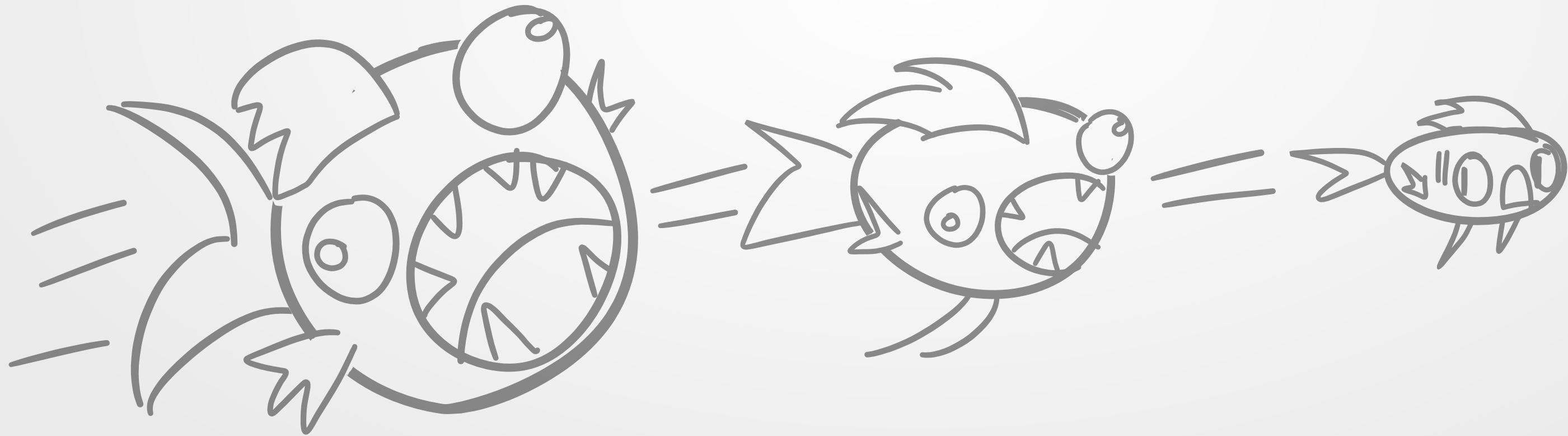


EDITOR SCRIPTING

Editor → MonoBehaviour → GameObject



EDITOR SCRIPTING Build!

Editor → MonoBehaviour → GameObject



EDITOR SCRIPTING

```
[CustomEditor (typeof (MiScript))]
```

```
public class MiEditor : Editor {
```

```
    override void OnInspectorGUI() {
```



```
    void OnSceneGUI() {
```



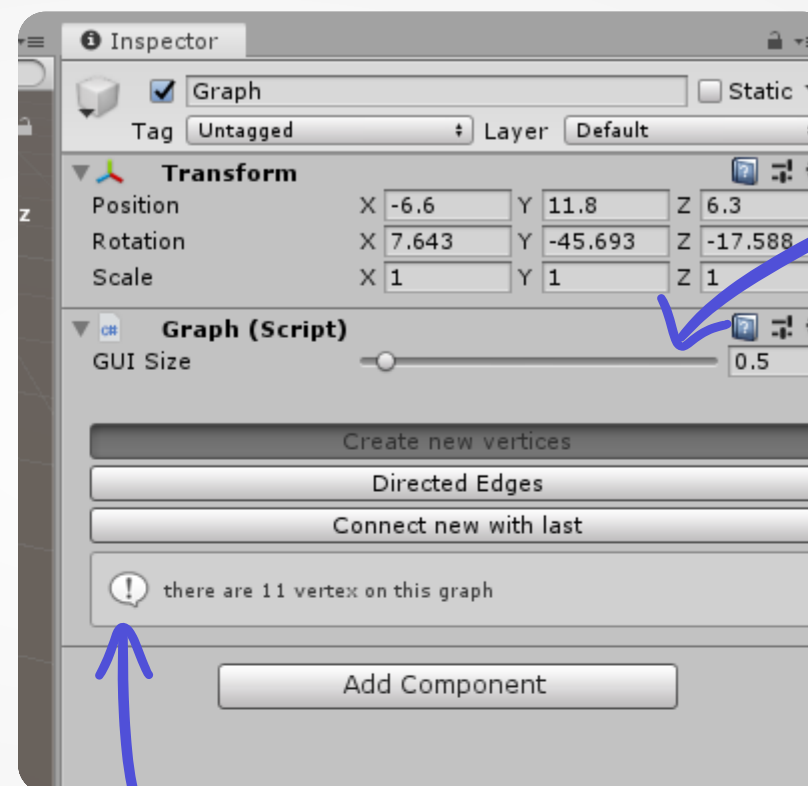
```
}
```

MonoBehaviour

está en
UnityEditor namespace

EDITOR SCRIPTING

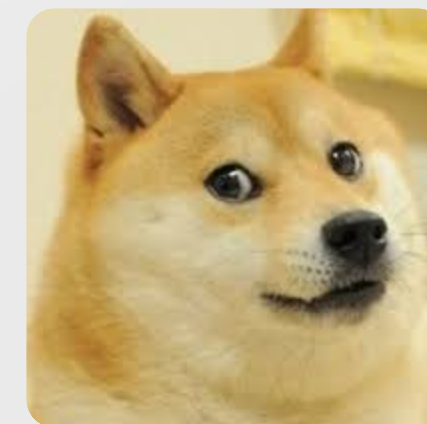
OnInspectorGUI()



very
SLIDER

such
BUTTON

many
DEBUGGY



EDITOR SCRIPTING

OnScene GUI ()

