Scriptable Object Editor for Unity

Overview

The **Scriptable Object Column Editor** transforms Unity's ScriptableObject workflow into a powerful, spreadsheet-style grid view directly within the Editor. You can browse, filter, sort, batch-edit, duplicate, delete, and rename ScriptableObject assets without writing custom inspectors or relying on individual Update loops. Column definitions (built-in actions or serialized properties) are auto-detected and fully customizable, and your layout persists per-type across sessions.
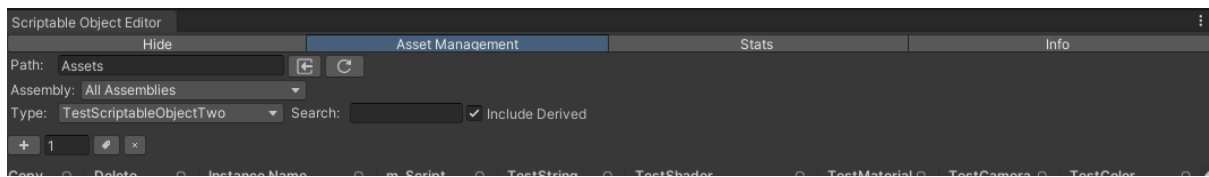

Key Features

- **Dynamic Columns**: Automatically detect all serialized fields on a ScriptableObject type and expose them as columns.

- **Built-In Actions**: Copy, Delete, and Rename actions appear as dedicated column buttons.

- **Inline Editing & Batch Changes**: Edit floats, ints, strings, colors, object references directly in-cell, and apply changes across multiple selected rows.

- **Per-Column Filtering**: Open a filter popup on any column header, enter text, and filter the grid in real time

- **Sortable Headers:** Click any header to sort ascending/descending, with type-aware sorting for colors and names.

- **Drag-Resize & Reordering:** Intuitive grab-and-drag resizing on column edges, plus drag-and-drop reordering with persistent order.

- **Persistent Layouts:** Automatically save and restore column order, widths, and active tab selection via EditorPrefs.

- **EditorWindow-Only:** No scene components or runtime overhead—everything runs in an EditorWindow context.

Getting Started

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In Unity's menu bar, go to **Window → Energise Tools → Scriptable Object Editor**.

On the **Asset Management** tab, set your target folder and optionally restrict to a specific assembly.

Pick the ScriptableObject type you wish to inspect (with live search and "Include Derived" toggle).

Interface & Workflow

Tabs

- **Hide**: Minimal UI placeholder.

- **Asset Management**: Choose asset folder, refresh assemblies, filter types.

- **Stats**: View total and filtered memory usage and object count.

Grid Controls

- **Create New**: Use the "+" toolbar button and count field to generate one or more new assets.

- **Clear Filters**: Click the filter-eraser icon to reset all column filters.

- **Clear Selection**: Use the "X" icon to deselect all rows.

Columns & Cells

- **Copy**: Duplicates the selected asset to a unique path.

- **Delete**: Removes the asset file from disk.

- **Instance Name**: Shows and lets you rename the asset; commits via AssetDatabase.RenameAsset.

- **Property Columns**: Display any serialized field with appropriate controls

  Resizing & Reordering

- Hover the right edge of a header until the resize cursor appears, then drag to adjust width

- Click and drag away from the resize handle to reorder columns; blue overlay indicates drop target.

Filtering

- Click the small search icon in a header to open the filter popup. Enter text and **Apply** or **Clear**.

- Filters run case-insensitive against each cell's string representation.

Sorting

- Click a header label (outside the resize area) to toggle ascending/descending sort.

- A ▲ or ▼ indicates the sort direction.

- Color properties sort by the sum of RGBA channels.

Selection & Batch Editing

- **Click** selects a row; **Ctrl-Click** toggles; **Shift-Click** selects a range.

- When multiple rows are selected, editing any cell in a property column applies the new value to **all** selected rows.

Persistence

- Column order, widths, and active tab choice are saved per ScriptableObject type using EditorPrefs.

- Filter strings are reset on window close or via "Clear Filters."

Use Cases

- **Bulk Asset Management**: Rename, duplicate, or delete dozens or hundreds of configuration assets at once.

- **Data Tuning**: Adjust numeric or color values across many assets without opening individual inspectors.

- **QA & Content Iteration**: Provide non-technical team members with a spreadsheet-style view of game data.

Requirements

- **Unity Version**: 2019.4 LTS or newer

- **Render Pipelines**: URP, HDRP, or Built-in supported

- **Dependencies**: None (uses only UnityEditor and UnityEngine assemblies)

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7. Support & Feedback

Any questions, comments, requests, please contact:

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