The bundle includes <u>some</u> of the Geek Inspector Addons for Arrays and Lists, extending the Unity Editor

COPY-PASTE-RANGE Geek Inspector Addons

The bundle extends the Unity Editor and enables:

- **copying an array or list element range and placing copied elements in the Geek Clipboard**,
- **pasting array or list elements available in the Geek Clipboard in an array or list,**
- setting and resizing the array or list element range,
- copying either a locked element range or unlocked range (based on a clicked index).

The addons included in the bundle extend the Unity Editor as described and presented below.

This Geek Inspector Addons bundle includes three families of commands described below: *"COPY", "PASTE", "RANGE" commands*. You can access them in the 4AI Geek Context Menu appended to a standard Unity context menu related to array and list properties. The command names are shortened in this description usually.

LINKS & EMAILS

Main Geek Inspector Addons page: https://4ai.io/geek-inspector-addons/
4AI Unity Asset Store profile: https://assetstore.unity.com/publishers/51853
Forum: https://4ai.io/forum/geek-inspector-addons/
Support Forum: https://4ai.io/forum/geek-inspector-addons-support/
Bug Reports Forum: https://4ai.io/forum/geek-inspector-addons-bug-reports/
Unity forum related to Geek Inspector Addons (Works in Progress):
https://forum.unity.com/threads/wip-geek-inspector-addons-1-0.1026841/

Support email: forum@4ai.io

OTHER RELEASED ADDONS

- MOVE-RANGE-LOCK Geek Inspector Addons,
- SELECT-RANGE-LOCK Geek Inspector Addons,
- Visit the publisher page for the full list of productivity extensions.

TABLE OF CONTENTS

SOURCE CODE

After the installation of the package, the source code should be located in the <project-folder>\ Assets\Plugins\4AI folder. There should be two folders:

- Geek-Editor-Addons (<project-folder>\Assets\Plugins\4AI\Geek-Editor-Addons),
- Geek-Inspector-Addons (<project-folder>\Assets\Plugins\4AI\Geek-Inspector-Addons).

UNINSTALLING ADDONS

If you install other Geek Inspector Addons or Geek Editor Addons in the future and later you will want to uninstall some of them, the safest method will be uninstalling all the addons (deleting

both Geek-Editor-Addons and Geek-Inspector-Addons folders) followed by the installation of other addons one by one, starting from the oldest version to the newest one (if you don't redownload the newest versions from the Asset Store). If you just want to get rid of some of the menu items, check the section EXTENSIONS for further information.

Addons share a lot of code. That's why it's easier to delete all addons and install them again one by one if you want to remove only some of them.

BUNDLE COMMANDS

COPY commands

- **COPY range**
- **COPY range LOCKED** (appears when the range is locked)
- **COPY and LOCK range and SET (range) END**
- **COPY ONE item**

PASTE commands

- **PASTE** (appears when the range is unlocked)
- **PASTE and LOCK range**

RANGE commands

- **SET RANGE to R** (submenus)
- **SET RANGE to R LOCKED** (submenus)
- **RESIZE RANGE by R** (submenus)
- **RESIZE RANGE by R LOCKED** (submenus)
- **SET range START and LOCK**
- **SET range END and LOCK**

HOW TO USE IT

For the purpose of this documentation **the term "right-click" will be used as the operation opening a context menu**.

You can open the 4AI Geek Context Menu as any context menu in the Unity Inspector by **right-clicking on an array or list element name** (not a value). In some versions of Unity it is also possible to right-click on the array/list name itself - in this case it assumes that the clicked element index is zero. 4AI Geek Context Menu is appended to the standard Unity context menu items. You can learn more details at:

https://4ai.io/geek-inspector-addons/

BUNDLE ADDONS

The bundle contains some of soon-to-be released separate Geek Inspector Addons, including **necessary** Geek Inspector Addons Core 1.0 files. Check the Unity Asset Store for availability of the addons. The plugins are planned to have the following names:

- **COPY Array / List range - Geek Inspector Addon**
- **PASTE Array / List elements - Geek Inspector Addon**
- **SET Array / List RANGE to N - Geek Inspector Addon**
- **RESIZE Array / List RANGE by N - Geek Inspector Addon**
- **SET Array / List range <START, END> and LOCK - Geek Inspector Addon**

DEFINITIONS

Common terms and identifiers simplifying the descriptions:

- **clickedINDEX** – clicked array or list item index,
- **START** – current FIXED / LOCKED range start,
- **END** – current FIXED / LOCKED range end,
- **R** – current range size (equal to: **END-START+1** in the LOCKED state or **b-a+1** in the UNLOCKED state),
- **<a, b>** – a range where **a = clickedINDEX** and **(b - a + 1) = R**
- **<START, END>**, **LOCKED range** – a range locked to specific array or list elements that is modified if the position of elements change,
- **FIXED range** – a range that was usually LOCKED earlier and UNLOCKED later.
- **GEEK CLIPBOARD** – internal Geek Inspector Addons clipboard.

