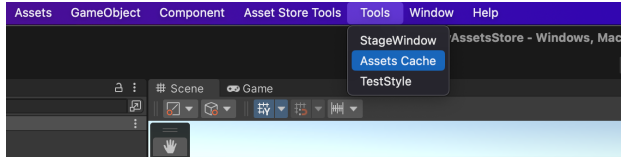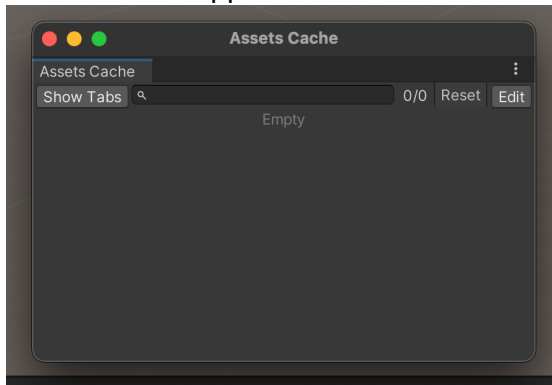# 1. Open cache window

From menu bar, select Tool->Assets Cache
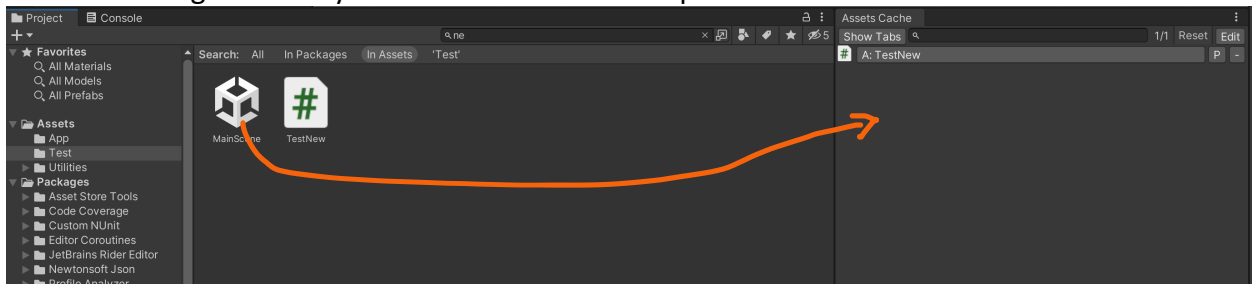

A window will appear like this. Move it to any position you want.

