SceneNav

Version 2.0

About this Document

Please find the most recent documentation online at:

https://bit.ly/scenenav-doc

Product Overview

SceneNav is a Unity Editor extension which allows you to quickly navigate in your scenes, especially useful for moving fast to a desired target location on large terrains.

SceneNav is based on actual use cases. Projects which require a fast workflow for scene creation. With emphasis on focusing on the project without being slowed down by Unity's lack of proper tools for navigation around the scene. Especially scenes with large terrains.

As such I tried to keep the accessibility convenient for you while having the functionality help you speed up your workflow.

The Idea

As you can see from my youtube channel I really love to combine all kinds of assets, experimenting with variations, getting quick results. However one thing that's been bothering me and is very tedious is the navigation in the scene view. I thought about how the movement can become faster. So the idea of SceneNav came up. And I wanted to share this with everyone, I think you will find this asset quite useful.

Features

SceneNav provides a means to zoom out, point at a desired destination by providing a preview of it and to zoom back in to that desired target. As such it's supposed to enhance your workflow by allowing quick navigation across your scene.

SceneNav comes with pre-configured presets. Depending on your own workflow and scene size you can adapt those presets to your personal needs. As such I tried to keep SceneNav very flexible.

Getting Started

SceneNav is ready to use after you installed the asset. The usage is supposed to be smooth and with as few clicks as possible. You can use these keyboard shortcuts to navigate in your scene:

- Shift + 1 for Preset 1
- Shift + 2 for Preset 2
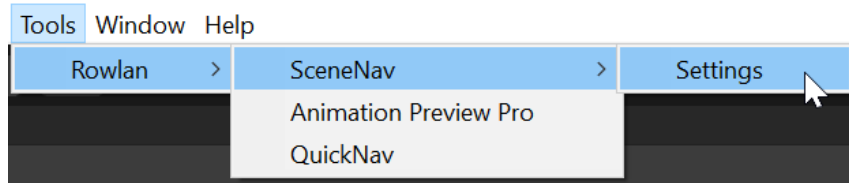- Shift + 3 for Preset 3

With either of the shortcuts:

1. Press and hold a shortcut
2. Move the mouse while keeping it pressed to get a preview of the target location
3. Release the shortcut to move to the target location

