Material Editor Utilities

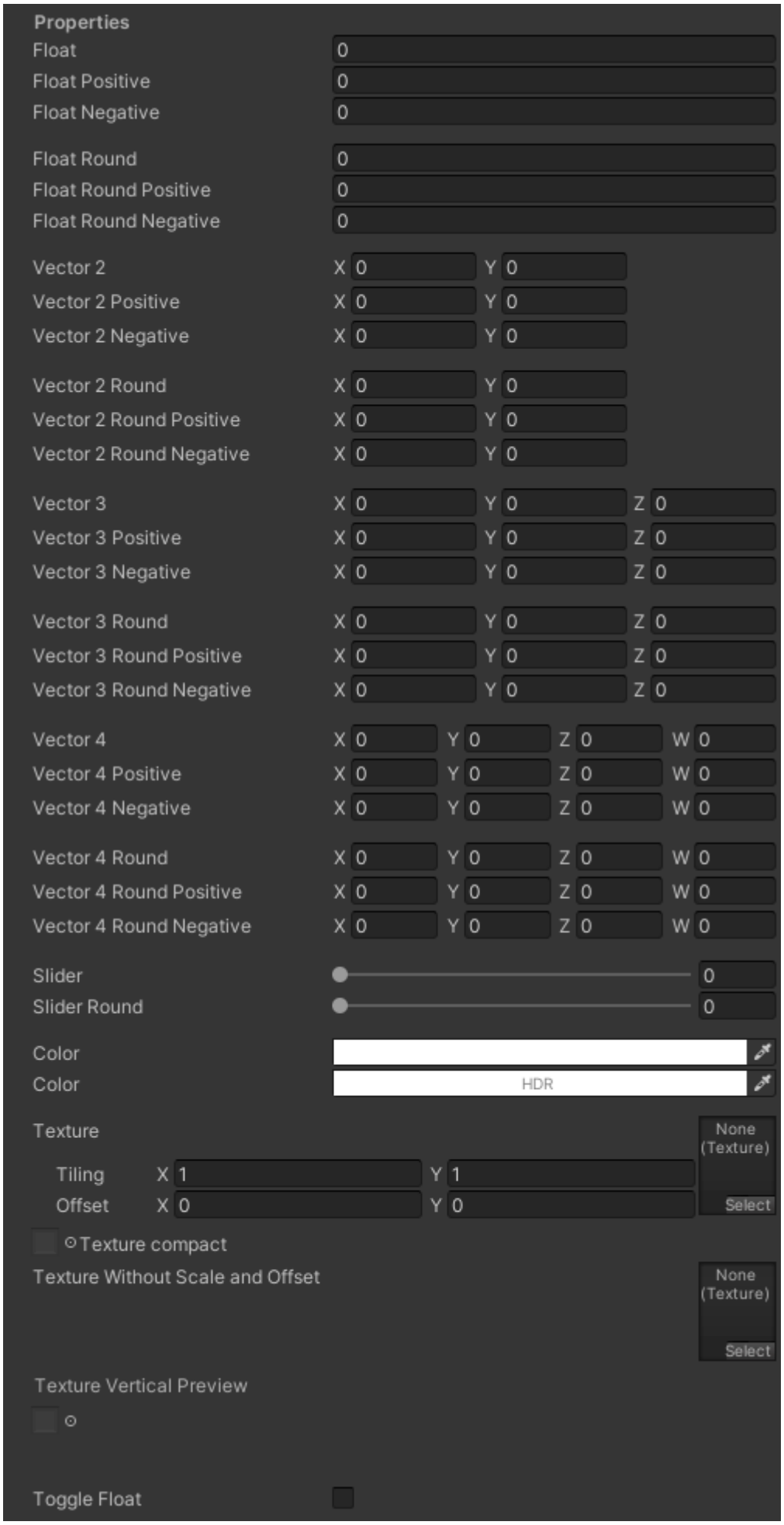
Descripción

CGFMaterialEditorUtilitiesClass.cs, CGFMaterialEditorUtilitiesExtendedClass.cs, CGFMaterialEditorClass.cs
Path: «CGF/Editor»
Asset Store

Description

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

Reference


Properties
Float
Float Positive
Float Negative
Float Round
Float Round Positive
Float Round Negative
Vector 2
Vector 2 Positive
Vector 2 Negative
Vector 2 Round
Vector 2 Round Positive
Vector 2 Round Negative
Vector 3
Vector 3 Positive
Vector 3 Negative
Vector 3 Round
Vector 3 Round Positive
Vector 3 Round Negative
Vector 4
Vector 4 Positive
Vector 4 Negative
Vector 4 Round
Vector 4 Round Positive
Vector 4 Round Negative
Slider
Slider Round
Color
Color
HDR
Texture
None (Texture)
Select
Tiling
Offset
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 “GetProperies()”. In this method initialize the “MaterialProperty” properties with the “FindProperty()” method. The paramenter 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 overrided 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"
}
```