



# PieTabs | Browser Enhancer

PinePie

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By

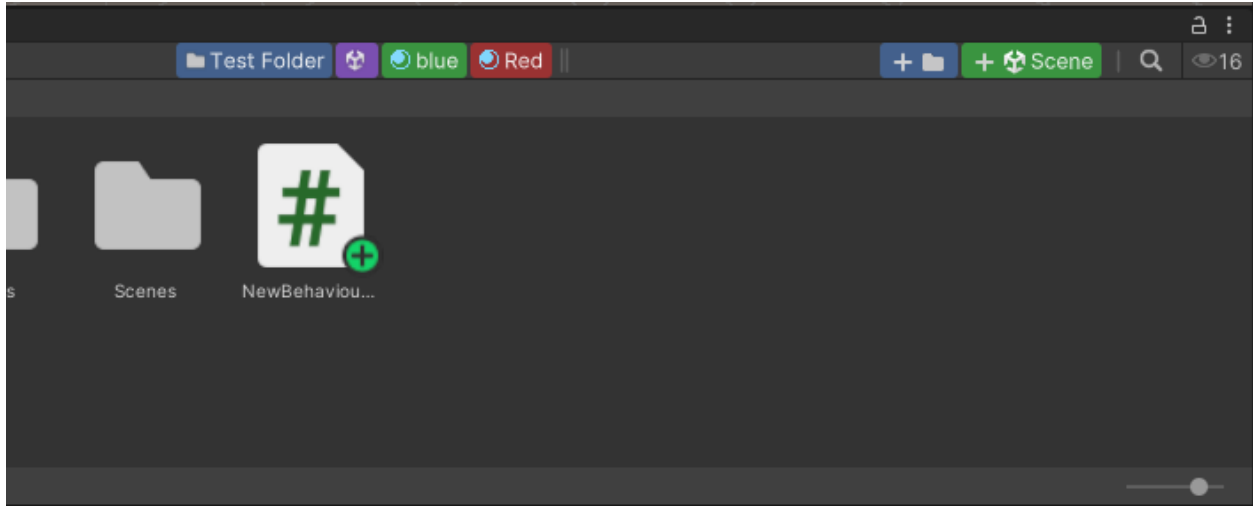
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PinePie



## PieTabs:

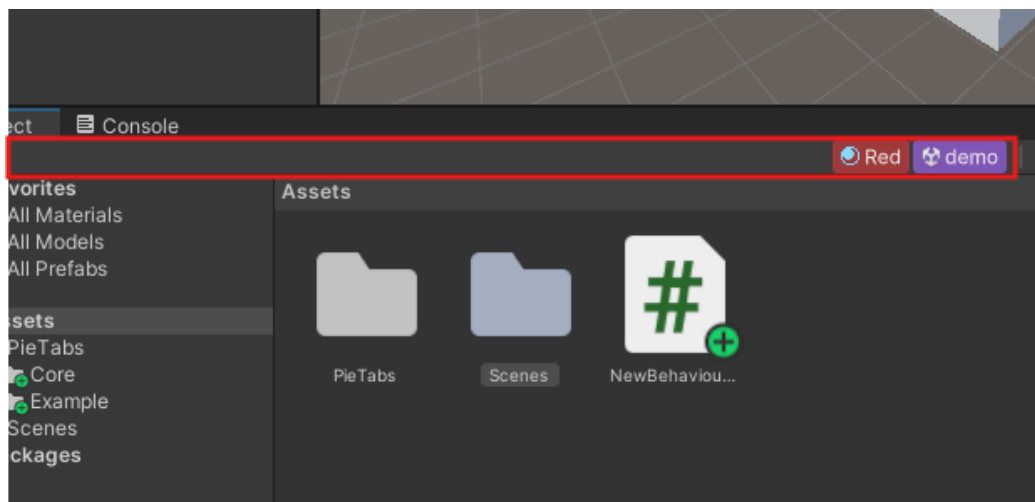


**PieTabs** upgrades Unity's Project Browser with a playful Tabs to boost Productivity. It introduces two resizable tab zones:

- **Navigator Tabs** let you bookmark folders and assets like Chrome bookmarks.
- **Creator Tabs** let you quickly create assets via one-click buttons.

With features like **drag-and-drop** buttons, **reorderable layout**, **custom colors**, minimal icon-only mode, and a smart address bar, It makes your workflow faster and more fun—without replacing the default Project Browser.

## Navigators Buttons:



Drag n drop any item in the red section shown below to **create a new** navigator button.