Press the right mouse button during shortcut movement to abort and return back to the original location.
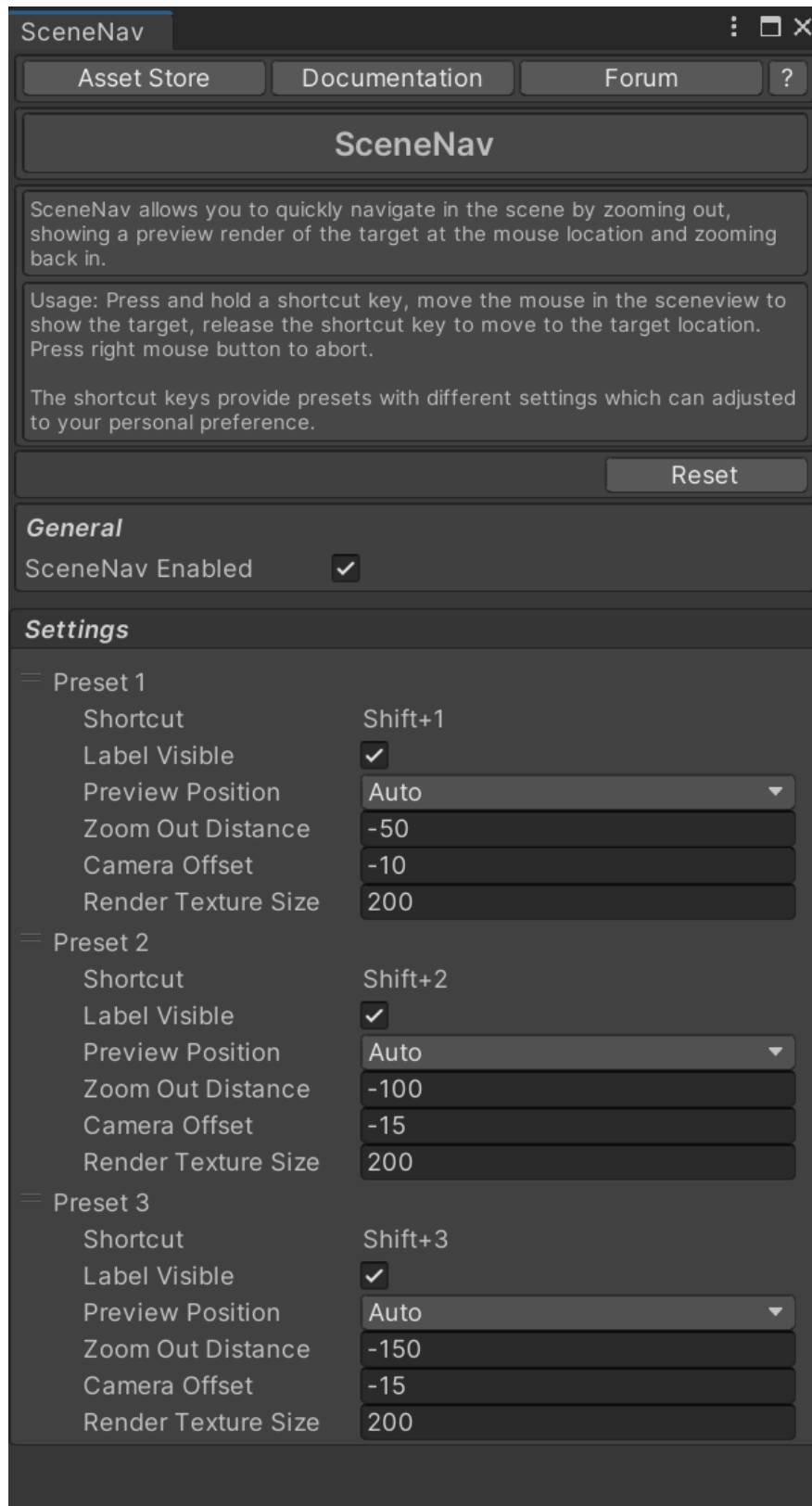
Depending on your scene you need to change the settings accordingly.

Settings

The SceneNav settings can be accessed via the menu shortcut

This opens the SceneNav dialog:

SceneNav

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SceneNav

SceneNav allows you to quickly navigate in the scene by zooming out, showing a preview render of the target at the mouse location and zooming back in.

Usage: Press and hold a shortcut key, move the mouse in the sceneview to show the target, release the shortcut key to move to the target location. Press right mouse button to abort.

The shortcut keys provide presets with different settings which can adjusted to your personal preference.

Reset

General
SceneNav Enabled ✓

Settings

Preset 1
Shortcut	Shift+1
Label Visible	✓
Preview Position	Auto
Zoom Out Distance	-50
Camera Offset	-10
Render Texture Size	200

Preset 2
Shortcut	Shift+2
Label Visible	✓
Preview Position	Auto
Zoom Out Distance	-100
Camera Offset	-15
Render Texture Size	200

Preset 3
| Shortcut | Shift+3 |
Label Visible	✓
Preview Position	Auto
Zoom Out Distance	-150
Camera Offset	-15
Render Texture Size	200

In the settings dialog you can toggle whether SceneNav is enabled or not. You can list the available presets and modify them to meet your personal preference for the scene you are working on.

You can reorder the presets by dragging them in the list. In that way the shortcut binding changes automatically.

Shortcuts

The default shortcuts after the installation of SceneNav are Shift+1, Shift+2 and Shift+3.

