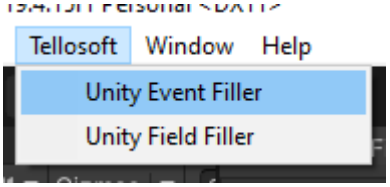
Unity Event Filler – Editor Window

Lunch Window (New Menu Items):



Tellosoft/Unity Event Filler Menu item will lunch Unity Event Filler Editor Window.
Tellosoft/Unity Field Filler Menu item will lunch Unity Field Filler Editor Window.

1: Unity Event Filler (Editor Window):

You can use this window to fill any serialized Unity Event with any function from any of your script.

Use Case:

Suppose you have 50+ scenes in your project (1 scene as 1 level) and you have to fill your newly serialized Unity Event with any of the function from your existing script. So you have to open all the scenes one by one and find out the desired serialized Unity Event and then find the component to fill its function in the Unity Event. It's really time taken when having many scenes. Now This Editor window will save your time. You have to fill your Unity Event just once in this editor window, it will record your gameobject, component, it's function etc. then you can easily just open your levels scenes one by one and click on the fill button. It will automatically fill up your desired Unity Event with desired component function.

Unity Event Filler First Look:



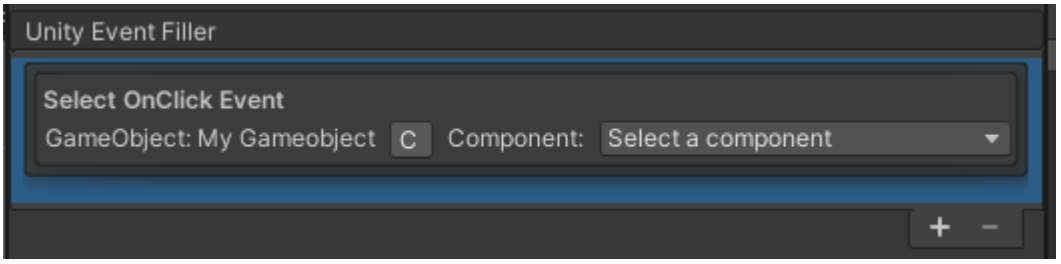
There is a list in editor window. You can add or remove any existing item with + & - buttons respectively. One list item will act as one complete event filler.

There are two steps to fill one Unity Event.
1: Select your On Click Event which you want to be filled.
2: Select your component's function to be filled in the Unity Event.

Note: Open any one scene and Gameobject name must be same in all the scenes (Levels).

1: Select your On Click Event which you want to be filled.

