorator} [Rect](#) TakeHeight({Decorator} [Rect](#) full, {Decorator} [float](#) height)

{Decorator} [Rect](#) TakeTrailingHeight({Decorator} [Rect](#) full, {Decorator} [float](#) height)

{Decorator} [Rect](#) TakeVerticalSpace({Decorator} [Rect](#) full)

{Decorator} [Rect](#) TakeHorizontalSpace({Decorator} [Rect](#) full)

{Decorator} [void](#) TakeIndent({Decorator} [Rect](#) full)

{Decorator} [Rect](#) TakeLabel({Decorator} [Rect](#) full)

{Decorator} [Rect](#) TakeLeadingIcon({Decorator} [Rect](#) full)

{Decorator} [Rect](#) TakeTrailingIcon({Decorator} [Rect](#) full)

{Decorator} [Rect](#) TakeWidth({Decorator} [Rect](#) full, {Decorator} [float](#) width)

{Decorator} [Rect](#) TakeTrailingWidth({Decorator} [Rect](#) full, {Decorator} [float](#) width)

{Decorator} [Rect](#) Inset({Decorator} [Rect](#) rect, {Decorator} [float](#) padding)

{Decorator} [Rect](#) Adjust({Decorator} [Rect](#) rect, {Decorator} [float](#) width, {Decorator} [float](#) height, {Decorator} [RectHorizontalAlignment](#) horizontal, {Decorator} [RectVerticalAlignment](#) vertical)

{Decorator} [Rect](#) AdjustHeight({Decorator} [Rect](#) rect, {Decorator} [float](#) height, {Decorator} [RectVerticalAlignment](#) alignment)

{Decorator} [Rect](#) AdjustWidth({Decorator} [Rect](#) rect, {Decorator} [float](#) width, {Decorator} [RectHorizontalAlignment](#) alignment)

{Decorator} [float](#) GetIndentWidth({Decorator} [int](#) levels)

<<<

## RectHorizontalAlignment

PiRhoSoft.UtilityEditor.RectHorizontalAlignment

## Description

## Values

[RectHorizontalAlignment](#) *Left*

[RectHorizontalAlignment](#) *Center*

[RectHorizontalAlignment](#) *Right*

<<<

## RectVerticalAlignment

PiRhoSoft.UtilityEditor.RectVerticalAlignment

### Description

### Values

[RectVerticalAlignment](#) *Top*

[RectVerticalAlignment](#) *Middle*

[RectVerticalAlignment](#) *Bottom*

<<<

## ReloadOnChangeDrawer

PiRhoSoft.UtilityEditor.ReloadOnChangeDrawer : [PropertyDrawer](#)

### Description

### Constructors

**ReloadOnChangeDrawer()**

# Public Methods

{Decorator} **void** OnGUI({Decorator} [Rect](#) position, {Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

<<<

### SceneData

PiRhoSoft.UtilityEditor.SceneData : [ValueType](#)

### Description

### Public Fields

[bool](#) *IsActive*

[bool](#) *IsLoaded*

[string](#) *Path*

<<<

# SceneHelper

PiRhoSoft.UtilityEditor.SceneHelper : [AssetPostprocessor](#)

## Description

## Static Methods

```
{Decorator} void RefreshLists()
{Decorator} SceneList GetSceneList({Decorator} bool includeNone, {Decorator} bool includeCreate)
{Decorator} Scene CreateScene({Decorator} string name, {Decorator} Action create)
{Decorator} void AddSceneToBuild({Decorator} Scene scene)
{Decorator} SceneState CaptureState()
{Decorator} void RestoreState({Decorator} SceneState state)
```

# Constructors

SceneHelper()

<<<

## SceneList

PiRhoSoft.UtilityEditor.SceneList

## Description

## Constructors

SceneList()

# Public Fields

**bool** HasNone

**bool** HasCreate

**GUIContent[]** Names

**List<string>** Paths

# Public Properties

{Decorator} **int** CreateIndex

## Public Methods

{Decorator} **int** GetIndex({Decorator} **string** path)

{Decorator} **string** GetPath({Decorator} **int** index)

<<<

# SceneReferenceDrawer

PiRhoSoft.UtilityEditor.SceneReferenceDrawer : [PropertyDrawer](#)

## Description

## Static Fields

[IconButton](#) \_loadSceneButton

[IconButton](#) \_unloadSceneButton

[IconButton](#) \_refreshScenesButton

# Static Methods

{Decorator} **void** Draw({Decorator} [SceneReference](#) scene, {Decorator} [GUIContent](#) label, {Decorator} [string](#) newSceneName, {Decorator} [Action](#) creator)

{Decorator} **void** Draw({Decorator} [Rect](#) position, {Decorator} [SceneReference](#) scene, {Decorator} [GUIContent](#) label, {Decorator} [string](#) newSceneName, {Decorator} [Action](#) newSceneSetup)

