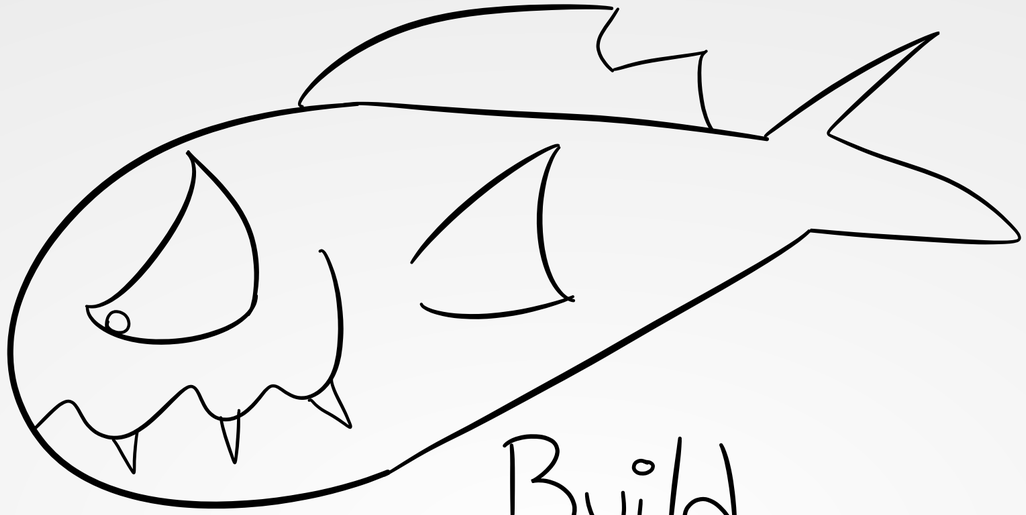
COMUNICACIÓN

UnityEditor



Build

GameObject

Cosas que el .exe necesita

estado del Componente

Build

X

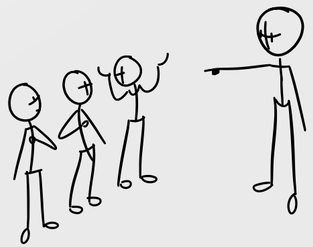
Editor Scripting

estado del editor

toolboxes

preferencias del editor

X



COMUNICACIÓN

On Inspector GUI

↕ Variables en la misma clase

On Scene GUI

```
[CustomEditor(typeof(Graph))]
public class GraphEditor : Editor {
    Graph Target { get => (Graph) target; }
    static float _buttonSize = 0.5f;
    public static int selected = 0;

    public static bool directedEdges = false;
    public static bool continuousConnection = false;
    public static bool createNewVertices = true;
```

Set On Inspector GUI

```
createNewVertices =
    GUILayout.Toggle(createNewVertices,
                     "Create new vertices", "Button");
directedEdges =
    GUILayout.Toggle(directedEdges,
                     "Directed Edges", "Button");
continuousConnection =
    GUILayout.Toggle(continuousConnection,
                     "Connect new with last", "Button");
```

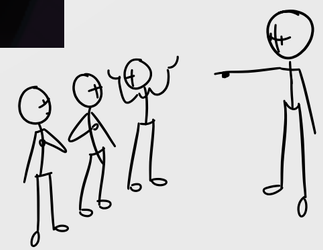
Read On Scene GUI

```
if (continuousConnection && selected >= 0) {
    target.Connect(selected, target.vertex.Count - 1,
                   directedEdges);
}
```

```
if (target.IsConnected(selected, clicked)) {

    Undo.RecordObject(target, "disconnected two vertices");
    target.Disconnect(selected, clicked, directedEdges);
```

```
if (createNewVertices) {
    UpdateVertexCreation(target);
    CoolEditor.HideTool();
```

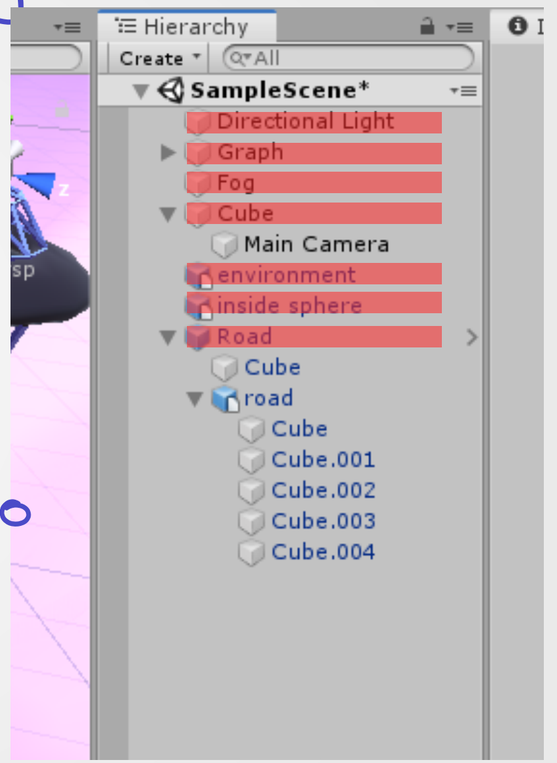


COMUNICACIÓN

Target.gameObject.