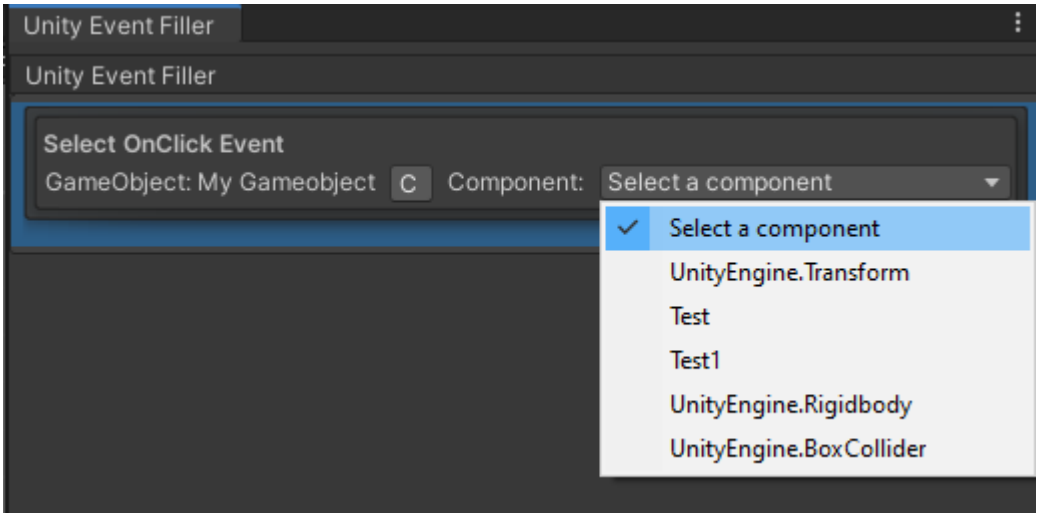
a) Select Gameobject

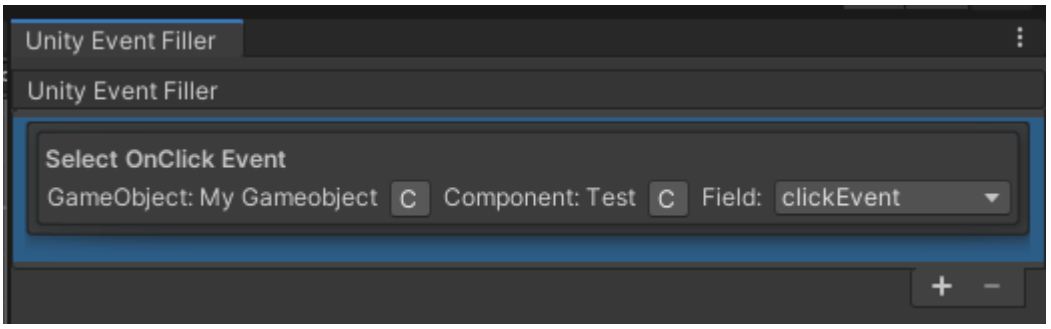


After filling gameobject it will look like this. Gameobject name will be shown instead of field and a C button. Press the C button to re-select the gameobject.

b) Select Component

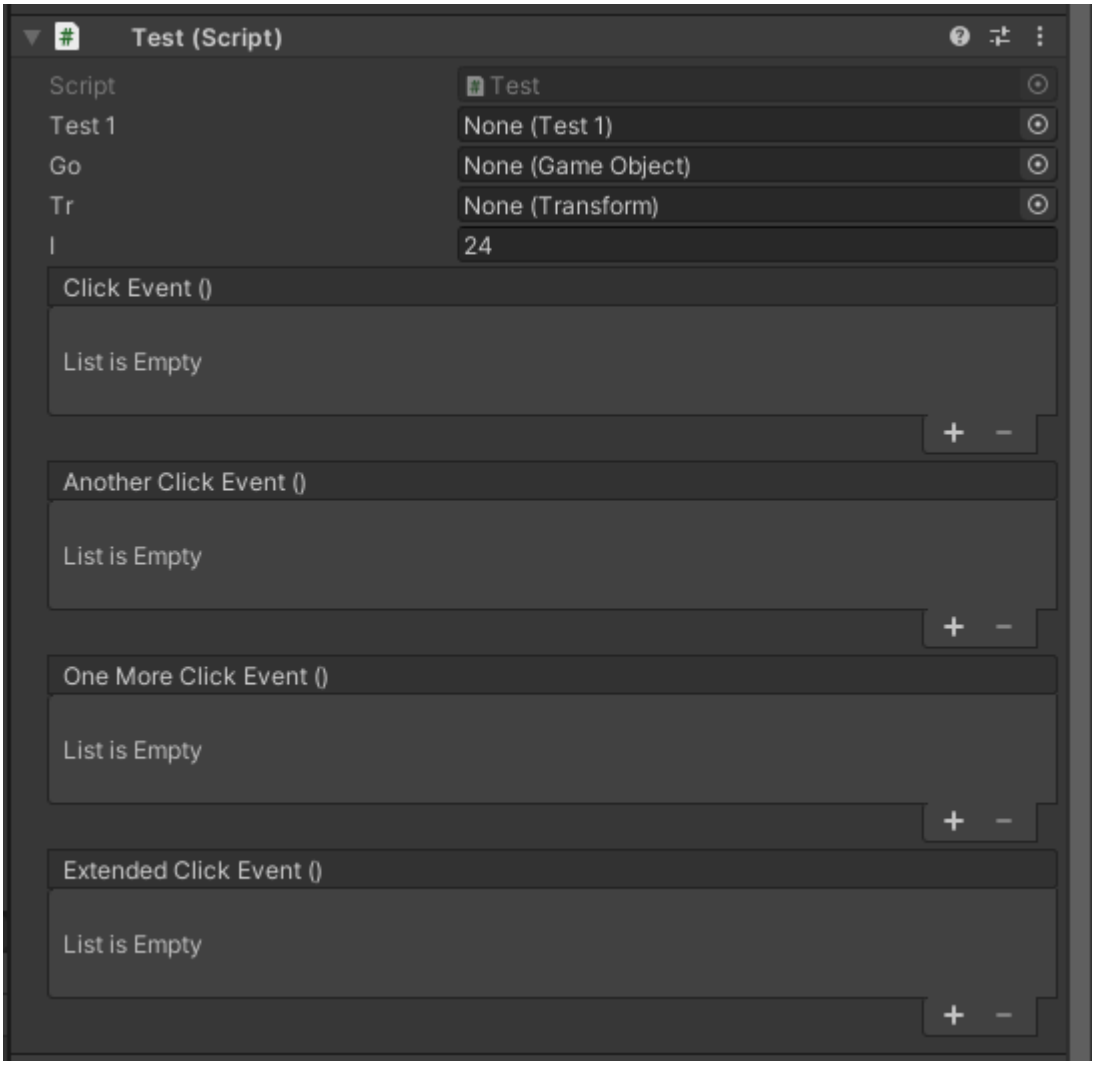
Select your gameobject's component from the list.



