

Notes

The '[TppShowAsLabel...]' attributes allow you to display a property. This can be useful in many ways. Here's an example from TilePlusBase.cs that shows how the Tag property as shown in the Brush Inspector works.

```
/// <summary>
/// Property to get the optional tag
/// </summary>
/// <value>The tag.</value>
[TptShowAsLabelBrushInspector(true)]
public string Tag
{
    get => string.IsNullOrEmpty(m_Tag)
        ? string.Empty
        : m_Tag.Trim();

    set
    {
        #if UNITY_EDITOR
        if (!TpLib.IsPlayMode)
            #endif
            m_Tag = value.Trim();
    }
}
```

It's not a great idea to do anything too complex since there's repeated access during an Editor session when the Selection Inspector or TilePlus Utility window are in use.

Another way to add a display string is to use the TptNote attribute, for example:

```
[TptNote(false, "Only X and Y are used")]
public Vector3 m_EndSize = new(2, 2, 1);
```

This attribute is only used in the Selection Inspector.

Revision #5

Created 2025-07-08 15:35:45 UTC by Vonchor

Updated 2025-08-19 14:10:44 UTC by Vonchor