



FULLSCREEN EDITOR

Changelog

📄 If you need an older version, you can [mail me](#) requesting one of the versions below, along with your invoice number.

v2.1.3 - 01/10/2019

- Added a new rect source mode that opens the fullscreen on the target window display.

v2.1.2 - 26/09/2019

- Fixed GameView throwing exceptions on Unity 2019.3.

v2.1.1 - 16/07/2019

- Unity 2019.3 support.
- Fixed toolbar not hiding completely on the newer editor skin.
- Fixed GameView throwing an exception on Unity 2019.3 alpha.
- Re-added the preferences menu item.

v2.1.0 - 06/04/2019

- This update brings a lot of cool stuff, check it out by yourself!
- HUGE PERFORMANCE IMPROVEMENTS, no framerate loss when using a fullscreen Game View.
- Option to replace the "Maximize on Play" toggle with a "Fullscreen on Play" one.
- The "Hide toolbar" option now completely hides the toolbar instead of just moving it out of the screen viewport.
- Keep the state of the window, changes made in the window won't be lost when closing the fullscreen view.
- Placeholder window, so you can recover the window position after closing the fullscreen view.

v2.0.4 - 14/02/2019

- Using the new settings provider (Unity 2018.3).
- Added assembly definition file.

v2.0.3 - 14/08/2018

- Fix preferences shortcut.

v2.0.2 - 28/02/2018

- Performance improvements.

v2.0.1 - 15/01/2018

- Unity 2018.1 support.
- Fixed layout bug when leaving fullscreen windows open at editor exit.
- New preference item for disabling notifications.
- New button on preferences menu to allow faster bug report or feature request.

v2.0.0 - 15/11/2017

- New settings page on preferences window.
- Feature to easily change the shortcuts for toggling fullscreen on/off.
- More options for dealing with multiple screens and multiple fullscreen views.
- Show/hide toolbar now works while a fullscreen view is open.
- No flashing screens when opening/closing game view.
- Fixed the "Failed to destroy split view" error.
- Fixed "Fullscreen on Play" on newer Unity versions.
- Fixed game view focus when changing fullscreen.

v1.1.2

- Fixed a crash when trying to close a fullscreen window after closing Unity and opening it again.

v1.1.1

- Experimental Mac OSX support.
- Fixed a bug where using Input while on playmode would give wrong values.
- Fixed a NullReferenceException using fullscreen on play.

v1.1.0

- Added an option to fullscreen the window currently under the mouse.
- Added a MenuItem for hiding the toolbar of GameView and SceneView.
- Added a MenuItem for fullscreen on play, so it will fullscreen GameView every time you run your game.
- Fixed a bug of GameView losing focus when it's over other GameView.

v1.0.0 - 26/08/2016