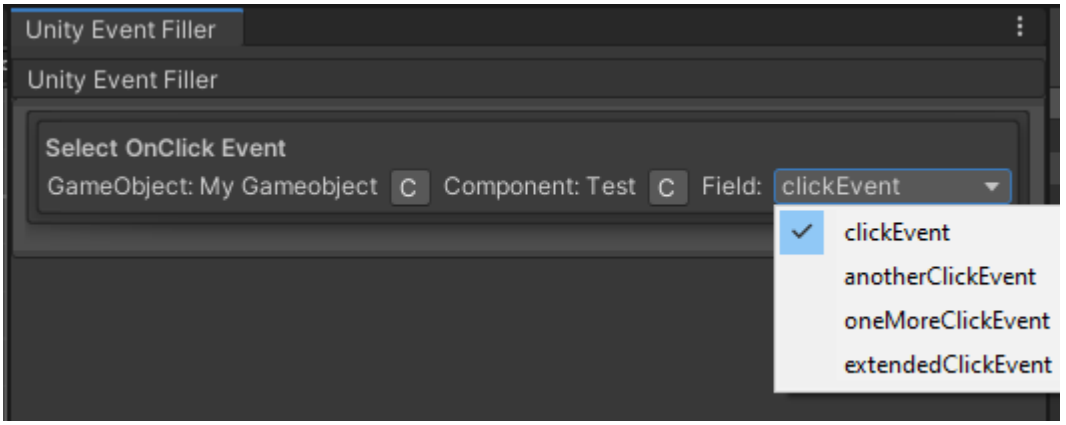


c) Select Unity Event

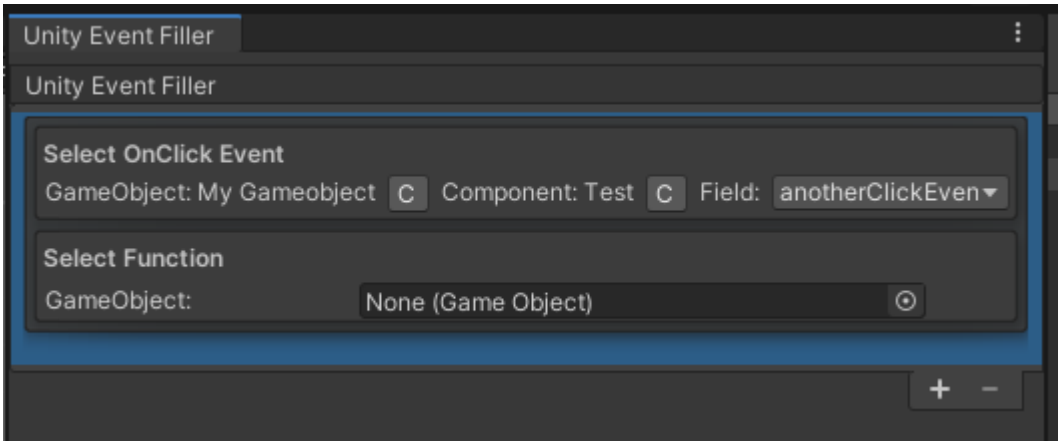
My Test script has 4 Serialized Unity Events.



