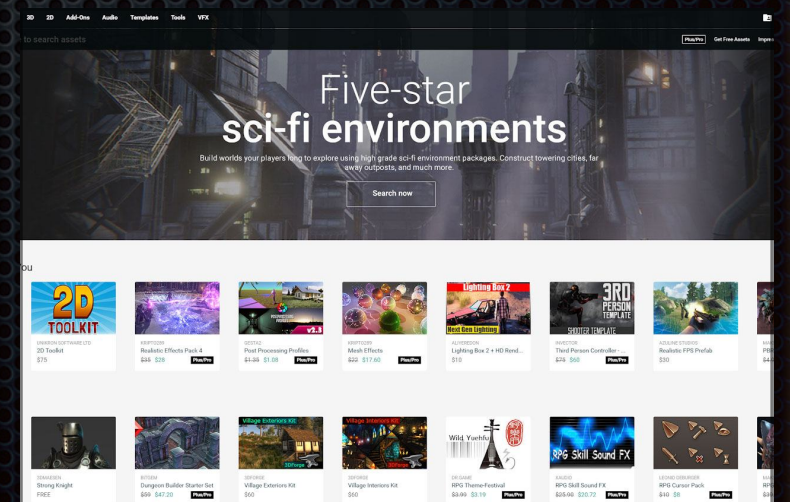
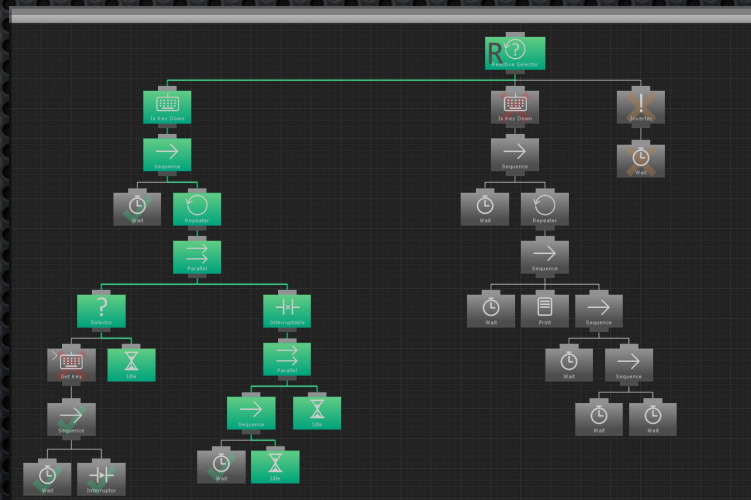
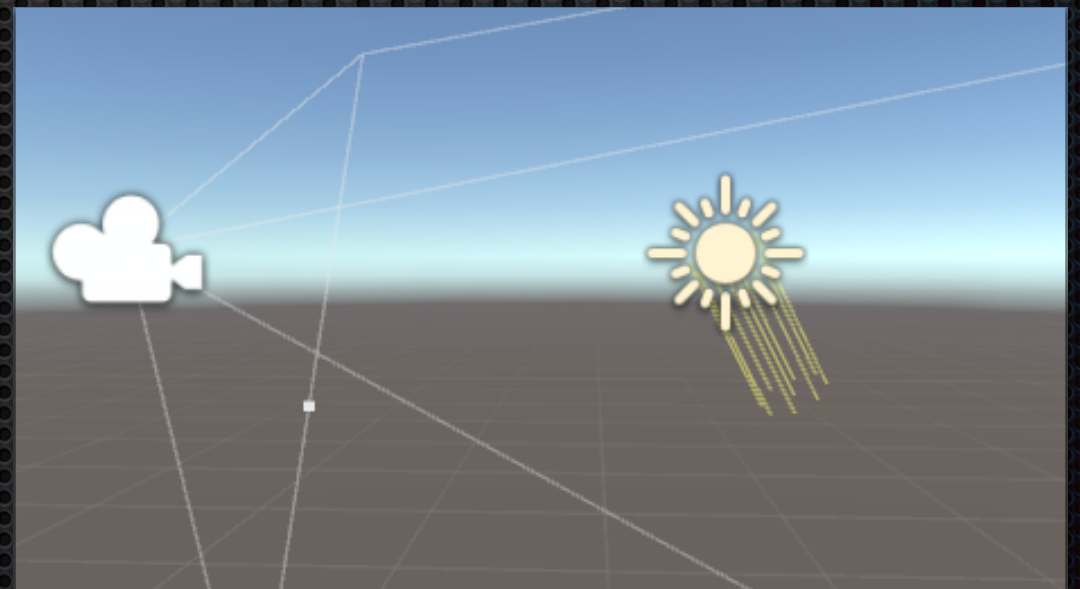


