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UNITYCODER.COM

ISOLATOR V1.0

Unity Editor Plugin for isolating selected object(s)

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Isolator

INTRODUCTION

“Isolator” is a simple Unity editor plugin for isolating the selected object (hiding others).

BENEFITS

- Easier to edit multiple overlapping GUI objects (only selected object is visible)

FEATURES

- Isolate selected objects automatically (you can change selection anytime)
- If you select a parent or child object then all objects from root to children are isolated together
- On/Off checkbox (enable/disable)
- Main Camera is not disabled on isolation (all other gameobjects are hidden)
- C# source (inside custom namespace)

LIMITATIONS

- Once you disable Isolator, all scene objects are set active/enabled. (that is not good, if you had some objects that were supposed to stay disabled)
- If you have nothing selected, all objects will be hidden (since scene selection is empty)
- If you select objects from Project folder, isolator hides everything (since scene selection is empty)

INSTALLATION

Import the package from the Asset Store and you are done.

New menu item is created under: *Window / Isolator*

PACKAGE FILE STRUCTURE

Package has 4 folders and 2 files:

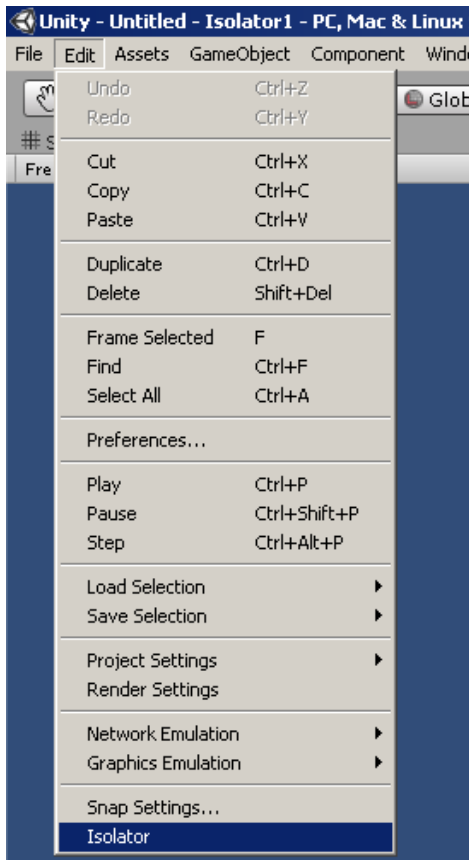
Extensions/

- unitycoder_com/
- - Isolator/
- - - Editor/
- - - - Isolator.cs (the actual editor script)
- - - README_Isolator1.pdf (this file)

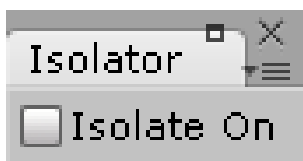
INSTRUCTIONS

USAGE

Select menu item: *Edit / Isolator*



USER INTERFACE



<- Enable/Disable Isolator (Closing the window also disables it)

TUTORIAL

1. Open new scene
2. Add 1 GUI Text (Menu: GameObject/Create other/GUI Text)
3. Add 1 GUI Texture (Menu: GameObject/Create other/GUI Texture)
4. They are now overlapping each other, you cannot see the text
5. Start Isolator (Menu: Window/Isolator)
6. New window opens (you can also dock it somewhere if needed)
7. Enable Isolator: [x] Isolate selected
8. (If you had some objects selected, other objects will be hidden)
9. Select "GUI Text", now GUI Texture is hidden so you can work with GUI Text easier

Note!

- When disabling/closing Isolator, all scene objects are set to active/enabled (SetActive), that will cause problems, if you had some objects disabled and wanted them to stay disabled..