It will show all Serialized Unity Events. Select any Unity Event to be filled. (Classes Extended Unity Events are also supported)

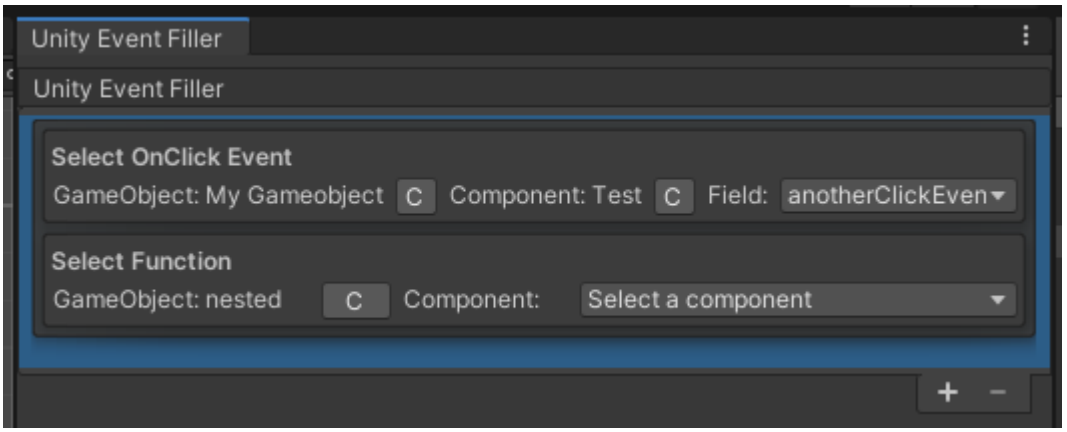


After selecting Unity Event It will ask to select a function to fill into Unity Event.

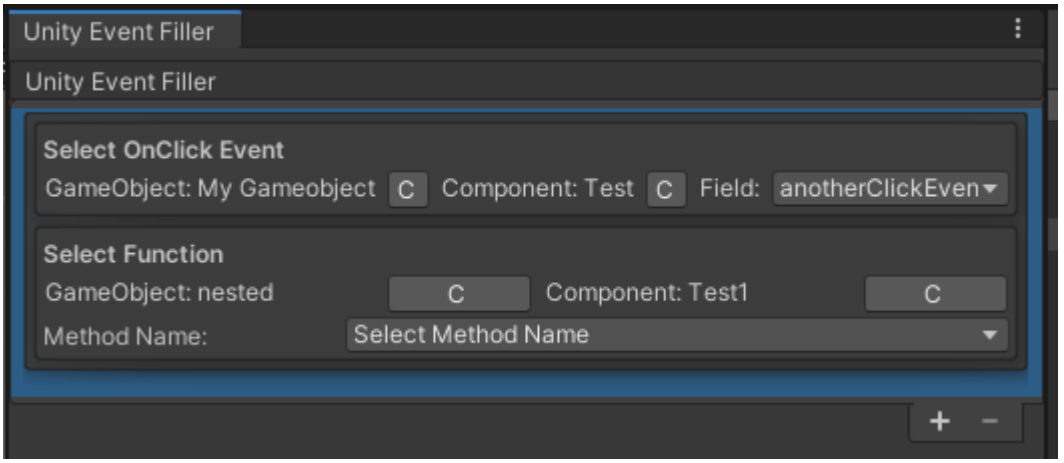


2: Select your component's function to be filled in the Unity Event.

