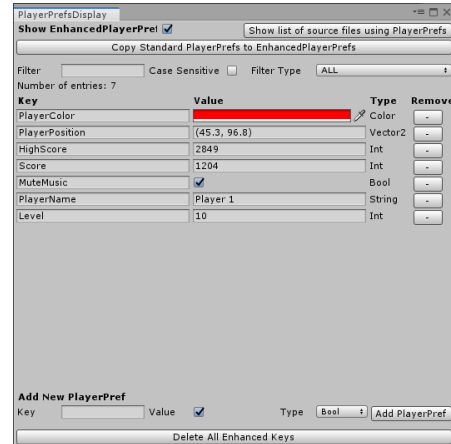
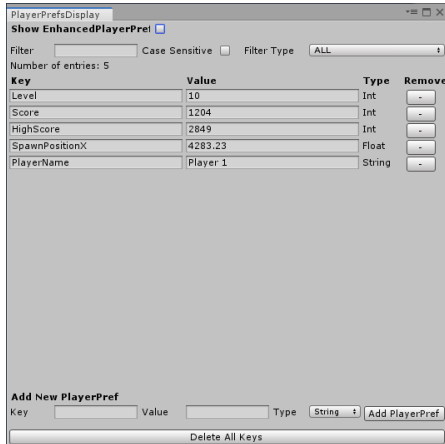


PlayerPrefsDisplay

By Ladimaco



PlayerPrefsDisplay is a useful utility to view/edit PlayerPrefs from within the Unity Editor.

After importing the package, you can open the window from the Windows menu. The window is dockable like any other window in Unity.

PlayerPrefsDisplay also includes Enhanced PlayerPrefs support, which adds additional types to the PlayerPrefs, as well as increasing performance of the PlayerPrefs system. It uses a modified version of PlayerPrefs.cs from PreviewLabs.

Enhanced PlayerPrefs adds support for the following types to PlayerPrefs...

1. Bool
2. Long
3. Vector2
4. Vector3
5. Color

At the top of the window is a checkbox to switch the display to Enhanced PlayerPrefs.

When checked, all Enhanced PlayerPrefs are displayed. A couple of new buttons show up as well.

The "Show list of source files using PlayerPrefs" button will scan your project, and put a list of all source files that reference PlayerPrefs, in the console. This list will make it easier for you to find and add the Using Statement to each of them, to enable Enhanced PlayerPrefs. At the top of each file, the following needs to be added to switch the file to the EnhancedPlayerPrefs system.

```
using PlayerPrefs = EnhancedPlayerPrefs.PlayerPrefs;
```

The "Copy Standard PlayerPrefs to EnhancedPlayerPrefs" button will copy any existing standard PlayerPrefs to the Enhanced PlayerPrefs system. This process leaves the original PlayerPrefs unchanged, and still available to the Standard PlayerPrefs system.

Next in the window is the Filter Area. This consists of 3 sections.

1. Filter: Entering text in this filter will modify the list to show only PlayerPrefs with a key containing the text you provide.
2. Case Sensitive: Checking this box will limit the list to only keys containing the provided text in the case provided. i.e. typing Test will match a key of Test1, Test2, etc... but will NOT match a key of testMode;
3. Filter Type: Selecting anything other than ALL will limit the list to only the type selected.

The next line in the window lets you know how many PlayerPrefs are present.

Next is the list of PlayerPrefs (after any filters are applied)

The first column is the Key for the PlayerPref. This is displayed in a Read Only text field, to allow you to see potentially long key names, but the name cannot actually be modified.

The next column is the value of the PlayerPref. This value can be modified to any valid value. In the Enhanced PlayerPrefs system, bool values will be displayed as a toggle, and Color Values are displayed with a Color Selector. Vector2 and Vector3 are displayed as comma separated strings.

The next column shows the variable type for the PlayerPref.

The last column is a button to remove the PlayerPref. WARNING, this removal is permanent, and cannot be undone.

At the bottom of the window is a section to add additional PlayerPrefs. Provide the Key, Value, and select the Type, then click the "Add PlayerPref" button, to add a new PlayerPref to the system. If you use a key that matches an already existing PlayerPref, then that PlayerPref will be updated to the new value you provided.

The bottom most button is to remove ALL PlayerPrefs from the system. Use this with care, as it CANNOT be undone. When this button is clicked, a confirmation and abort button are displayed. You can confirm that you really want to do this, and all PlayerPrefs are removed. Hitting the Abort button will cancel the removal.

If you have any problems, please feel free to email me at Ladimaco@gmail.com