SINGLE COMMANDS

SET range START and LOCK

SET the array or list range START to clickedINDEX so that the final range is <clickedINDEX, END> and is LOCKED. See the LOCK range command for more information.

SET range END and LOCK

SET the array or list range END to clickedINDEX so that the final range is <START, clickedINDEX> and is LOCKED. See the LOCK range command for more information.

COPY range

COPY the range <clickedINDEX, clickedINDEX+R-1> to the GEEK CLIPBOARD.

The final range and the range end must fit in the array or list.

COPY range LOCKED

COPY the LOCKED range <START, END> to the GEEK CLIPBOARD.

The final range and the range end must fit in the array or list. The related context menu item is available when the range is LOCKED.
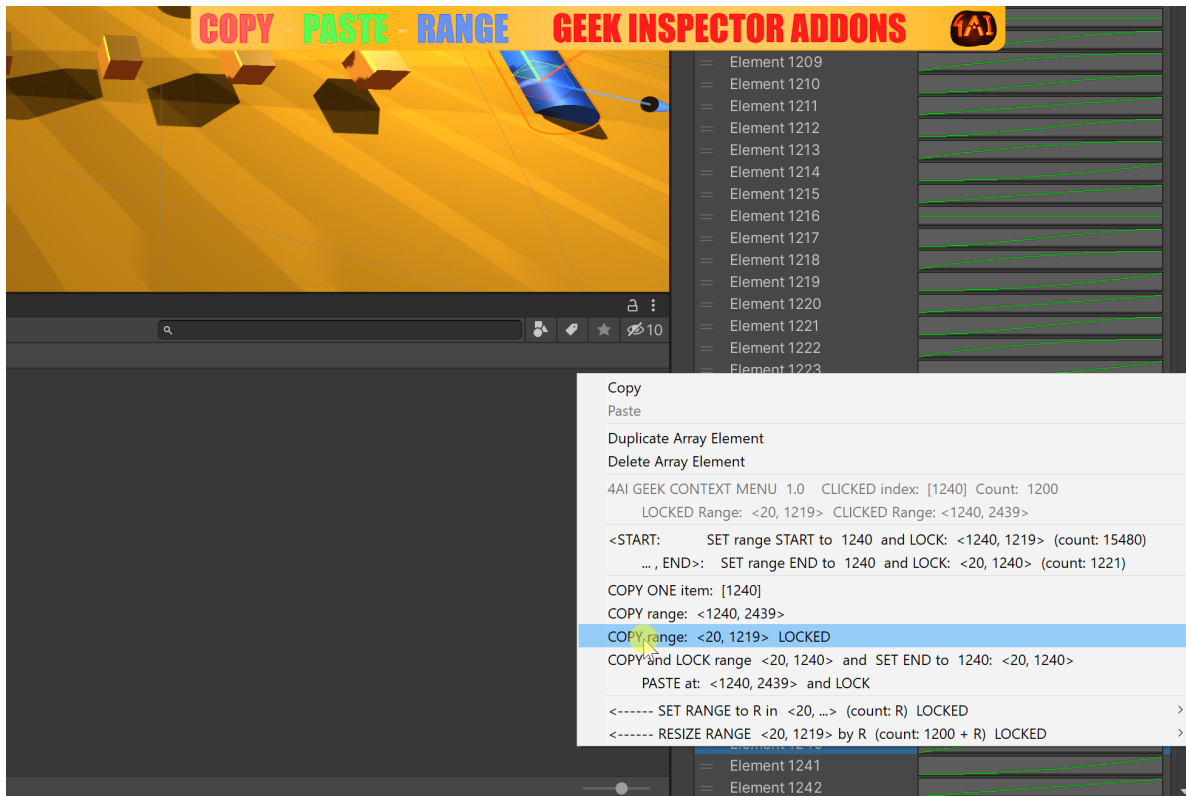
You can find more screenshots in the SCREENSHOTS section.

COPY and LOCK range and SET (range) END

COPY the range <clickedINDEX, clickedINDEX+R-1> to the GEEK CLIPBOARD and LOCK it. Set the range END to clickedINDEX.

The final range and the range end must fit in the array or list.

COPY ONE item

COPY ONE clicked item to the GEEK CLIPBOARD.

The final range and the range end must fit in the array or list.

PASTE

PASTE the GEEK CLIPBOARD contents at the clickedINDEX. The pasted values will override the old ones. The whole content and the last item must fit in the array or list.

PASTE and LOCK range

PASTE the GEEK CLIPBOARD contents at the clickedINDEX. The pasted values will override the old ones. Next, LOCK the pasted range. The whole content and the last item must fit in the array or list.

SUBMENUS

SET RANGE to R (submenus)

SET range to <clickedINDEX, clickedINDEX+R-1> so that the range size equals R. R is chosen by one of the command submenu items.