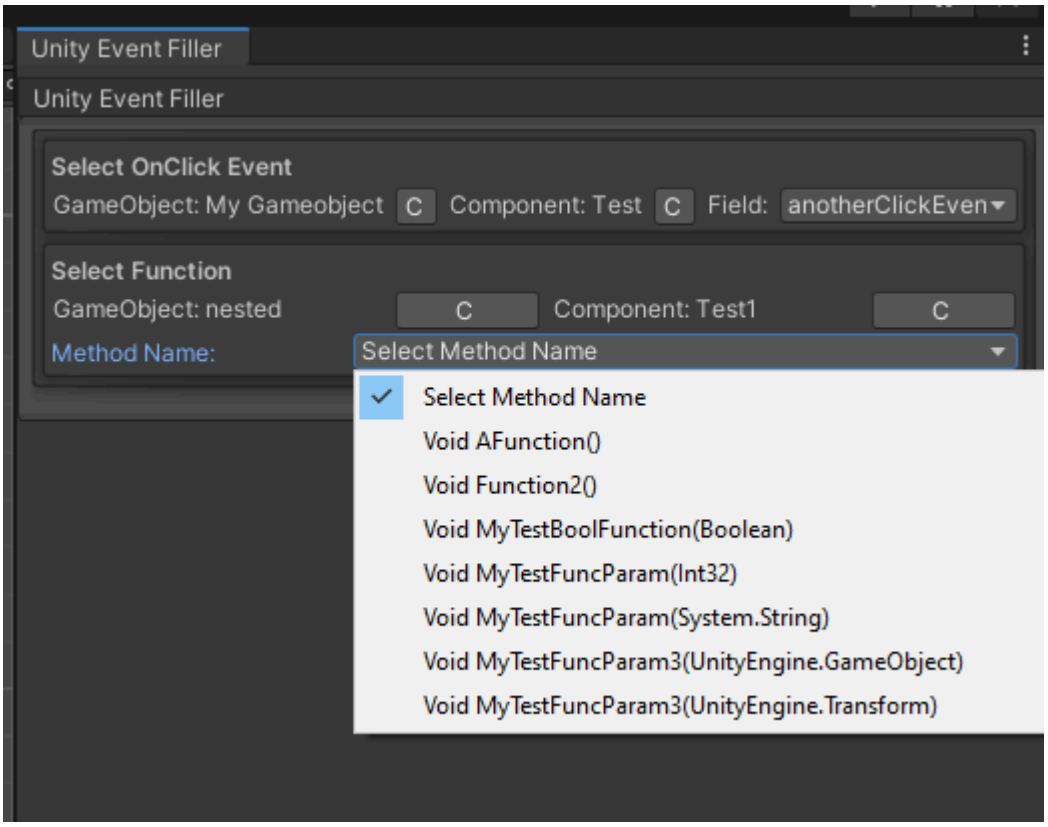
a) Select Gameobject:



b) Select Its Component:

