Smart ID Table Documentation

Getting Started

1. To create an ID Table asset, press **Assets->Create->ID Table**
2. ID Tables must be located in the **Resources** folder.
3. In your script, create a string field and add an **[IdRef]** attribute to it.
   a. You can specify the table that this field will use as a data source by passing its Resources-relative path to the attribute.
   b. The default used table name is **"ID Table"**, the default name for ID Table asset.
4. Create your asset (if your script is a ScriptableObject) or attach your script to a GameObject (if it's MonoBehaviour).
5. You'll see that the field you've marked is now a dropdown.
6. Open your ID Table asset and create some IDs.
   a. By pressing the '+' button on the existing ID, you can create a child ID. Its global name will contain its parent name to allow for ID grouping and filtering.
7. Go back to your script and select the ID you want.
8. You're done!

Scripting API

IdTable Class

A table containing all IDs.

Properties

Ids	Read-only list of all string IDs.
IdDefinitions	Read-only list of all IdDefinitions.

Public Methods

Add	Adds a new ID to the table.
Remove	Removes ID from the table.
Contains	Returns true if the table contains this string ID.
Replace	Replaces an ID in the table.
AddReferenceToId	Creates a connection between an ID and the object that uses it.
RemoveReferenceFromId	Removes the connection between an ID and the object that uses it.
RemoveAllReferencesOf Object	Removes all references of the target asset from the table.
OnIdTableUpdated	Sorts the table entries, with empty ones pushed to the top.

IdDefinition Class

A class containing ID and a collection of references to it.

Properties

Id	String ID this object is associated with.
AssetRefs	Gets an enumerable collection of RefData objects associated with this IdDefinition.

Public Methods

AddObjectRef	Adds a new RefData object to the AssetRefs collection.
RemoveObjectRef	Removes the specified RefData object from the AssetRefs collection.
RemoveAllObjectRefs	Removes all RefData objects with the specified GUID from the AssetRefs collection.
Contains	Checks if the specified RefData object exists in the AssetRefs collection.
CompareTo	Compares this IdDefinition to another IdDefinition based on their Id values.

RefData Class

Properties

PropertyPath	Returns the path to the target property relative to the asset.
GUID	Target the asset's GUID.
ReferenceType	Returns the type of the reference this object represents.
EditorAsset	Returns the target asset.

Public Methods

ParsePath	Splits this RefData's internal path into GUID, scene path and local file ID.
GetTargetObject	Returns the target Object (not asset) referenced by this RefData.

Static Methods

FromAssetPath	Creates a RefData instance from an asset path.
FromAsset	Creates a RefData instance from a persistent asset.
Create	Creates a RefData instance from any Object.