SET RANGE to R LOCKED (submenus)

SET range to <START, START+R-1> so that the range size equals R. R is chosen by one of the command submenu items. Next, update the LOCKED range. The related context menu item is available when the range is LOCKED. See the LOCK range command for more information.

RESIZE RANGE by R (submenus)

RESIZE the range <clickedINDEX, clickedINDEX+currentR-1> by R, so that the final range is <clickedINDEX, clickedINDEX+currentR+R-1>, where currentR is the range size before the operation. R is chosen by one of the command submenu items.

RESIZE RANGE by R LOCKED (submenus)

RESIZE the range <START, END> by R, so that the final range is <START, END+R>, where currentR is the range size before the operation. R is chosen by one of the command submenu items. **Next, update the LOCKED range**. The related context menu item is available when the range is LOCKED. See the LOCK range command for more information.

SCREENSHOTS

THE BUNDLE

```
4AI GEEK CONTEXT MENU  1.0    CLICKED index:  [15]  Count:  2
        LOCKED Range:  <1, 2>  CLICKED Range: <15, 16>

<START:         SET range START to  15  and LOCK:  <15, 2>  (count: 28)
      ... , END>:   SET range END to  15  and LOCK:  <1, 15>  (count: 15)

COPY ONE item:  [15]
COPY range:  <15, 16>
COPY range:  <1, 2>  LOCKED
COPY and LOCK range  <1, 15>  and  SET END to  15:  <1, 15>
      PASTE at:  <15, 16>  and LOCK

<------ SET RANGE to R in  <1, ...>  (count: R)  LOCKED            >
<------ RESIZE RANGE  <1, 2> by R  (count: 2 + R)  LOCKED          >
```

SET RANGE to R (LOCKED) submenus
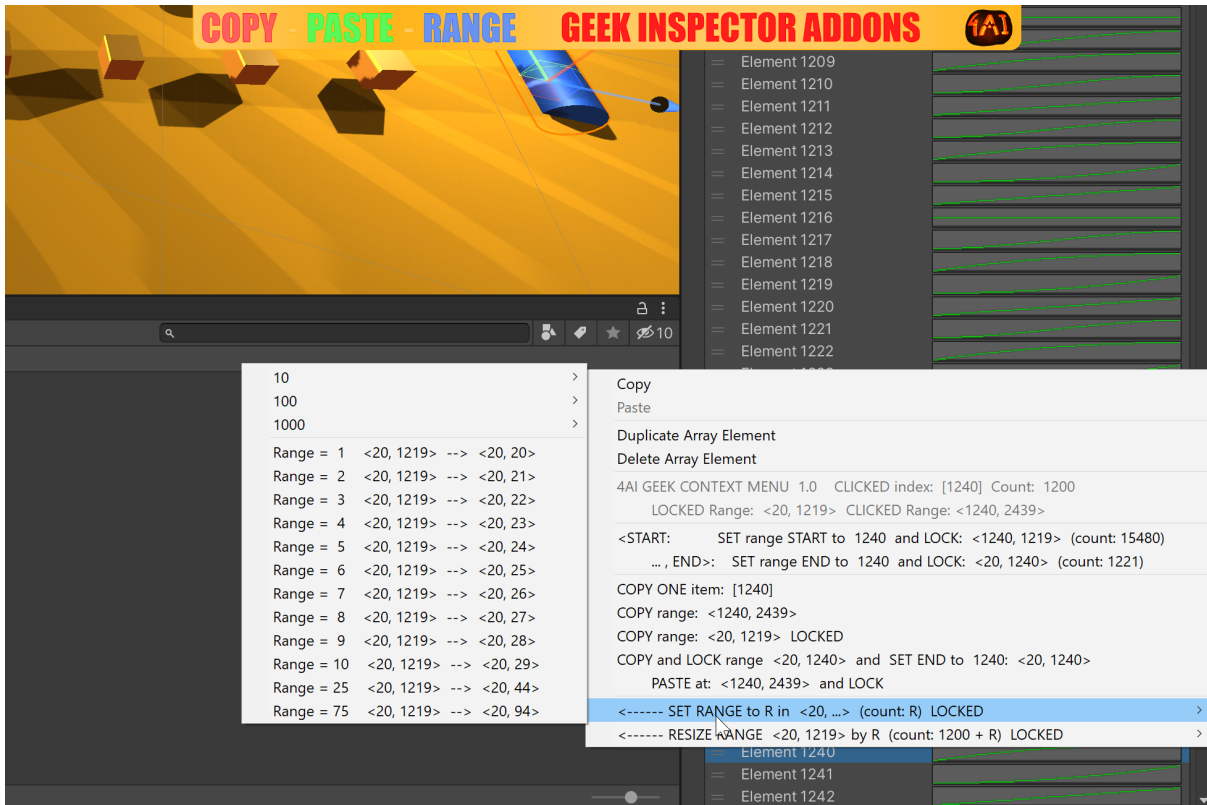
The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.