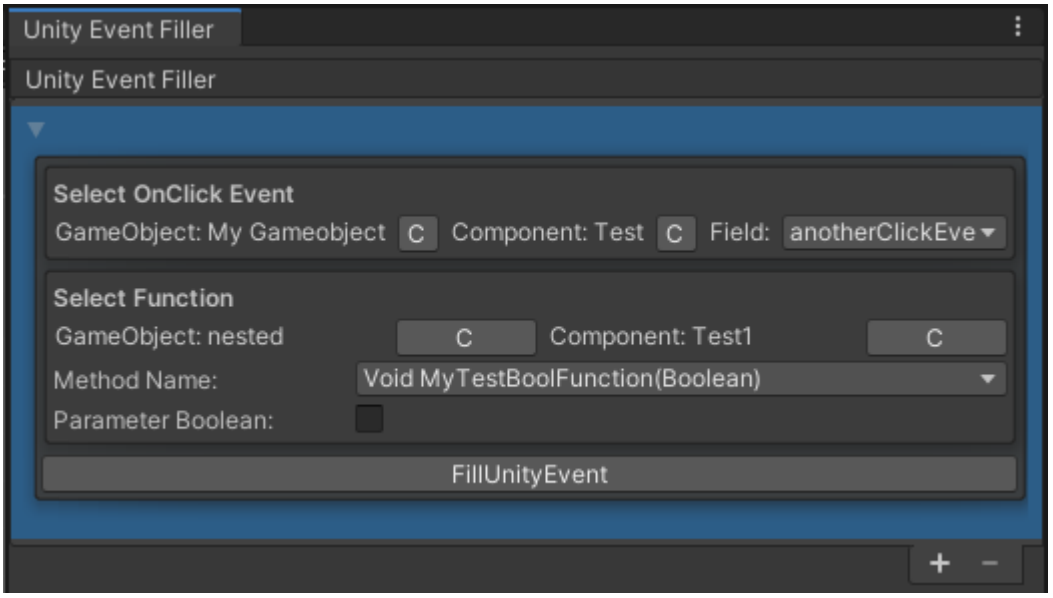


c) Select your component's Method

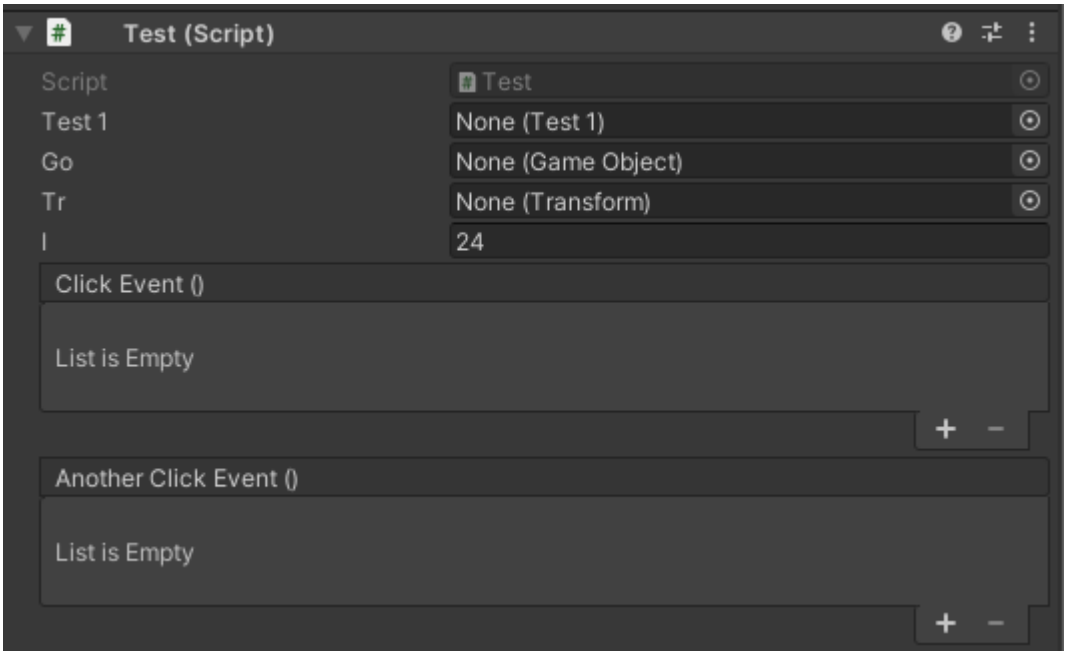


All the public and selectable functions will be listed. **Parameterized functions are also supported.** Select any function.

