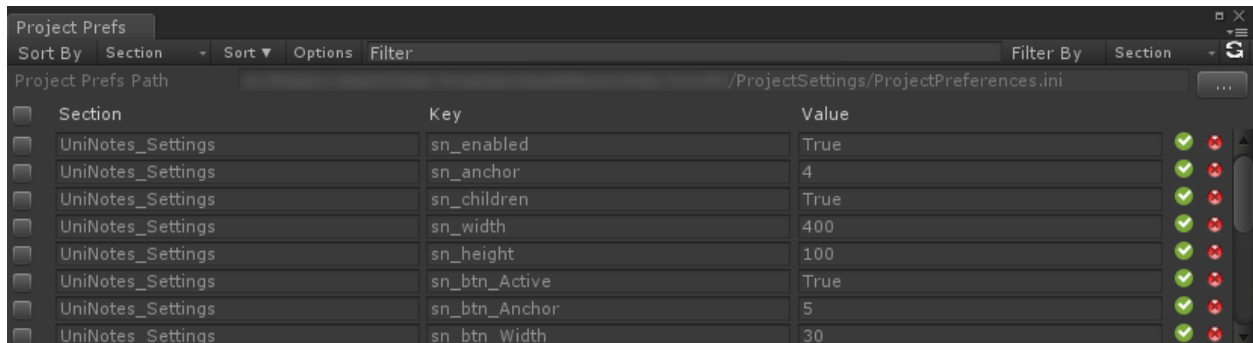


# Project Prefs

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## Description:

This package contains a class, `ProjectPrefs.cs`, that allows you to save your asset settings per project. This asset can only be used on the editor by default, but it can be modified easily to be used outside of the editor.

## Setup:

To use simply add the `ProjectPrefs` folder to your project (which is on the package). It doesn't need to be on root of your project, so feel free to move it wherever you want.

## How to use:

The system has been built to be used the same way as `UnityEditor.EditorPrefs` and `UnityEngine.PlayerPrefs` classes. The settings are saved into the `ProjectSettings` folder on an `.ini` file by default, but this can be changed. This way the settings are only used for this project. The path can be changed inside the script.

Settings can be edited and modified with the UI editor. The editor window can be opened from Window > Project Prefs. This window has different options that are explained below.

The ini parser is included as a dll file, but the source code can be found on my [GitLab](#) public page.

On the top section you can change where the ini file is located.

1. Sort By

This allows to change the main sort of the elements on the list. The current options are (Section, Key and Value)

2. Sort

Allows you to sort the list on ascending or descending order, based on the Sort By selection.

3. Options

- a. *New*

Adds a new entry to the file.

- b. *Export*

Copies the file to the selected path.

- c. *Export Selected*

Exports a file with the selected entries.

- d. *Delete All*

Deletes all the entries.

- e. *Delete Selected*

Delete all the selected entries.

4. Filter

Allows to filter the entries, it's not case sensitive

5. Filter By

Allows you to change where to filter from. The current options are (Section, Key and Value)

6. Refresh

Refreshes the list of entries.