The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.
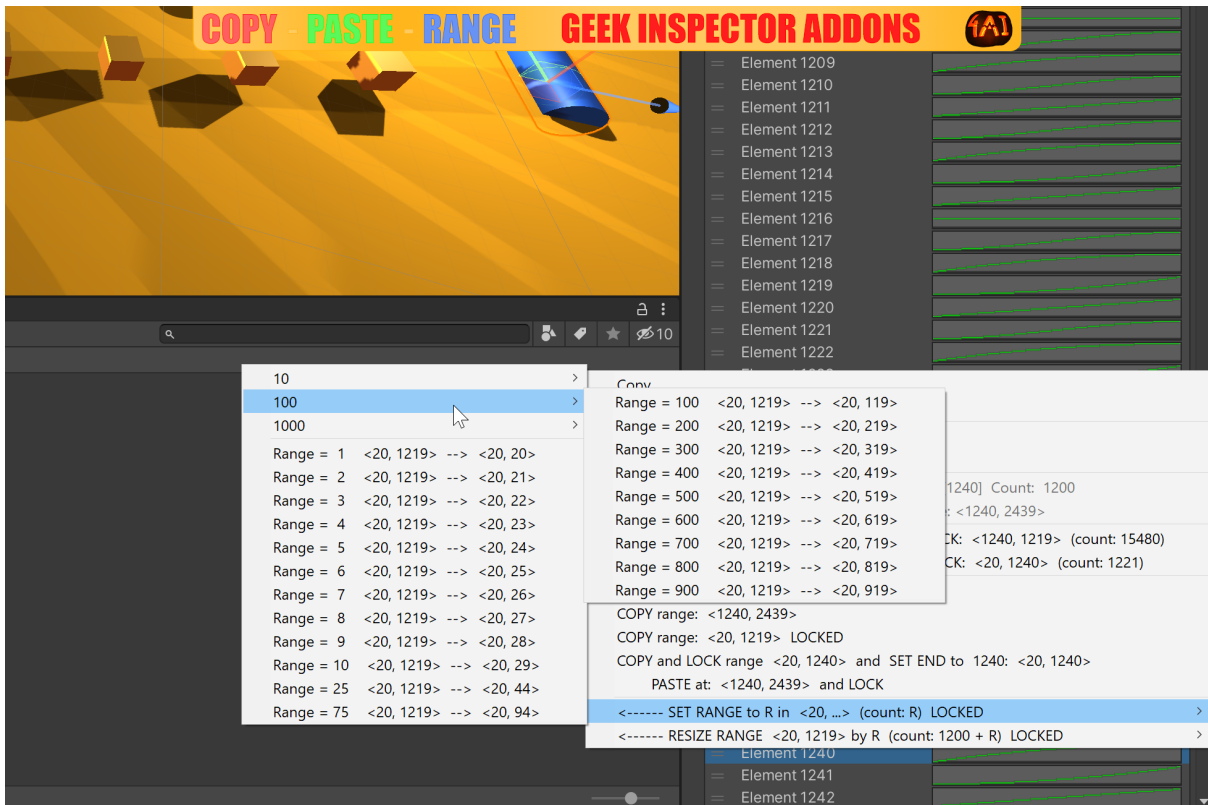
The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.

The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.

RESIZE RANGE by R (LOCKED) submenus

The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.

COPY - PASTE - RANGE   GEEK INSPECTOR ADDONS

10	>
100	>
1000	>

Range = Range - 1   <20, 1219> --> <20, 1218>
Range = Range - 2   <20, 1219> --> <20, 1217>
Range = Range - 3   <20, 1219> --> <20, 1216>
Range = Range - 4   <20, 1219> --> <20, 1215>
Range = Range - 5   <20, 1219> --> <20, 1214>
Range = Range - 6   <20, 1219> --> <20, 1213>
Range = Range - 7   <20, 1219> --> <20, 1212>
Range = Range - 8   <20, 1219> --> <20, 1211>
Range = Range - 9   <20, 1219> --> <20, 1210>
Range = Range -10   <20, 1219> --> <20, 1209>
Range = Range -25   <20, 1219> --> <20, 1194>
Range = Range -75   <20, 1219> --> <20, 1144>

Range = Range + 1   <20, 1219> --> <20, 1220>
Range = Range + 2   <20, 1219> --> <20, 1221>
Range = Range + 3   <20, 1219> --> <20, 1222>
Range = Range + 4   <20, 1219> --> <20, 1223>
Range = Range + 5   <20, 1219> --> <20, 1224>
Range = Range + 6   <20, 1219> --> <20, 1225>
Range = Range + 7   <20, 1219> --> <20, 1226>
Range = Range + 8   <20, 1219> --> <20, 1227>
Range = Range + 9   <20, 1219> --> <20, 1228>
Range = Range +10   <20, 1219> --> <20, 1229>
Range = Range +25   <20, 1219> --> <20, 1244>
Range = Range +75   <20, 1219> --> <20, 1294>

