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

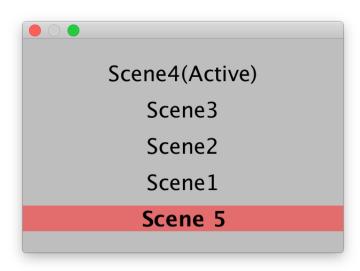
Command + (Shift) + ` on macOS

Usage

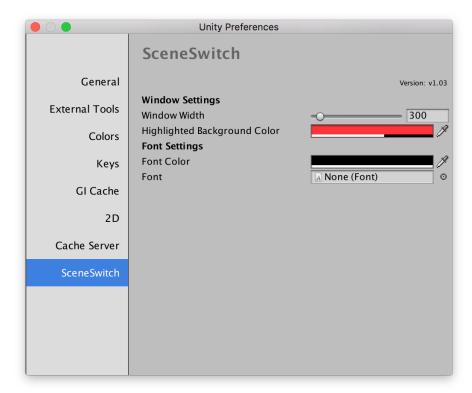
 Go to File -> Build Settings, and in "Scenes in Build", select all the scenes you want to be able to switch between. If a scene does not appear there, open that scene and click the button "Add Open Scenes". After all the scenes are selected you can close the build settings window.

	Build Settings	
Scenes In Build		
 ✓ Scenes/Scene3 ✓ Scenes/Scene2 ✓ Scenes/Scene1 ✓ Scenes/Scene4 ✓ Scenes/Scene 5 □ Scenes/New Scene 		0 1 2 3 4
Platform		Add Open Scenes
PC, Mac & Linux Standalone 🛛 🔿	PC, Mac & Linux St	andalone
iOS	Target Platform Architecture	Mac OS X + Universal +
€t∨ tvOS	Development Build Autoconnect Profiler	
Android	Script Debugging Scripts Only Build	
Service Tizen		
Xbox One		
PS Vita		
PJF4 PS4		Learn about Unity Cloud Build
Switch Platform Player Settings		Build Build And Run

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.



• 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

Modified Scene
Do you want to save the changes you made before switching the scene?
Don't Save Cancel Save

Features Planned

- Custom Shortcut
- Horizontal Layout
- Mouse Interactabilities