

# Documentation

## Introduction

This free asset adds an editor window on Unity. This window lists all scenes of your project and let you search a scene by name. There's also an option to list on build scene.

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# **Quick Start**

1. Open the Quick Scene window by using the top menu

File Edit Assets GameObject Component	Asset Store Tools Tools	Window Help	
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	Inspector >> Animat	Previous Window	Ctrl+Shift+Tab
Shaded 🔻 2D 🌻 🐠 😎 🔻 🕫 0	Layouts	>	
	Quick Scenes Loader		
		Asset Store	Ctrl+9
		Package Manager	
		Asset Management	>
		TextMeshPro	>
		General	>
		Rendering	>
		Animation	>
		Audio	>
		Sequencing	>
		Analysis	>
		2D	>
		AI	>
		XR	>
		UI	>

2. You can now see all your project scene and load one by clicking on it





## Features

#### Scene Loading

You can load a scene by clicking on its name. You can also use the dropdown element on the top of the window to select the scene to load. The last way to load a scene is by using the "return" key when searching a scene.

#### Filter

You can filter scene by clicking on the "on build only" toggle button on the top bar of the window. This way you'll see only the scene who are set on the build.



The state of this filter is kept when you stop Unity (suggested by Millenary\_Fater).

#### Searching

You can search through all scene name for the name you are looking for. The list will automatically update and shows only the scene who matches the search text.

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			Enter to load
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When searching for a specific name you can use the up and down keyboard key to navigate through scene result. It will load the currently selected one when pressing the "return" key.

#### Refreshing

The refresh button let you check if any new scene has been added since the last scene check. If you have created a new scene recently and you don't see it on the list, you can use this button to add it on the list.



This feature will look to you whole Asset folder and can take some time depending on your project size. But we never experienced more than a few seconds.



## Contact

You can write to notinvitedgames@gmail.com if you have any question or suggestion. I'm always looking for improving my asset and will taking in consideration any good idea! I speak English and French.



Thank you for using this free asset. If you are happy with it, feel free to rate us on the asset store @<u>https://assetstore.unity.com/packages/slug/207596#reviews</u>

If you want to support me and you can afford it, you can buy one of my paid assets.

## More from Not Invited

Find all my assets on *my publisher page*. Here's some of my other asset you may like to check out:

#### **Extended fields**



#### Version from git



If you use git this asset will let you manage your build version only by tagging them on your git repo. Then the application version will be set automatically on each build.

The version format is highly customizable.

<u>https://assetstore.unity.com/packages/tools/utilities/version-from-git-203089?aid=1011lkCc4</u>