Range = Range -10   <20, 1219> --> <20, 1209>
Range = Range -20   <20, 1219> --> <20, 1199>
Range = Range -30   <20, 1219> --> <20, 1189>
Range = Range -40   <20, 1219> --> <20, 1179>
Range = Range -50   <20, 1219> --> <20, 1169>
Range = Range -60   <20, 1219> --> <20, 1159>
Range = Range -70   <20, 1219> --> <20, 1149>
Range = Range -80   <20, 1219> --> <20, 1139>
Range = Range -90   <20, 1219> --> <20, 1129>

Range = Range +10   <20, 1219> --> <20, 1229>
Range = Range +20   <20, 1219> --> <20, 1239>
Range = Range +30   <20, 1219> --> <20, 1249>
Range = Range +40   <20, 1219> --> <20, 1259>
Range = Range +50   <20, 1219> --> <20, 1269>
Range = Range +60   <20, 1219> --> <20, 1279>
Range = Range +70   <20, 1219> --> <20, 1289>
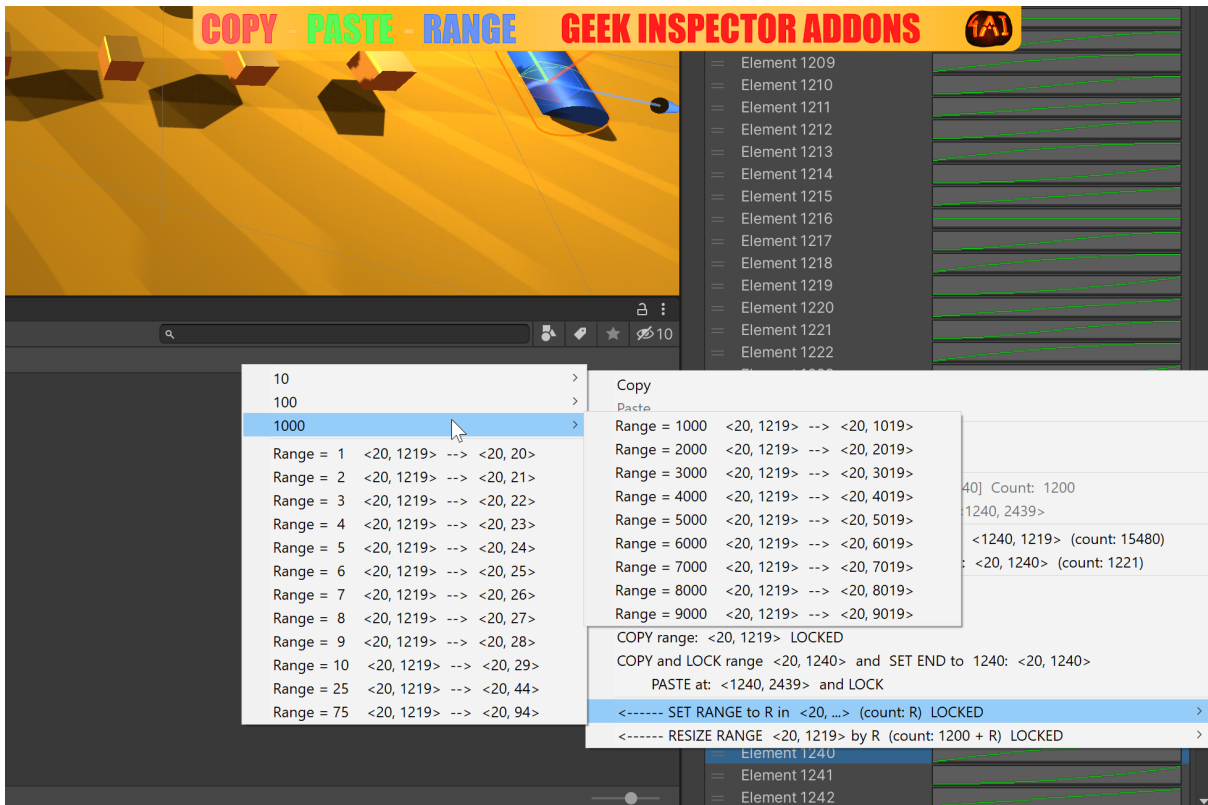Range = Range +80   <20, 1219> --> <20, 1299>
Range = Range +90   <20, 1219> --> <20, 1309>

<START: SET range START to 1240 and LOCK: <1240, 1219> (count: 15480)
  ... , END>:   SET range END to 1240 and LOCK: <20, 1240> (count: 1221)

COPY ONE item: [1240]
COPY range: <1240, 2439>
COPY range: <20, 1219> LOCKED
COPY and LOCK range <20, 1240> and SET END to 1240: <20, 1240>
      PASTE at: <1240, 2439> and LOCK

