SceneSwith

SceneSwith is a unity editor extension designed to speed up switching between multiple scenes, in the style of app switchers on your operating systems.

Installation

open SceneSwitch.unitypackage file and click "import". Make sure you select the SceneSwitch.dll file.

All of the content of this package stays in the Editor folder and **will not** affect the final build of your project.

Usage

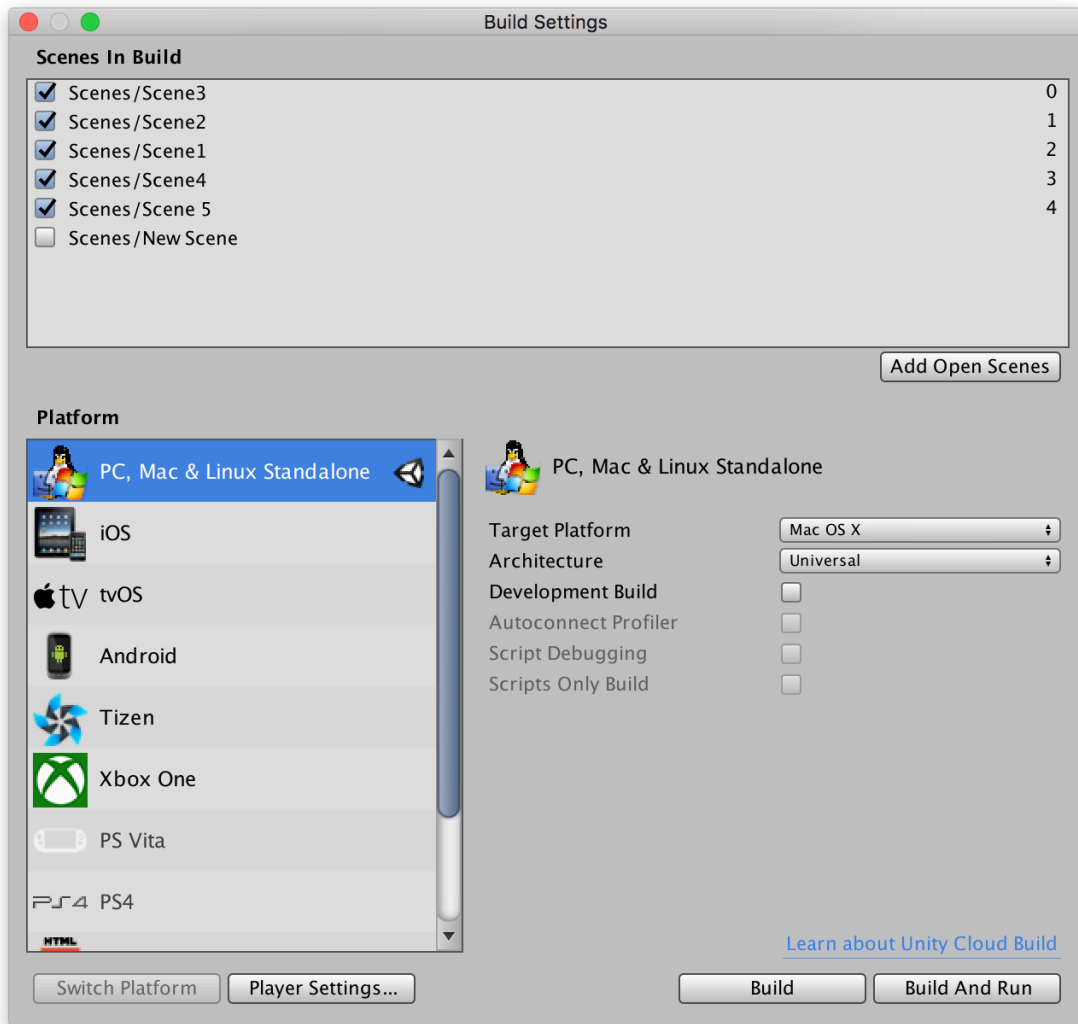The extension is designed to be used with Hotkeys instead of using the editor window.