# Constructors

**SceneReferenceDrawer()**

# Public Methods

{Decorator} **void** OnGUI({Decorator} [Rect](#) position, {Decorator} [SerializedProperty](#) property, {Decorator} [GUIContent](#) label)

<<<

## SceneReferenceMaintainer

PiRhoSoft.UtilityEditor.SceneReferenceMaintainer : [AssetModificationProcessor](#)

## Description

## Constructors

**SceneReferenceMaintainer()**

<<<

## SceneState

PiRhoSoft.UtilityEditor.SceneState

## Description



## Constructors

### SceneState()

# Public Fields

**SceneData**[] *Scenes*

<<<

## SectionList

PiRhoSoft.UtilityEditor.SectionList : [SerializedList](#)<[string](#)>

## Description

## Constructors

### SectionList()

<<<

## SelectionHistory

PiRhoSoft.UtilityEditor.SelectionHistory

## Description

## Static Fields

**string** *Window*

**string** *ShowMenu*

**string** *MoveBackMenu*

**string** *MoveForwardMenu*

**string** *EmptyLabel*

**string** *MultipleLabel*

**string** *DeletedLabel*

**TextButton** *BackButton*

**TextButton** *ForwardButton*

# Static Properties

{Decorator} **int** *Current*

{Decorator} **List**<**Object**[]> *History*

## Static Methods

```
{Decorator} bool CanMoveBack()
{Decorator} bool CanMoveForward()
{Decorator} void MoveBack()
{Decorator} void MoveForward()
{Decorator} void GoTo({Decorator} int index)
{Decorator} void Clear()
<<<
```

## SelectionHistoryWindow

PiRhoSoft.UtilityEditor.SelectionHistoryWindow : [EditorWindow](#)

## Description

### Static Methods

```
{Decorator} void Open()
# Constructors

SelectionHistoryWindow()
<<<
```

## SliderDrawer

PiRhoSoft.UtilityEditor.SliderDrawer : [PropertyDrawer](#)

## Description

### Constructors

```
SliderDrawer()
# Public Methods

{Decorator} float GetPropertyHeight({Decorator} SerializedProperty property, {Decorator}
GUIContent label)
{Decorator} void OnGUI({Decorator} Rect position, {Decorator} SerializedProperty property,
{Decorator} GUIContent label)
<<<
```

## SnapDrawer

PiRhoSoft.UtilityEditor.SnapDrawer : [PropertyDrawer](#)

## Description

## Constructors

**SnapDrawer()**

# Public Methods

{Decorator} **float** GetPropertyHeight({Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

{Decorator} **void** OnGUI({Decorator} **Rect** position, {Decorator} **SerializedProperty** property, {Decorator} **GUIContent** label)

<<<

## StaticContent

PiRhoSoft.UtilityEditor.StaticContent

## Description

## Public Properties

{Decorator} **GUIContent** Content

## Protected Constructors

**StaticContent()**

# Protected Methods

{Decorator} **GUIContent** Create()

<<<

## StaticStyle

PiRhoSoft.UtilityEditor.StaticStyle

## Description

## Constructors

**StaticStyle**({Decorator} **Func<GUIStyle>** create)

# Public Properties

{Decorator} **GUIStyle** Style

# StringPreference

PiRhoSoft.UtilityEditor.StringPreference

## Description

## Constructors

**StringPreference**({Decorator} **string** name, {Decorator} **string** defaultValue)

# Public Properties

{Decorator} **string** Value

# TableOfContents

PiRhoSoft.UtilityEditor.TableOfContents

## Description

## Constructors

**TableOfContents()**

# Public Fields

**string** *OutputFile*

**string** *CodePath*

**SectionList** *Sections*

**TemplateSet** *Templates*

# Public Methods

{Decorator} **void** Generate({Decorator} **string** applicationPath, {Decorator} **IEnumerable**  
<**DocumentationCategory**> categories, {Decorator} **string** outputFolder)

<<<

## TemplateSet

PiRhoSoft.UtilityEditor.TemplateSet

## Description

## Constructors

**TemplateSet()**

# Public Fields

**string** *File*

**string** *Category*

**string** *Section*

**string** *Type*

<<<

## TemplateSet

PiRhoSoft.UtilityEditor.TemplateSet

## Description

## Constructors

### TemplateSet()

# Public Fields

**string** *File*

**string** *Category*

**string** *Section*

**string** *Type*

<<<

## TextButton

PiRhoSoft.UtilityEditor.TextButton : [StaticContent](#)

## Description

## Constructors

TextButton({Decorator} **string** label, {Decorator} **string** tooltip, {Decorator} **string** iconName)

# Public Fields

**string** *Label*

**string** *Tooltip*

**string** *IconName*

# Protected Methods

{Decorator} [GUIContent](#) Create()