<------ SET RANGE to R in <20, ...> (count: R) LOCKED   >
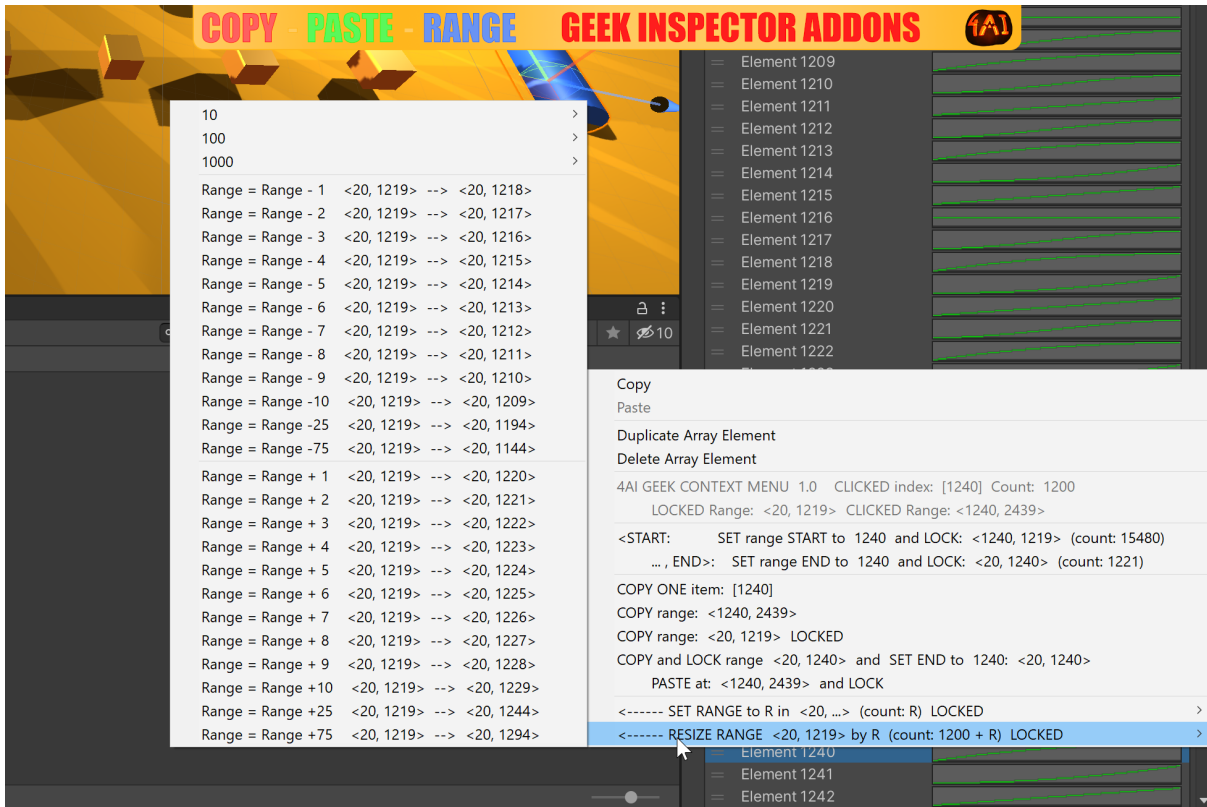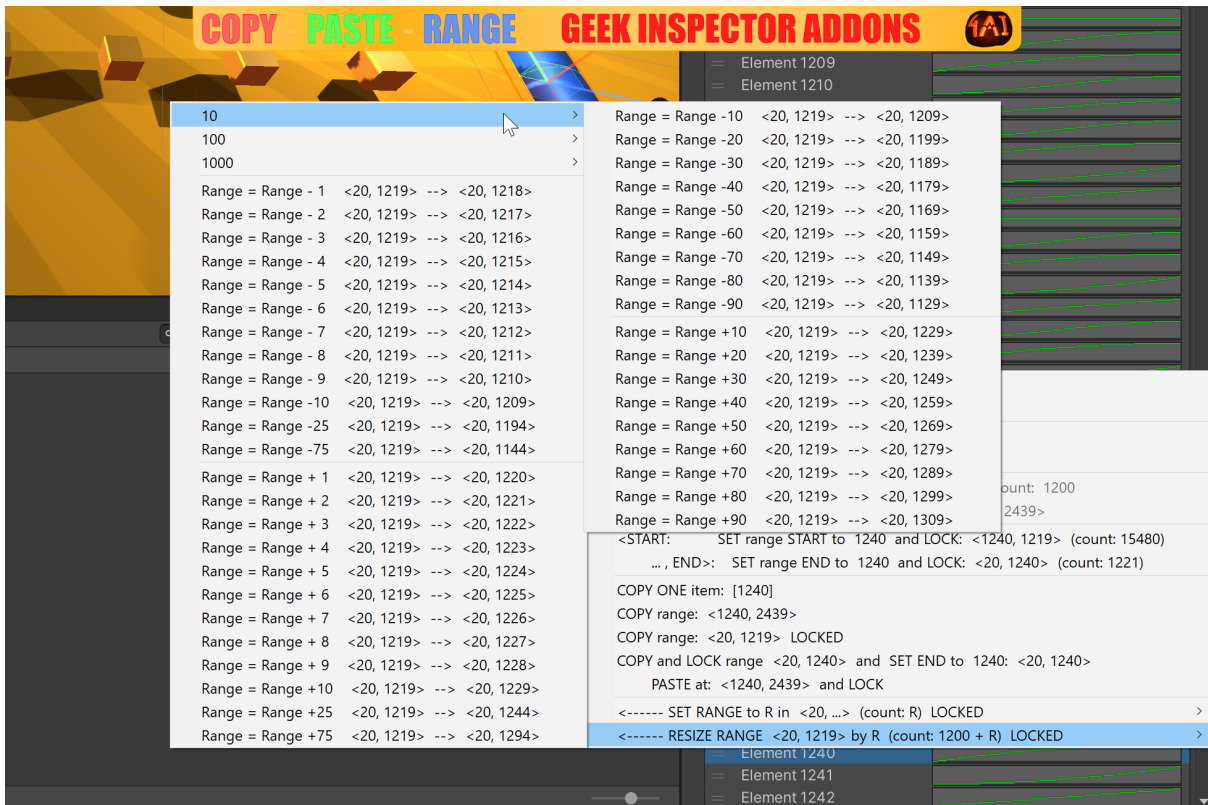