Hotkeys
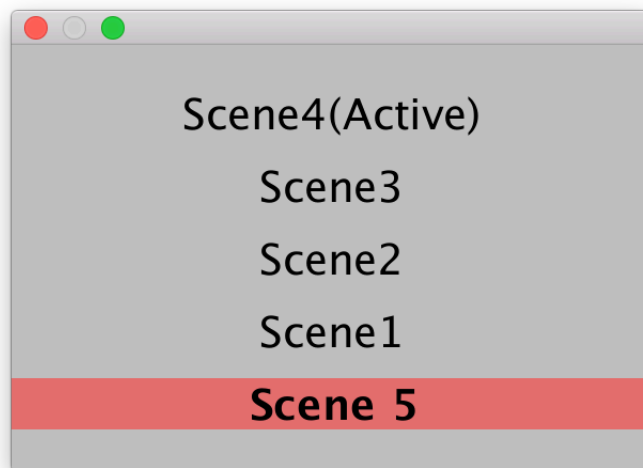
Ctrl + (Shift) + ` on Windows

Command + (Shift) + ` on macOS

Usage

1. Go to File -> Build Settings, and in "Scenes in Build", select all the scenes you want to be able to switch between. If a scene does not appear there, open that scene and click the button "Add Open Scenes". After all the scenes are selected you can close the build settings window.
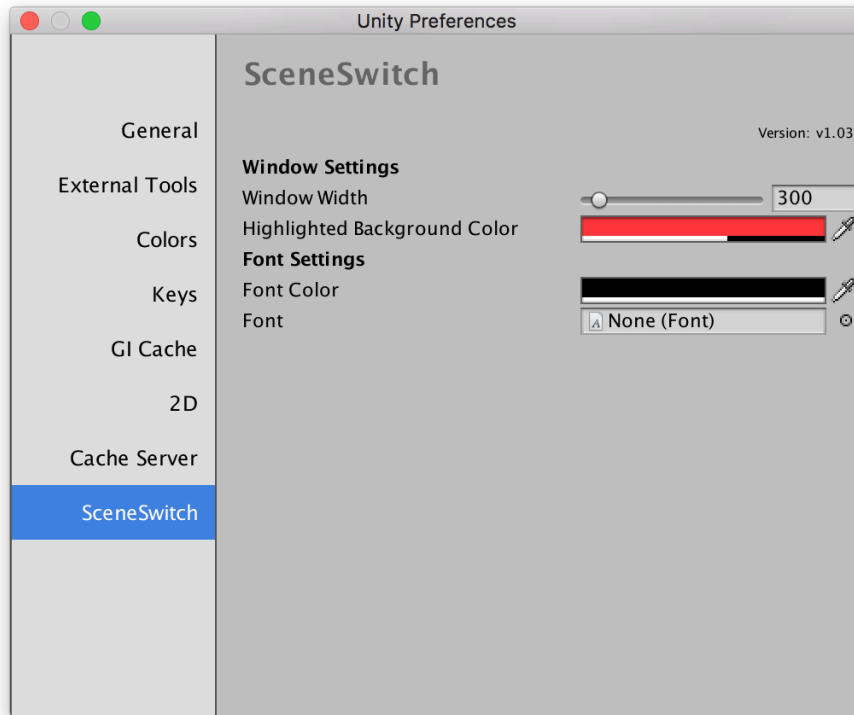
2. Select the next scene everytime you press ` while holding Ctrl (Windows) and Command (macOS). Select the previous scene if you also hold shift. Release the modifier keys to switch to the selected scenes.
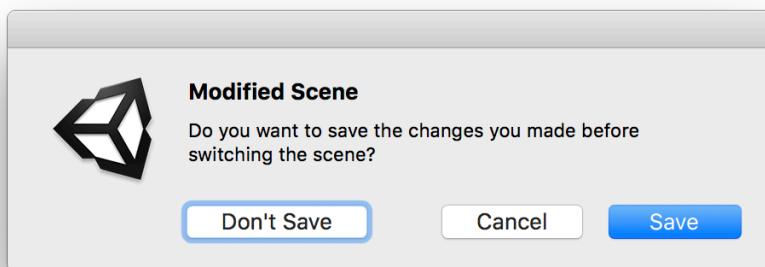

Feature

- Native Preference Window for settings

- Window Width: width of the SceneSwith window
- Highlighted Background Color: the background color of the currently highlighted scene
- Font Color & Font: Font color and font of the textsin the SceneSwitch Window
- Adaptive window height based on the amount of scenes
- Prompt when switching from an unsaved scene

Features Planned

- Custom Shortcut
- Horizontal Layout
- Mouse Interactabilities