

# Ramdal Games AutoReference Tool

## Documentation

### Overview

AutoReference attribute is a Unity Editor tool that automatically assigns **component** or **GameObject references** in the Inspector.

It searches for matching objects based on your configuration (*self, hierarchy, scene, or resources*) and supports filters like **name**, **index**, and **inactive inclusion**.

This tool has **zero impact at runtime**, since all assignments happen inside the **Unity Editor**.

Using AutoReference is **highly recommended**, it's faster, safer, and cleaner than manually assigning references or calling `GetComponent()` inside `Awake()` or `Start()`, which can cause **unnecessary stuttering** and **code clutter** in your scenes.

### Usage Example

```
using RamdalGames.Tools.AutoReference; // You need this directive

public class AutoReferenceDemo : MonoBehaviour {

    [AutoReference(Find.InContainingScene, targetName: "MainCamera")]
    [SerializeField] private Camera mainCamera;

}
```

Automatically assigns the Camera named "MainCamera" found in the containing scene of the current GameObject.

Check The Demo for more examples and realtime use cases!

You can find the Get Started Helper Under Tools > Ramdal Games > Auto Reference > Get Started.

## Parameters (AutoReferenceAttribute)

Parameter	Type	Description
findType	Find	Where to search (see below). Default: InSelf
includeInactive	bool	Include inactive GameObjects. Default: true
onlyShowIfNull	bool	Hide field in Inspector if assigned. Default: false
runWhileInactive	bool	Runs even when GameObject is inactive. Default: false
targetName	string	Optional name filter. Default: ""
targetIndex	int	Index for multiple matches. Default: 0

## FindType Options

Option	Description
InSelf	Search within the same GameObject.
InChildren	Search all children (excluding self).
InParents	Search all parent GameObjects (excluding self).
InScenes	Search all objects of that type in loaded scenes.
InContainingScene	Search only in the same scene as this GameObject.
InResources	Search in the Resources folder.

## Notes

- Works in the Editor, not at runtime.
- **'OnlyShowIfNull'** hides the field in the inspector once assigned.
- If no match is found, a console warning is shown.

# Support And Contact

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