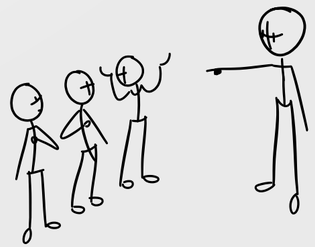
GetRootGameObjects

GameObject[]



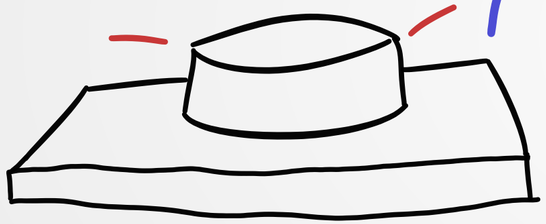
OnEnable()

Cuando un objeto acaba de ser seleccionado

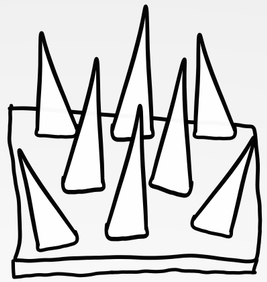


COMUNICACIÓN

al seleccionarlo desde el editor

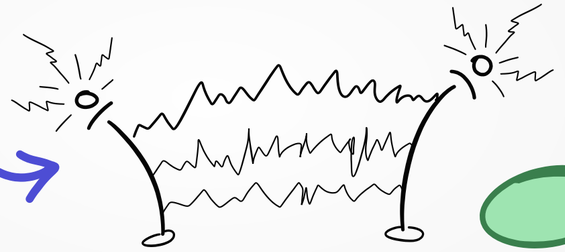


Button



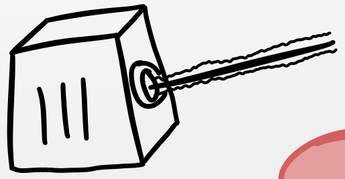
spikes

Aparecen éstos botones en escena



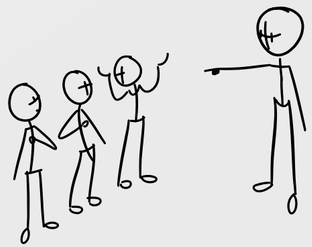
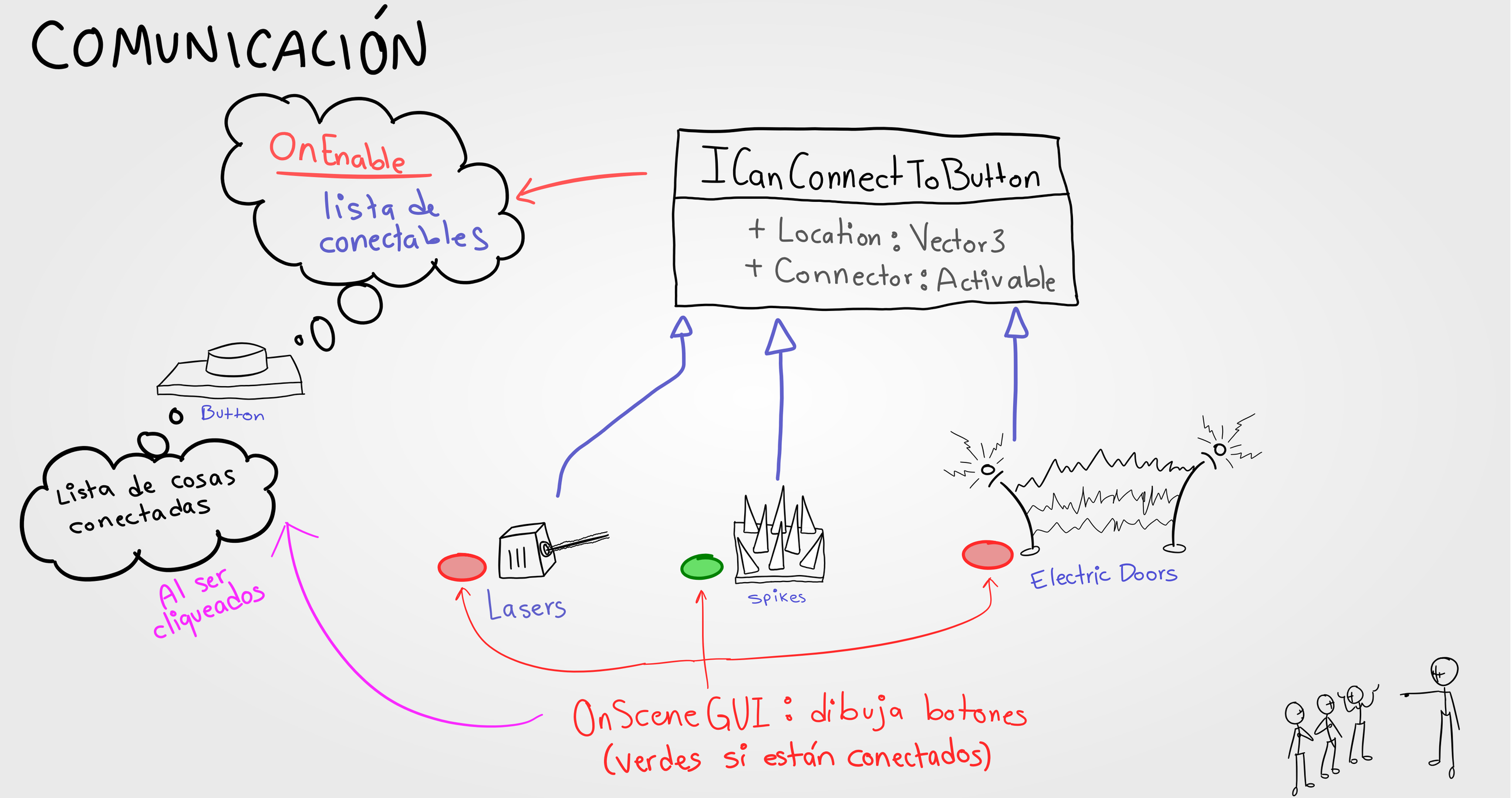
Electric Doors

verde si el objeto está conectado al botón



Lasers

rojo si no lo está



COMUNICACIÓN