You can however change those in the Unity Shortcuts menu:
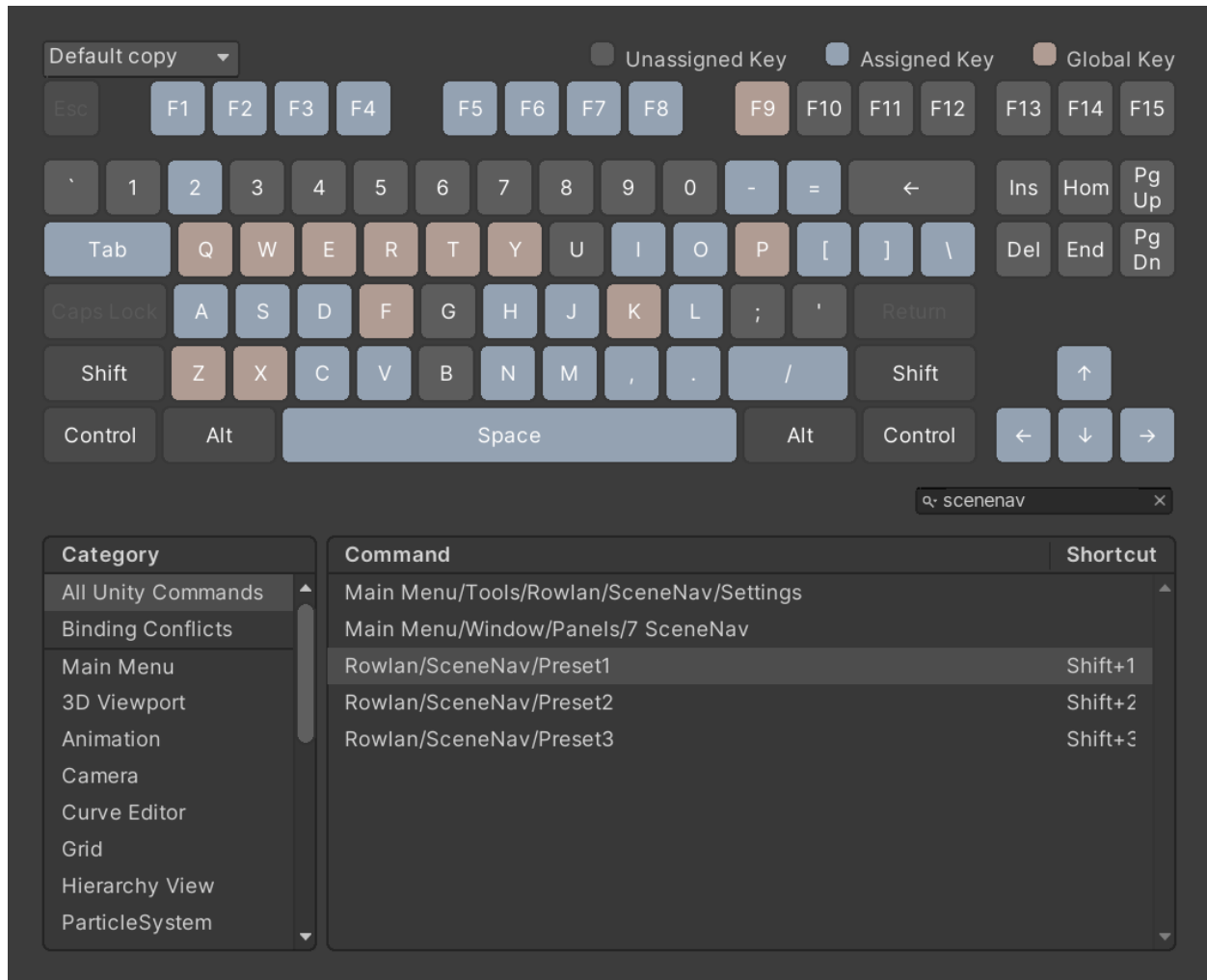
Requirements

SceneNav uses a raycast in order to pick a destination. With that in mind the target object needs to have a collider.