**Left Click** any button here, it works like a **bookmark**.

**Drag button** to use it like a normal unity file item.

**Ctrl + Left Click** on button to **Open it Directly**.

**Shift + Left Click** to Hide Label.

**Alt + Left Click** to set color.

**Right Click to remove** the navigator button.

**Imp:** Tabs which are actually linked to the folder, it opens directly using **ctrl+click**. But you can access its folder items using **single click** by **uncommenting these lines**. In this script file - **Assets/PinePie/PieTabs/editor/Scripts/Navigator.cs** - **OnShortcutButtonClicked()**

```

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    }
    else
    {
        depSelection?.Invoke(UIbutton);

        // uncomment line below to open folder even in single click

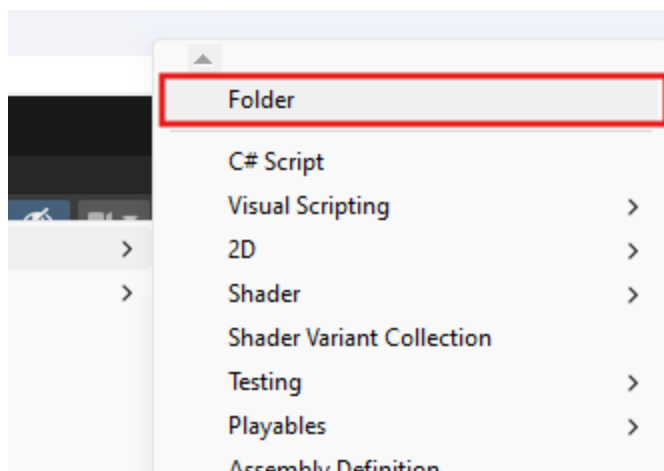
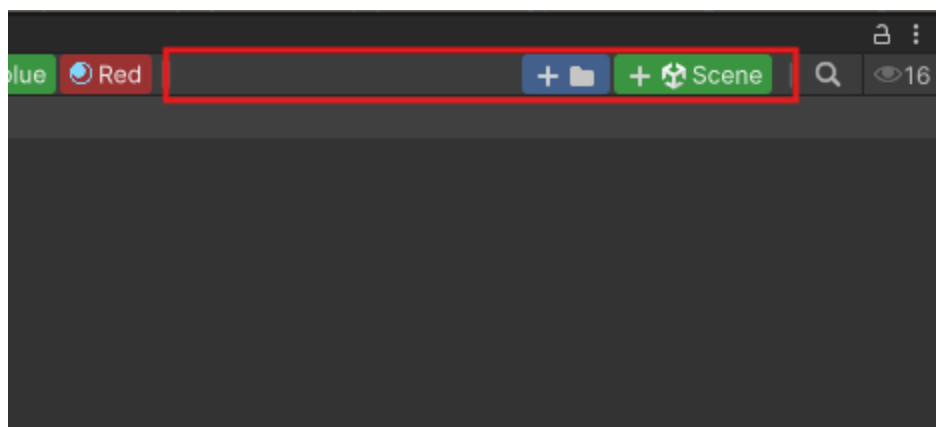
        // if (AssetDatabase.IsValidFolder(buttonProp.Path))
        //     OpenFolder(buttonProp.Path);
        // else
        FocusAsset(buttonProp.Path);

        evt.StopPropagation();
    }
}

```

### Asset Creator Buttons:

Drag n drop any item in the red section shown above to **create a new** Creator button.



And fill the **menu entry name**, which should be exactly from the asset create popup menu.

For example, if the dragged item is a folder, then fill **Folder** in that field, which is written inside the red box in the image on the left.

**Left Click** any button here to **create a new asset** according to that menu entry.

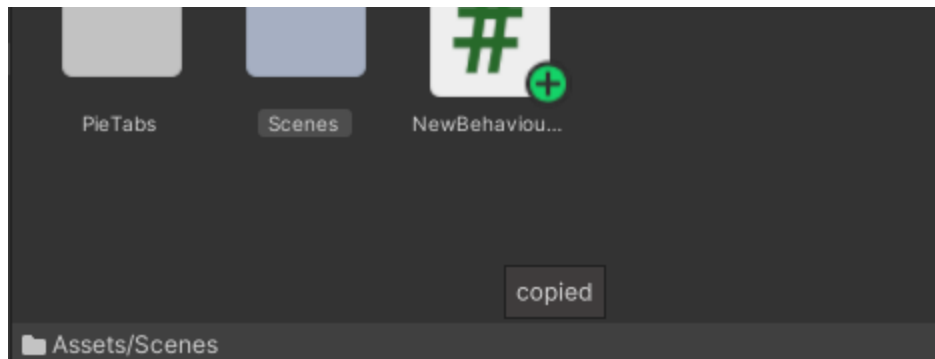
**Ctrl + Left Click** on button to **Edit entry name**.

**Shift + Left Click** to Hide Label.

**Alt + Left Click** to set color.

**Right Click to remove** the navigator button.

### Smart Address Bar:



Assets/Scenes

**Left Click** on Address bar to copy written address to clipboard.

If the address bar is empty then, the **folder address** will be copied.

And Right click on the address bar to copy the **File name** with the extension.

So it needs any item to be selected.

# Feedback

Request a Feature for your game development and **Get free voucher when it is ready**, write your needs and mail it to [sv92295351@gmail.com](mailto:sv92295351@gmail.com) or give us feedback on [Pine Pie](#) website.

If you have any **problem or suggestion** regarding this Asset you can kindly mail it to [sv92295351@gmail.com](mailto:sv92295351@gmail.com)



# Thanks for downloading