David Hackbarth



Gizmos

- ✦ little visual helper
- ✦ OnDrawGizmos
- ✦ OnDrawGizmosSelected
- ✦ Gizmos



Attributes - Classes



- ✦ RequireComponent
- ✦ ExecuteInEditMode
- ✦ InitializeOnLoad
- ✦ Serializable
- ✦ HelpUrl

Attributes - Fields

- `SerializeField`
- `FormerlySerializedAs`
- `Range`
- `Min`
- `Multiline / TextArea`
- `Header`
- `Tooltip`

ScriptableObject

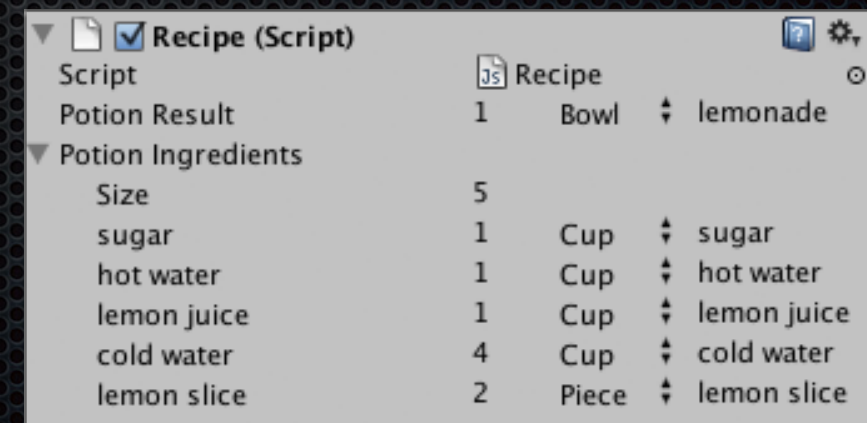
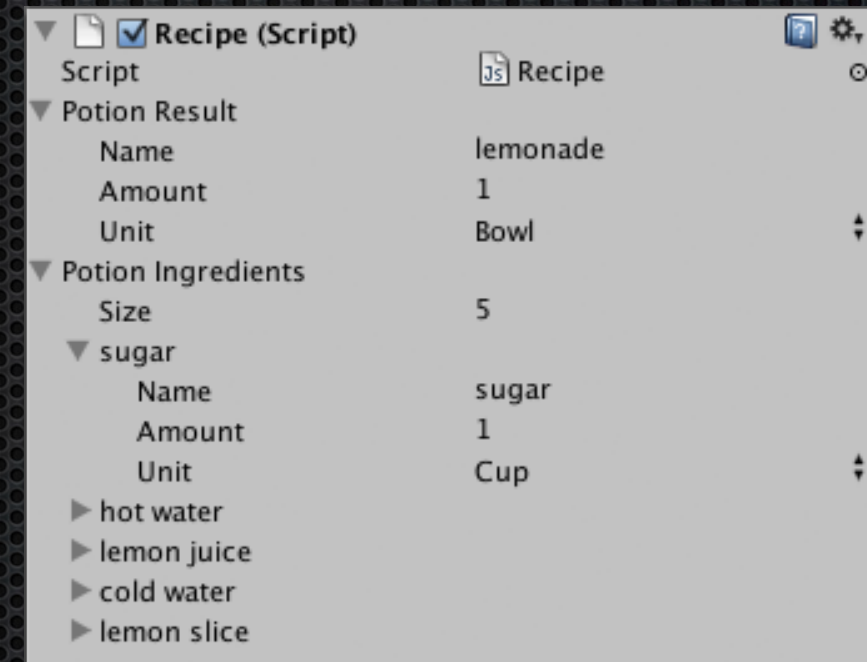
- ✦ data container
- ✦ asset
- ✦ save memory by reference it in `MonoBehaviour`
- ✦ save data persistent between editor sessions
- ✦ decoupling dependencies
- ✦ `CreateAssetMenu`