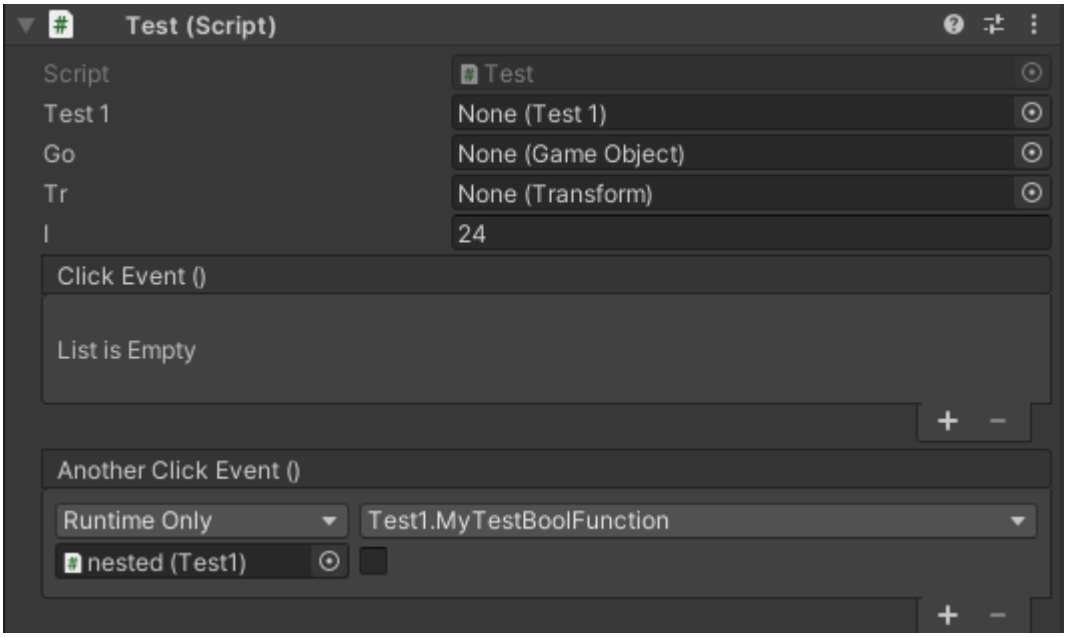
Selected a function with Boolean parameter.



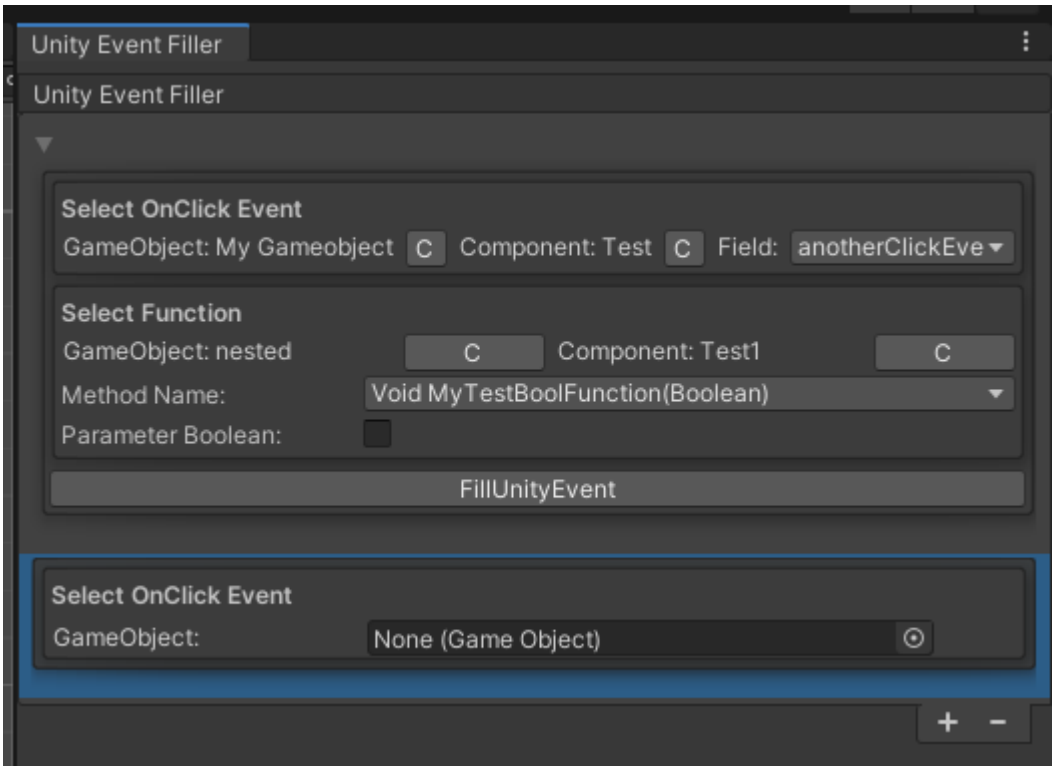
Now Fill button is visible. You can press fill button at any scene to fill with same Unity Event.