SceneMark

SceneMark was added in addition to SceneNav. It suggested itself to record a history of snapshots during browsing with SceneNav and have it accessible. And to have that history accessible in a favorites list. Or create a new favorite at the current position. These records are similar o bookmarks, hence the name.
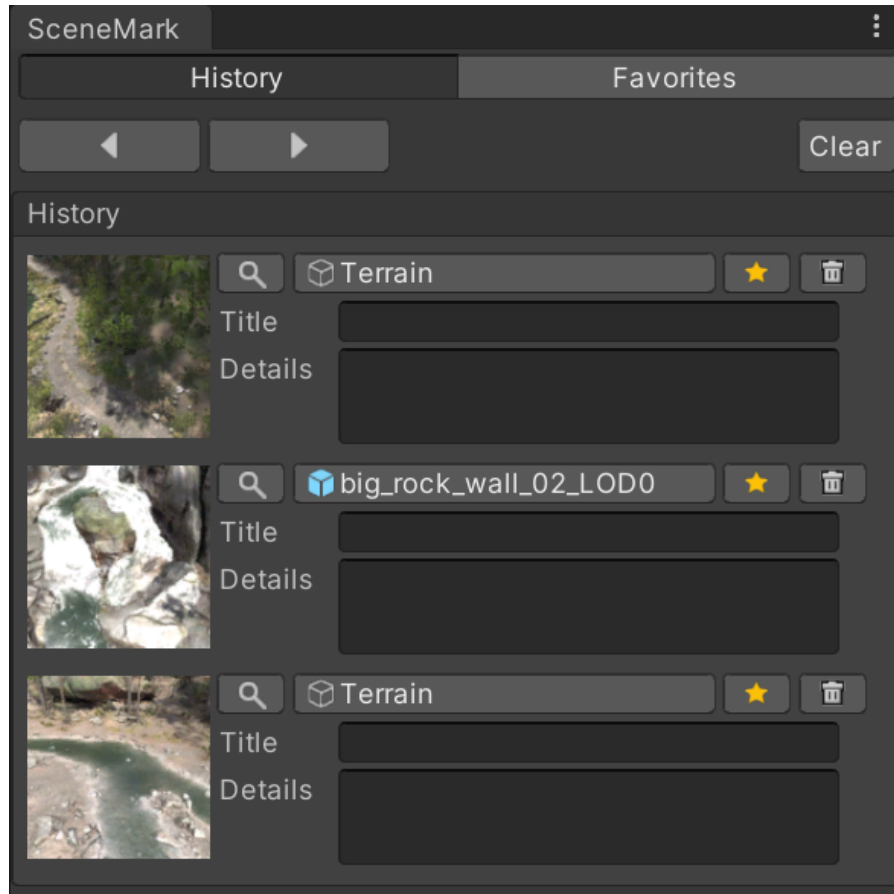
SceneMark is only active when the dialog is opened.

SceneMark is accessible via the menu:
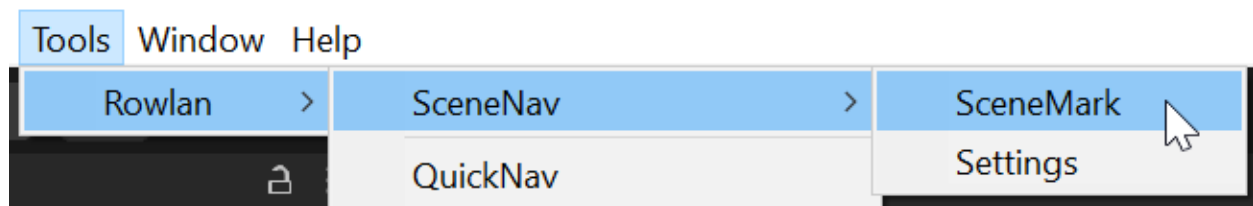
History

The history snapshots are recorded for every movement performed via SceneNav.

The history isn't kept permanent and will be reset, eg when you restart Unity. Since SceneNav works with pointing at the target destination it was obvious to store that target as an object the user can jump to. This can carry over to favorites.