ScriptableObject

- ✦ <https://learn.unity.com/tutorial/introduction-to-scriptable-objects#>
- ✦ <https://www.raywenderlich.com/2826197-scriptableobject-tutorial-getting-started>
- ✦ <https://www.youtube.com/watch?v=6vmRwLYWNRo>
- ✦ https://www.youtube.com/watch?v=raQ3iHhE_Kk
- ✦ <https://github.com/unity-atoms/unity-atoms>

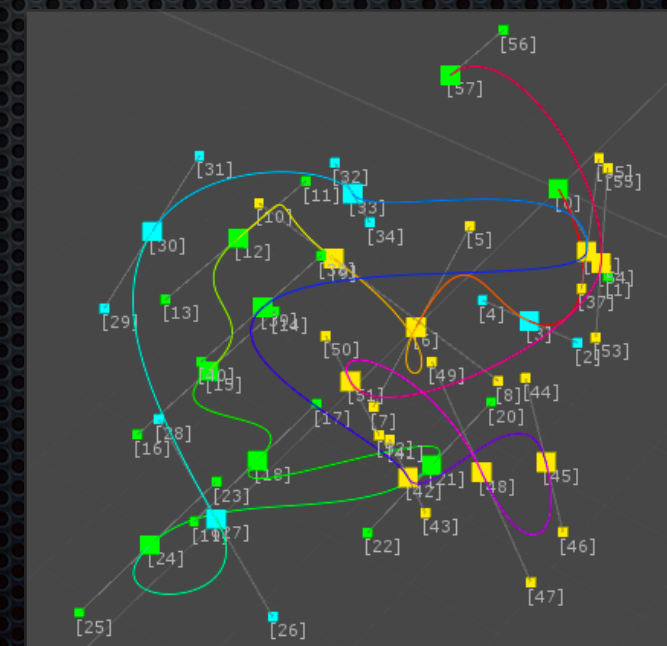
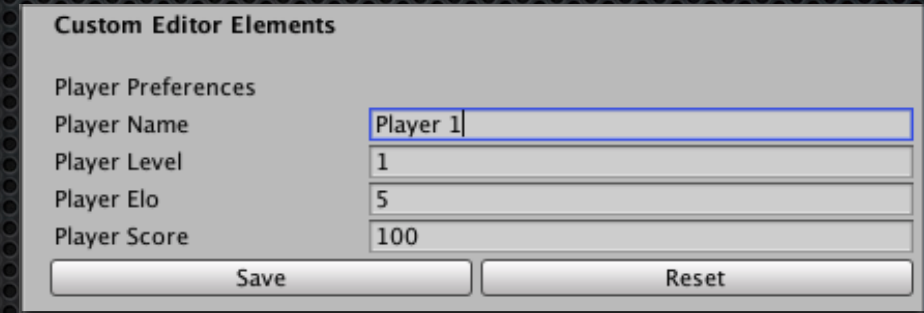
PropertyDrawer

- ✦ customize inspector look
 - ✦ serializable class
 - ✦ property attribute
- ✦ CustomDrawerProperty