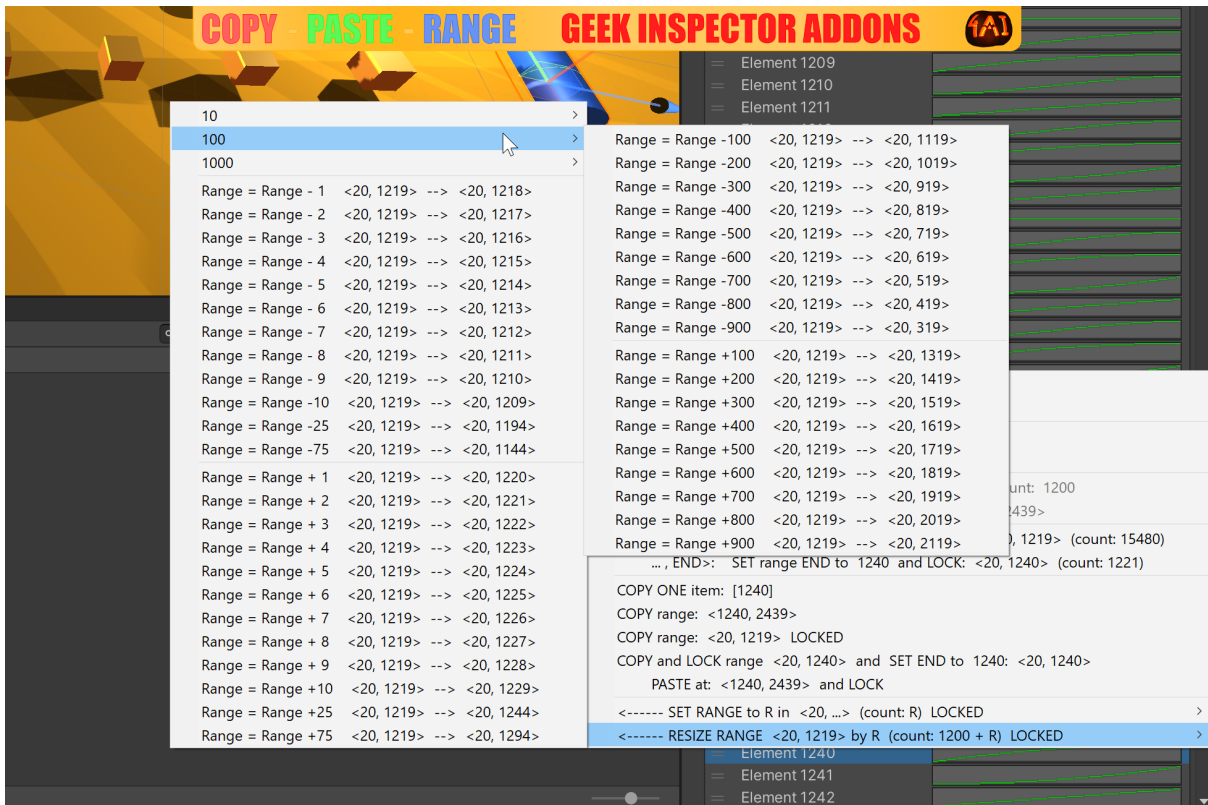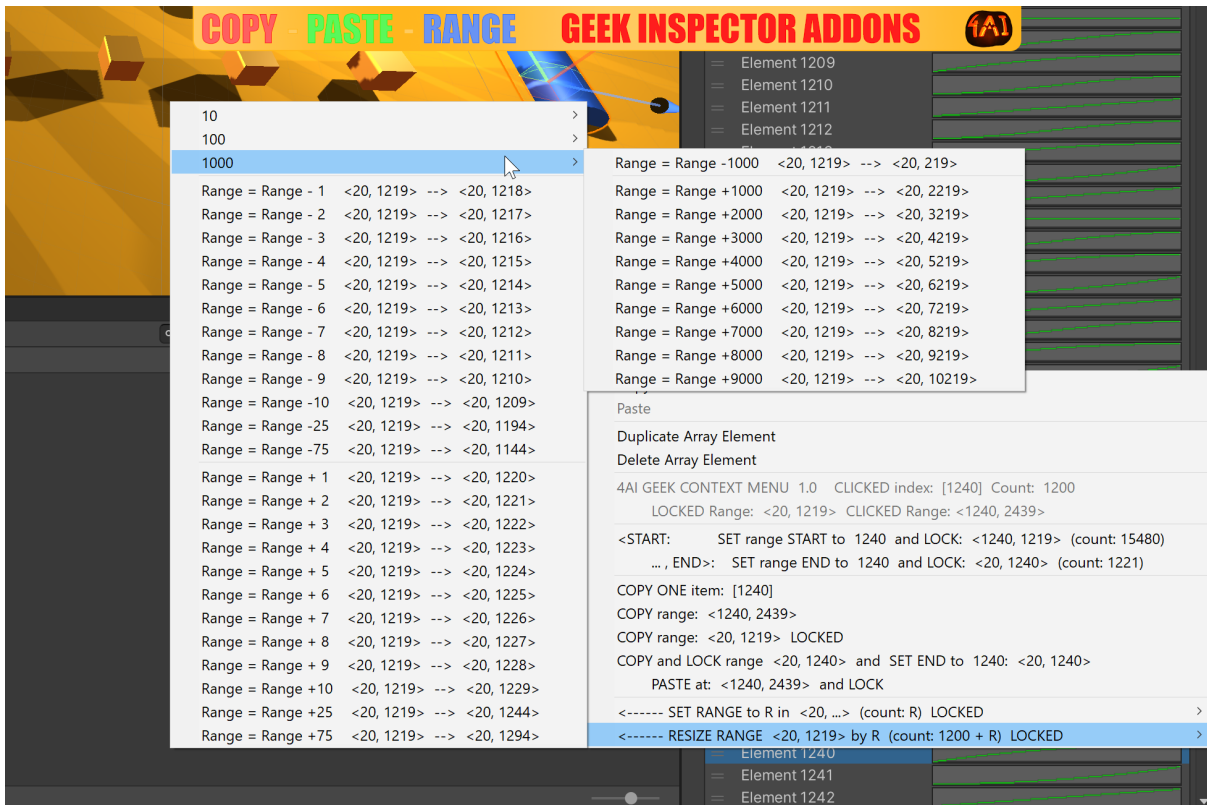<------ RESIZE RANGE <20, 1219> by R (count: 1200 + R) LOCKED   >