Favorites

You can move the history snapshots to the favorites by clicking the favorite button in the History tab. Or you can add the current position as a snapshot to the favorites.
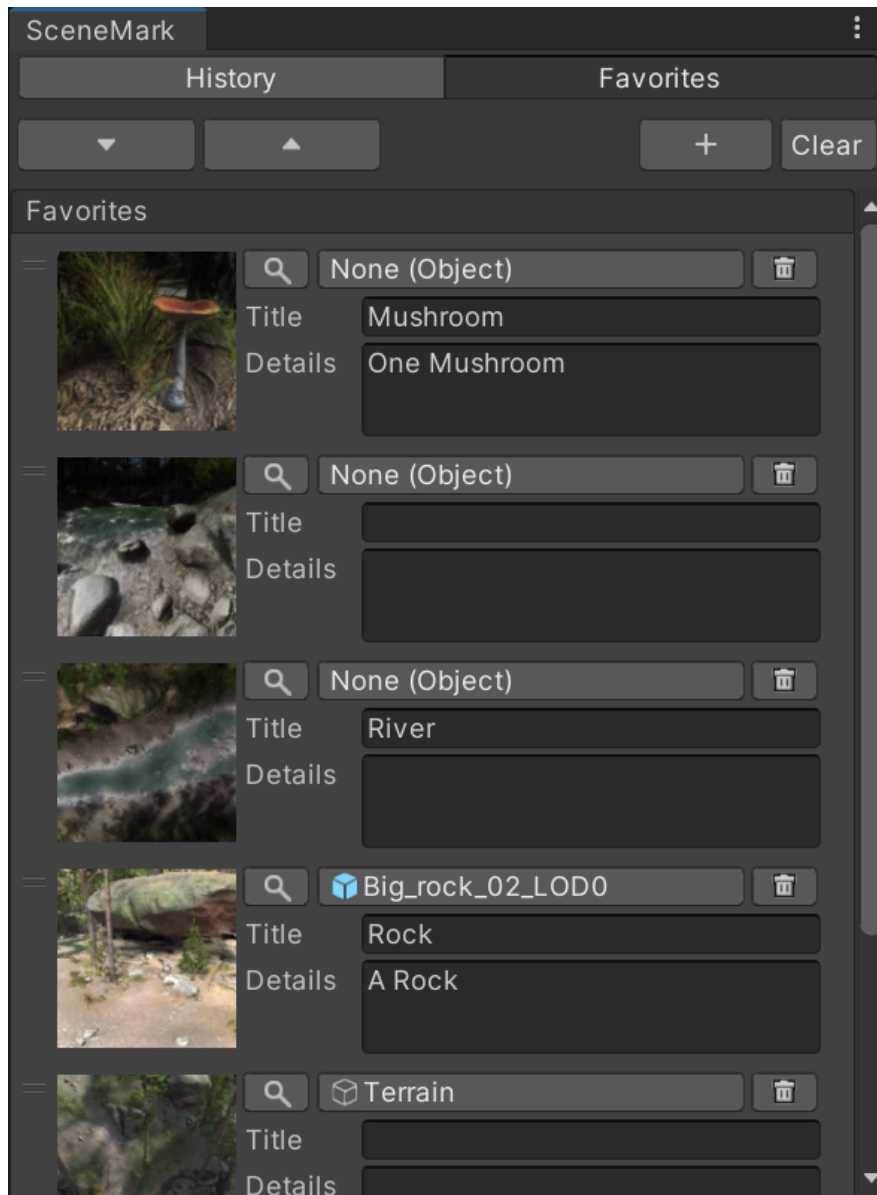
Note: When you create a favorite by selecting the add button the current view is recorded. There is no object pointed at like it would be for history, so it won't be visualized or used as a target.

Frequently Asked Questions

Why is there no preview window?

SceneNav requires a collider to aim at. The preview window won't show up if the mouse cursor doesn't point at a collider

How can I hard reset the settings?

You can do this by simply deleting the settings folder.

Where are the settings stored?

The settings are stored at this path:

```
Assets/Rowlan/Tools/SceneNav Data
```

Why doesn't this use Editor Preferences?

Depending on the size of your project you may want different presets per project.