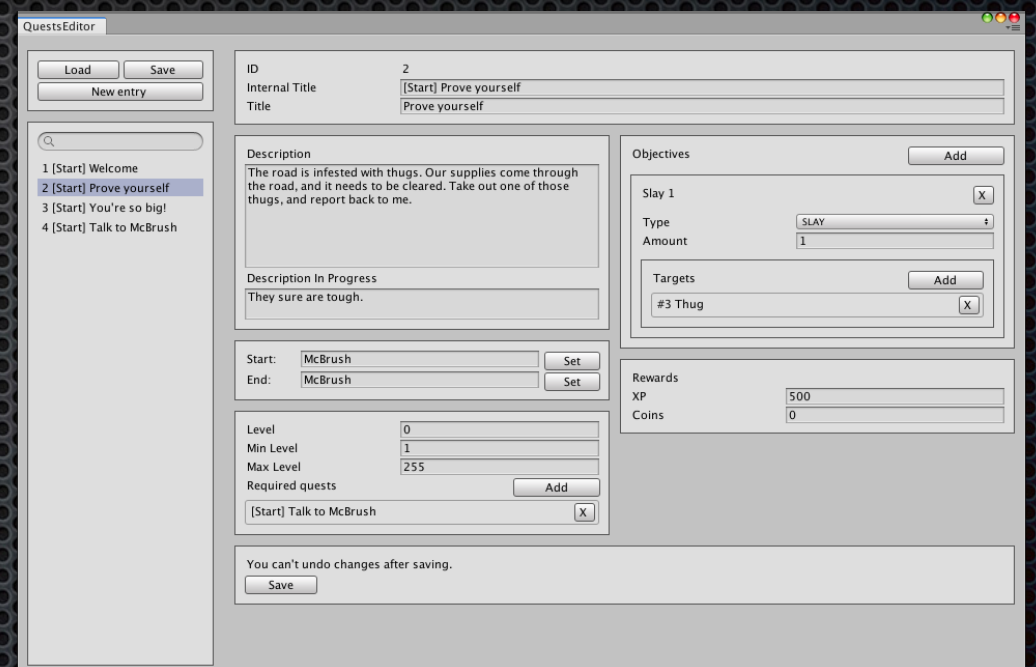
Custom Inspector

- ✦ customize inspector drawing of `MonoBehaviour`
- ✦ `Editor`
- ✦ `CustomEditor`
- ✦ `OnInspectorGUI`
- ✦ `(Editor)GUILayout`
- ✦ `OnSceneGUI`
- ✦ `Handles`



EditorWindow

- ✦ custom workflows
- ✦ tool integration
- ✦ MenuItem
- ✦ GetWindow
- ✦ OnGUI
- ✦ (Editor)GUILayout
- ✦ EditorUtilities