<<<

## TypeHelper

PiRhoSoft.UtilityEditor.TypeHelper

## Description

## Static Fields

[List<Type>](#) *SerializableTypes*

# Static Methods

```

{Decorator} bool HasAttribute<AttributeType>({Decorator} Type type)
{Decorator} AttributeType GetAttribute<AttributeType>({Decorator} Type type)
{Decorator} AttributeType GetAttribute<AttributeType>({Decorator} FieldInfo field)
{Decorator} bool HasAttribute({Decorator} Type type, {Decorator} Type attributeType)
{Decorator} Attribute GetAttribute({Decorator} Type type, {Decorator} Type attributeType)
{Decorator} Attribute GetAttribute({Decorator} FieldInfo field, {Decorator} Type
attributeType)
{Decorator} T CreateInstance<T>({Decorator} Type type)
{Decorator} bool IsCreatableAs<BaseType>({Decorator} Type type)
{Decorator} bool IsCreatableAs({Decorator} Type baseType, {Decorator} Type type)
{Decorator} List<Type> ListDerivedTypes<BaseType>()
{Decorator} List<Type> ListDerivedTypes({Decorator} Type baseType)
{Decorator} List<Type> ListTypesWithAttribute<AttributeType>()
{Decorator} List<Type> ListTypesWithAttribute({Decorator} Type attributeType)
{Decorator} IEnumerable<Type> FindTypes({Decorator} Func<Type, Type> predicate)
{Decorator} TypeList GetTypeList<T>({Decorator} bool includeNone)
{Decorator} TypeList GetTypeList({Decorator} Type baseType, {Decorator} bool includeNone)
{Decorator} bool IsSerializable({Decorator} FieldInfo field)
{Decorator} bool IsSerializable({Decorator} Type type)
<<<

```

## TypeList

PiRhoSoft.UtilityEditor.TypeList

## Description

## Constructors

TypeList()

# Public Fields

**Type** BaseType

**bool** HasNone

**GUIContent[]** Names

**List<Type>** Types

# Public Methods

{Decorator} **int** GetIndex({Decorator} Type type)

{Decorator} **Type** GetType({Decorator} **int** index)

<<<

# TypePopupDrawer

PiRhoSoft.UtilityEditor.TypePopupDrawer

## Description

## Static Methods

```
{Decorator} float GetHeight()
{Decorator} Type Draw<BaseType>({Decorator} GUIContent label, {Decorator} Type type)
{Decorator} Type Draw<BaseType>({Decorator} Rect position, {Decorator} GUIContent label,
{Decorator} Type type)
<<<
```

## UndoScope

PiRhoSoft.UtilityEditor.UndoScope : [Scope](#)

## Description

## Constructors

UndoScope({Decorator} [Object](#) objectToTrack, {Decorator} [bool](#) forceDirty)

UndoScope({Decorator} [SerializedObject](#) serializedObject)

# Protected Methods

```
{Decorator} void CloseScope()
```

<<<

## ViewportWindow

PiRhoSoft.UtilityEditor.ViewportWindow : [EditorWindow](#)

## Description

## Public Fields

[float](#) ScrollWheelZoomAmount

[float](#) MinimumZoom

[float](#) MaximumZoom

# Public Properties

```
{Decorator} float ZoomAmount
```

```
{Decorator} Rect ViewArea
```



{Decorator} [Matrix4x4](#) ViewMatrix

## Public Methods

{Decorator} [Vector2](#) WindowToViewport({Decorator} [Vector2](#) GraphPosition)  
{Decorator} [Vector2](#) ViewportToWindow({Decorator} [Vector2](#) viewportPosition)  
{Decorator} [void](#) GoTo({Decorator} [Vector2](#) location, {Decorator} [float](#) zoom)  
{Decorator} [void](#) Reset()  
{Decorator} [void](#) Show({Decorator} [Vector2](#) location)  
{Decorator} [void](#) ShowAll({Decorator} [Rect](#) rect, {Decorator} [RectOffset](#) margin)  
{Decorator} [void](#) Pan({Decorator} [Vector2](#) screenAmount)  
{Decorator} [void](#) Zoom({Decorator} [float](#) amount, {Decorator} [Vector2](#) centerPoint)  
# Protected Constructors

### ViewportWindow()

# Protected Methods

{Decorator} [void](#) Setup({Decorator} [InputManager](#) input)  
{Decorator} [void](#) Teardown()  
{Decorator} [void](#) Process()  
{Decorator} [void](#) PreDraw({Decorator} [Rect](#) rect)  
{Decorator} [void](#) Draw({Decorator} [Rect](#) rect)  
{Decorator} [void](#) PostDraw({Decorator} [Rect](#) rect)  
{Decorator} [void](#) UseScrollWheelToZoom()  
{Decorator} [void](#) UseMouseDragToPan({Decorator} [bool](#) altLeftClick, {Decorator} [bool](#) middleClick, {Decorator} [bool](#) rightClick)  
{Decorator} [void](#) DrawOffsetBackground({Decorator} [Rect](#) rect, {Decorator} [Texture2D](#) texture)