Scene Selection Tool

Introduction

Welcome to the Scene Selection Tool by Warped Imagination.
This convenience tool gives you a toolbar overlay in the Scene View to switch scenes without having to hunt through the Project window to find the folder and scene you're interested in.

Note: This tool has been developed with Unity's Toolbar Overlay functionality which is only available in versions 2021 and after of the Unity Editor.
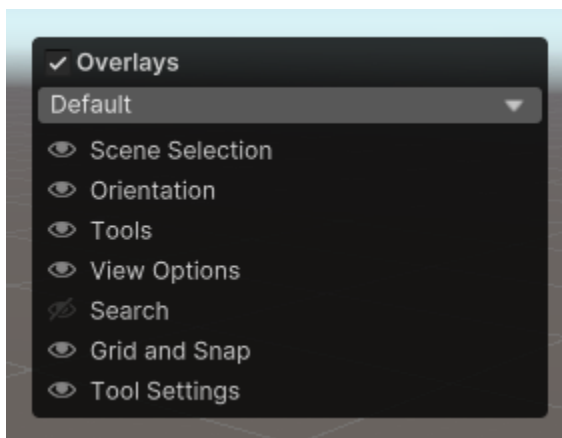
Instructions

Watch the tutorial [video here](#).

To start with you will need to turn on the overlay by pressing the Spacebar when you have the Scene View selected and then enabling the "Scene Selection" option.
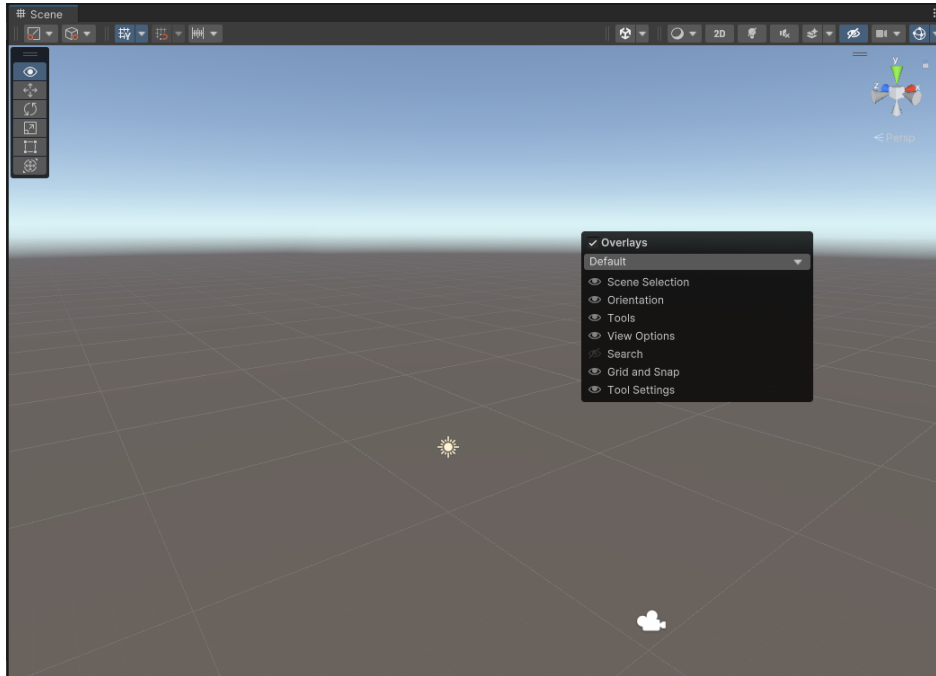
Scene View with Overlay options displayed after pressing the Spacebar.

The "Scene Selection" option should be highlighted to show enabled

Once enabled a new toolbar overlay will appear either floating or docked to an existing toolbar

Scene Selection Tool highlighted here in red on the top toolbar of the Scene View

This toolbar has one dropdown button that will list all the scenes (according to preferences, see below).

Selecting a scene from this dropdown will open it within the Scene View (closing the current scene if 'Additive' loading option is not selected).

For more information on Overlays in Unity read this [page](#).

Preferences

This tool contains two preferences found within the Preferences window (Edit > Preferences...) under Tools > Scene Selection Tool.

Additive Scene Option

This will enable a submenu for each scene displayed showing options for loading as Single (will be the only scene open) or Additive (will open alongside any current scenes). Something to note is that scenes cannot be additively loaded if they are already open, hence them being disabled as an option if the scene is already open.

Only Scenes In The Build

This option will limit the scenes shown from pressing the drop down to only scenes which are currently added to "Scenes In Build" (found within the Build Settings window). Something to note here is that only enabled build scenes (ones that are ticked in the Build Settings Window) will be shown.

Customization

If you wish to change the location of the settings for this Scene Selection Tool, change the path under the 'CreateSettingsProvider()' function in the class 'SceneSelectionOverlaySettingsProvider'.
It comes with "Preferences/Tools/Scene Selection Tool" as default which puts it alongside the other preferences (using the Preferences folder in the path) and then adds a new folder called "Tools". On this same line you can switch from the Preferences window to the Settings window by changing SettingsScope.User to SettingsScope.Project.

Support

Should this document not answer all your questions then please do reach out to [Support](#).

Thanks

Special thanks for downloading this package, make sure to check out the other packages on the [Store Page](#) or [Unity Asset Store](#).

For those interested in learning more about games and tools development check out the [YouTube Channel](#).

Thanks
Warped Imagination

Version History

1.0.0

First Release