Scriptable Object Explorer Tool

Descripción

Files: CGFScriptableObjectExplorerTool.cs

Path: "CGF/Editor/Tools/ScriptableObjectExplorer"

Menu: "CGF/Objects/Scriptable Objects Explorer"

Description

Window editor tool used to manage scriptable objects values.

Reference

- **<<** – Move to the first item.
- **<** – Move to the previous item.
- **>** – Move to the next item.
- **>>** – Move to the last item.
- **Refresh** – Rescan loaded assemblies and refresh the list of ScriptableObject types available for browsing and creation.
- **Create New** – Create the requested number of assets using the selected ScriptableObject type in the destination folder below.
- **Path** – Project folder where new ScriptableObject assets will be created.
- **Show All** – Make every serialized property available as a table column.
- **Max** – Fit the active column width to its widest content, or all visible columns if there is no active column.
- **Media** – Fit the active column width to the average visible column width, or all visible columns if there is no active column.
- **Header** – Fit the active column width to its header width, or all visible columns if there is no active column.
- **Value** – Fit the active column width to its widest visible value, or all visible columns if there is no active column.
- **Row Height** – Height in pixels of each asset row in the data table.
- **Show Internal Property Name** – Shows the real SerializedProperty path in the table header so it can be used as a filter reference.
- **Show Column Identifier** – Shows the stable formula column ID in the table header, for example D – Difficulty.
- **Show Lists, Arrays and Children** – Shows lists, arrays, serialized classes and their children as regular table columns.

- **Cell** – Table coordinate of the cell that will receive the formula.
- **Formula** – Formula evaluated for the focused cell. Use the Functions menu to see supported operations and references. Focus an editable table cell before entering a formula.
- **Apply Cell** – Stores the formula and recalculates all formulas.
- **Apply Column** – Stores this formula in the focused column for every asset of the selected type.
- **Apply Visible** – Stores this formula in the focused column for the currently visible filtered page.
- **Clear** – Removes the formula from the focused cell without clearing its current value.
- **Functions** – Shows the supported formula functions.
- **<** – Previous page.
- **>** – Next page.

Use

Open the tool from `CGF/Objects/Scriptable Objects Explorer` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.