2. Cache asset

When you search for something in the Project window.
Select and drag the ones you need to cache and drop them into the Assets Cache window
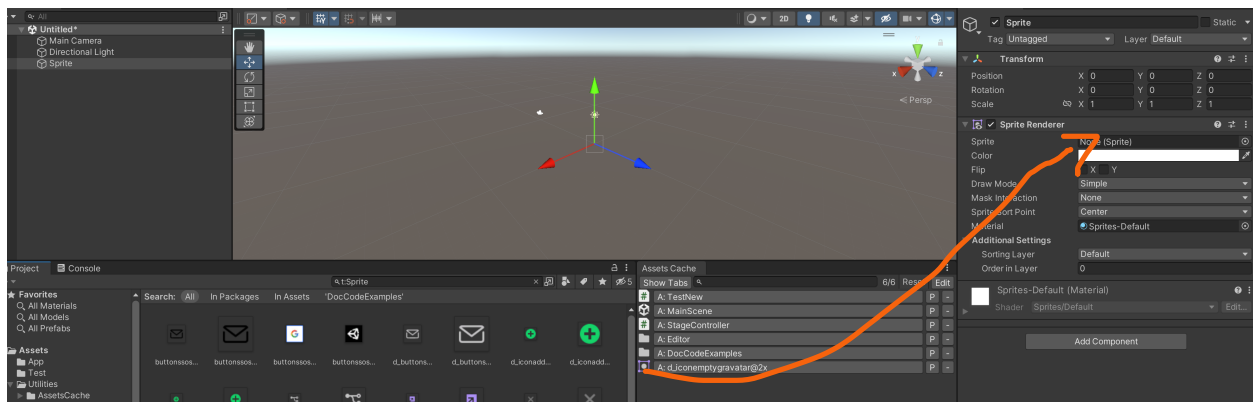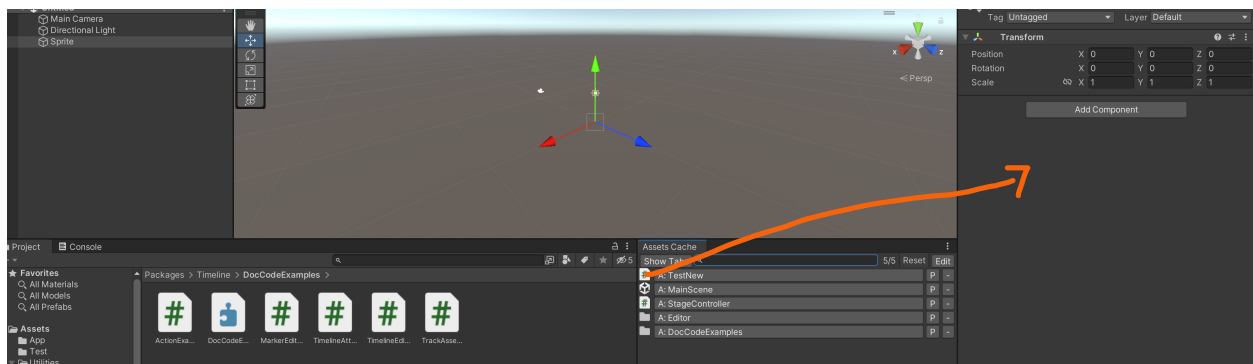

3. Use cache

Click to the button with label is name
- The project window will display that folder if the cache item is a folder
- Open code file with code editor if it is script
- Open picture if it is texture file
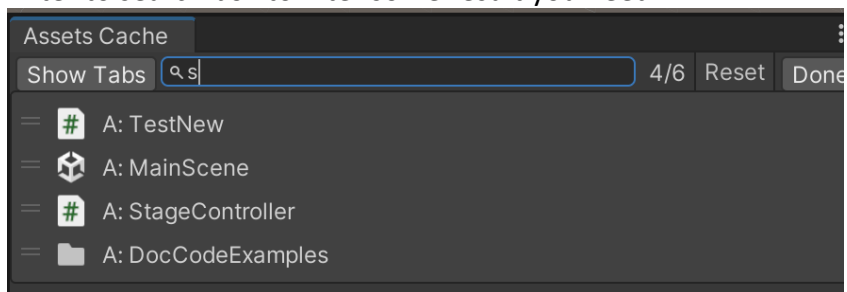
Click to P button to ping it
Click – button if you want to remove it

You can click on this little icon and drag it to create references or add component
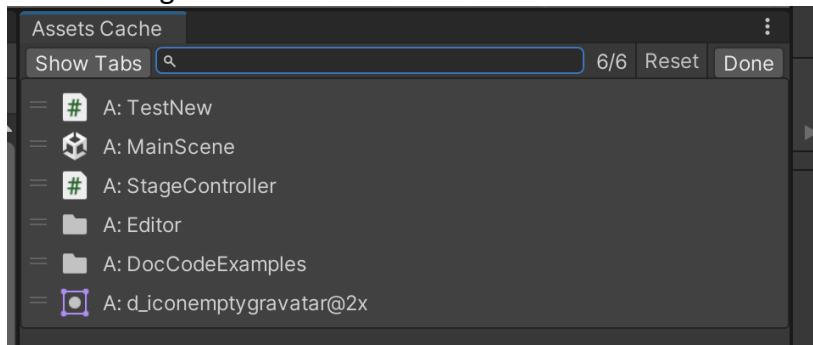
4. Search

Enter to search box to filter some result you need

5. Edit

Click edit button to open edit mode
You can drag to sort cache list

Click to Show tabs button to add, rename, or delete tabs (cache group)

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