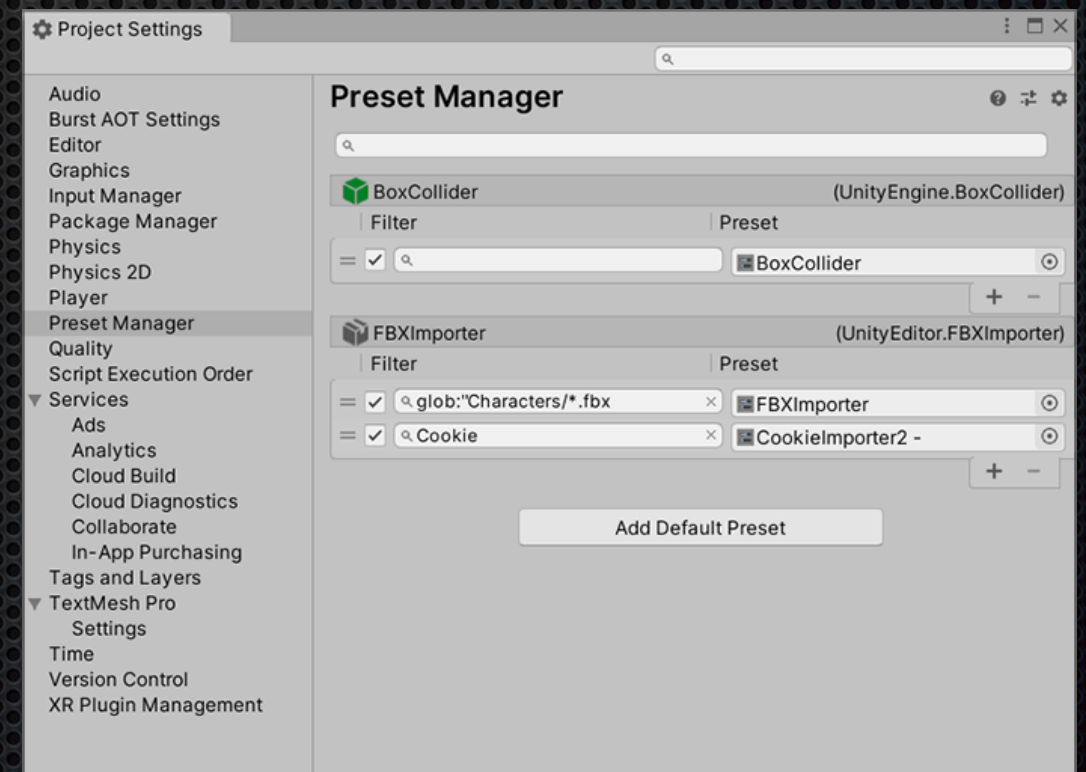


Build Pipeline

- ✦ completely customizable
- ✦ start a build with `BuildPipeline.BuildPlayer`
- ✦ `IPreprocessBuildWithReport`
- ✦ `IPostprocessBuildWithReport`
- ✦ `IProcessSceneWithReport`
- ✦ `PostProcessScene`
- ✦ Scriptable Build Pipeline

Assets

- ✦ Presets
- ✦ Asset Postprocessor
- ✦ AssetDatabase



Hierarchy

- ✦ manipulate Hierarchy window
- ✦ `EditorApplication.hierarchyWindowItemOnGUI`
- ✦ <https://yarnthen.github.io/yarnthencohosking/how%20to/2018/04/25/Unity-Custom-Hierarchy.html>



Preferences / Project Settings

- ✦ add custom settings
- ✦ `SettingsProvider`
- ✦ `SettingsScope.Project`
(Project Settings)
- ✦ `SettingsScope.User`
(Preferences)

Special Folders

- ✦ Editor (editor only scripts)
- ✦ Resources (bundles assets)
- ✦ Plugins (additional assembly)
- ✦ StreamingAssets (files directly accessible)
- ✦ Gizmos (gizmo icons have to placed here)
- ✦ Editor Default Resources (assets loaded in editor)

Asset Store

- many assets available
 - art
 - audio
 - shader
 - templates
 - tools
- publish your own assets

Recommendations

- PrimeTween (<https://assetstore.unity.com/packages/tools/animation/primetween-high-performance-animations-and-sequences-252960>)
- Odin Inspector (<https://assetstore.unity.com/packages/tools/utilities/odin-inspector-and-serializer-89041>)
- I2 Localization (<https://assetstore.unity.com/packages/tools/localization/i2-localization-14884>)
- Lunar Console (<https://assetstore.unity.com/packages/tools/gui/lunar-mobile-console-free-82881>)

Additional Resources

- ✦ <https://docs.unity3d.com/Manual/ExtendingTheEditor.html>
- ✦ <https://learn.unity.com/tutorial/editor-scripting>
- ✦ <https://catlikecoding.com/unity/tutorials/editor/>
- ✦ <https://learn.unity.com/tutorial/introduction-to-editor-scripting>
- ✦ <https://www.raywenderlich.com/7751-unity-custom-inspectors-tutorial-getting-started>
- ✦ <https://learn.unity.com/course/ui-toolkit-fundamentals>

