

Material Editor Utilities

Descripción



CGFMaterialEditorUtilitiesClass.cs, CGFMaterialEditorUtilitiesExtendedClass.cs, CGFMaterialEditorClass.cs

Path: «CGF/Editor»

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Description

Set of methods and utilities to build material inspector scripts fast and easily.

Reference

Properties	
Float	0
Float Positive	0
Float Negative	0
Float Round	0
Float Round Positive	0
Float Round Negative	0
Vector 2	X 0 Y 0
Vector 2 Positive	X 0 Y 0
Vector 2 Negative	X 0 Y 0
Vector 2 Round	X 0 Y 0
Vector 2 Round Positive	X 0 Y 0
Vector 2 Round Negative	X 0 Y 0
Vector 3	X 0 Y 0 Z 0
Vector 3 Positive	X 0 Y 0 Z 0
Vector 3 Negative	X 0 Y 0 Z 0
Vector 3 Round	X 0 Y 0 Z 0
Vector 3 Round Positive	X 0 Y 0 Z 0
Vector 3 Round Negative	X 0 Y 0 Z 0
Vector 4	X 0 Y 0 Z 0 W 0
Vector 4 Positive	X 0 Y 0 Z 0 W 0
Vector 4 Negative	X 0 Y 0 Z 0 W 0
Vector 4 Round	X 0 Y 0 Z 0 W 0
Vector 4 Round Positive	X 0 Y 0 Z 0 W 0
Vector 4 Round Negative	X 0 Y 0 Z 0 W 0
Slider	<input type="range" value="0"/>
Slider Round	<input type="range" value="0"/>
Color	<input type="color" value="#FFFFFF"/>
Color	<input type="color" value="#FFFFFF"/> HDR
Texture	None (Texture)
Tiling	X 1 Y 1
Offset	X 0 Y 0
Select	
☐ Texture compact	
Texture Without Scale and Offset	
None (Texture)	
Select	
Texture Vertical Preview	☐
Toggle Float	☐

Compatible property types:

- **Float**
 - Generic
 - Positive
 - Negative
 - Rounded
 - Rounded Positive
 - Rounded Negative
 - Slider
 - Slider Rounded
- **Color**
- **Texture**
 - Regular texture
 - Mini texture
 - Vertical texture
- **Toggle float**
- **Keyword**
- **Popup (Enums)**
- **Vector 2, 3 and 4**
 - Generic
 - Positive
 - Negative

Use

To create a custom inspector you should create a script with that inherits of “CGFMaterialEditorClass”.

Step 1

Create “MaterialProperty” properties in the editor script.

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    private MaterialProperty _Float;
}
```

Step 2

Create a method called “GetProperties()”. In this method initialize the “MaterialProperty” properties with the “FindProperty()” method. The parameter of this method is the name of the property from the shader.

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
```

```
private MaterialProperty _Float;

protected override void GetProperties()
{
    _Float = FindProperty("_Float");
}
}
```

Step 3

The method "OnInspectorGUI()" creates the new inspector, allows draw and place the properties in inspector panel. This method works like the "Update()" method, and it must be overridden to work correctly.

Accessing to the static class "CGFMaterialEditorUtilitiesClass" you can create any field in the inspector calling the building methods in the method "InspectorGUI()". In this case, the method "BuildFloat()" return a float to create a field in the inspector for the "MaterialProperty" "_Float" variable.

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    private MaterialProperty _Float;

    protected override void GetProperties()
    {
        _Float = FindProperty("_Float");
    }

    protected override void InspectorGUI()
    {
        CGFMaterialEditorUtilitiesClass.BuildFloat("Float", "Float.", _Float)
    }
}
```

Step 4

Lastly set the CustomEditor setting in the shader with the custom editor script.

```
.
    .
    }
    ENDCG
}
}
Fallback "Diffuse"
CustomEditor "CGFSampleMaterialEditor"
}
```