The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.

The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.

The list of available menu items in submenus may change depending on the range size, clicked array or list element index and total number of elements.

DEMO SCENE

A demo scene is planned to be provided in the Unity Asset Store as a free asset. Check the Asset Store for availability. For testing, you can also use two MonoBehaviour scripts: ExampleArrays.cs and ExampleLists.cs that contain many different arrays and lists. Attach the scripts to any game objects, define array and list data and then, just right-click on array/list element names to display a context menu with appended 4AI Geek Context Menu.

EXTENSIONS

Some extensions for the Geek Inspector Addons framework are planned to be released in the Unity Asset Store, for example:

- Geek Context Menu style configuration (e.g. it will be possible to change some indentations, prefixes and suffixes).

- Geek Context Menu items visibility and priority (order).

Check the Unity Asset Store for availability.

About
Geek Inspector Addons framework
for Unity

The Geek Inspector Addons framework is a set of plugins for Unity, extending the Unity Editor Inspector and co-operating with each other. Their aim is to extend the functionality of the Unity Editor by adding only addons you need. The Geek Inspector Addons framework is planned to become a part of the bigger Geek Editor Addons framework.

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About
Geek Context Menu
for Unity

The Geek Context Menu is a set of Unity plugins co-operating within the Geek Inspector Addons framework, extending the standard Unity Inspector context menus. You will be able to extend or add new context menus for different Unity properties e.g. arrays and lists, by installing addons you need.

About
Geek Context Menu
for Unity array and list properties

Geek Context Menu for arrays and lists is a set of plugins for Unity, extending the standard Unity Inspector context menus related to array properties, e.g. an array or list of GameObject references, Transforms, ints or floats, co-operating within the Geek Inspector Addons framework.

OTHER INFORMATION

In the Geek Context Menu the word "Array" is used even if a given menu item / command is related to a list property.

GEEK INSPECTOR ADDONS

GEEK EDITOR ADDONS

4AI.IO