After Pressing Fill button, My Unity Event is filled with my desired function.



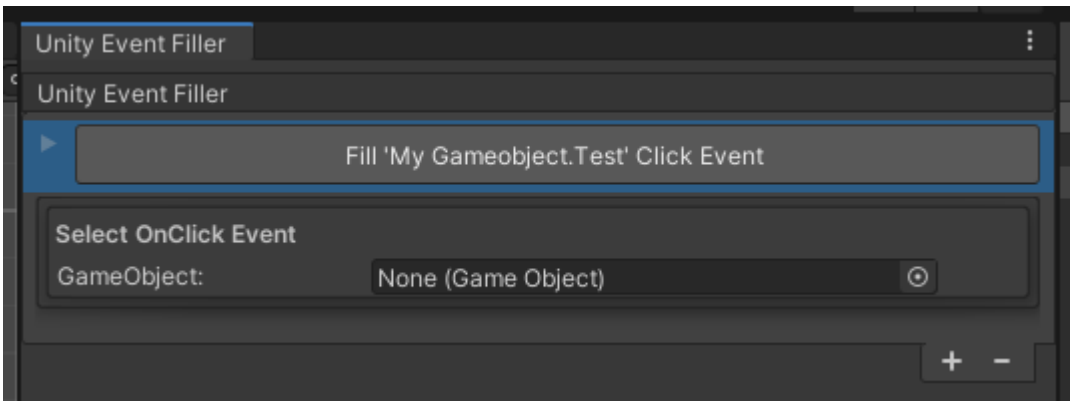
Add more event fillers:

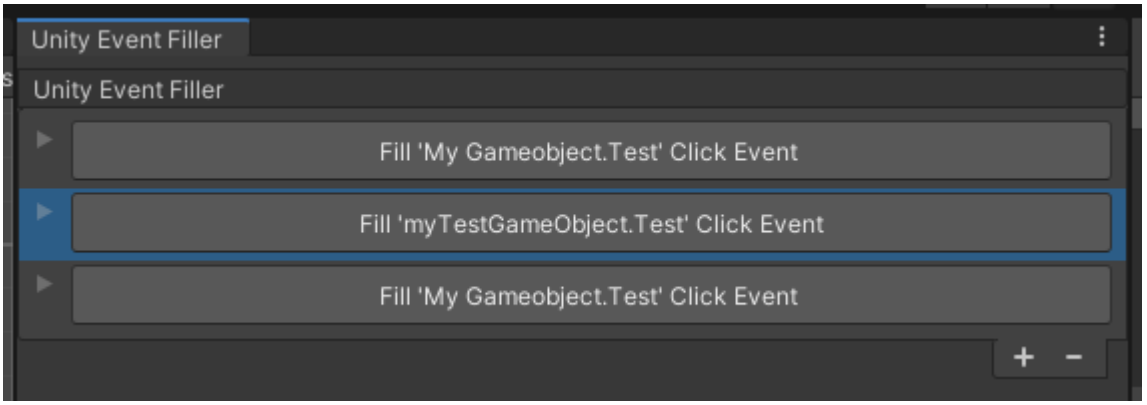


Press the Add button to add more event fillers.

Collapse or Expand.

Press the top left arrow to collapse or expand. It will just show Fill button if collapsed.




Unity Event Filler
Unity Event Filler
Fill 'My Gameobject.Test' Click Event
Fill 'myTestGameObject.Test' Click Event
Fill 'My Gameobject.Test' Click Event