



## How to use:

Just go to Window > Editor Plus and click on the Window you want.  
A new window is created and can be dragged anywhere into your workspace.

## Window: Config

Window Skins and access to the Unity preview image cache size can be found here.  
Thumbnails are created by the Unity engine and may be irregularly recreated by Unity.  
If you experience flickering thumbnails, increasing the Unity preview cache size there can help.

Editor Plus saves History data in your scene, this behaviour is enabled by default.  
If this is not desired, this can be turned off in the config window.  
If you want to remove any saved data in your project, simply press the **Remove save data** button. It will open all your scenes in your project and remove the containing data. This might be useful if you are working in a team where not everybody uses Editor Plus or to uninstall the extension.

## Window: Hotbar

The Hotbar allows linking any kind of object from anywhere without changing their location for convenient access. Simply drag and drop them from the project view (or History window) into the Hotbar window to create a link.  
The Hotbar can be opened multiple times for multiple Hotbar windows.

Left Click - Select object in inspector  
Doubleclick - Directly open objects (p.Ex. Open script in IDE, 3d object in 3D package, open PDF in viewer etc)  
Right Click - Remove from Hotbar  
Drag & Drop as you would expect from Unity.

⚙ The context menu offers options for saving profiles, changing the icon, text sizes and more.

! Hotbar profiles save based on name, make sure to use unique names when using multiple.

## Window: History

The History window tracks your selected inspector objects and lists them chronically.  
You can click the lock icon to permanently save an object as a favourite, it will appear on the top of the list in another color. To delete it from favourites, simply click the lock icon again.

The history can also be drag & dropped just like the Hotbar.  
Double clicking jumps to the object's location in the project view.

In addition, the history allows browser-like **history navigation**, click the according arrow button to go forward or back in history. History navigation behaves differently than the default history to emulate a webbrowser behaviour.

⚙ The context menu offers various settings to personalize the history.

! Saving the scene is necessary to save scene objects in the history (camera, lights, etc)

## Window: Primitives

The primitives offer all the Unity gameobjects in one window.  
Click the icon to instantiate the according object in the center of your scene.

We also added the scene view cam, which spawns a camera with your current scene view.

## Window: Shortcuts

The shortcuts window allows you to easily link and open a menu items (Example: Window/Profiler)  
Your shortcut configuration is persistent.

⚙ The context menu allows you to add or remove menu items .  
To add a new shortcut, click the “Add custom button” option and input the path of your desired menu item. (Example: Window/Editor Plus/Shortcuts)

! The full patch changelog may be found in your Unity Asset Store download window.

If you enjoy **Editor Plus**, please consider giving us a rating :)  
More interest means we can add more polish and features to the asset.  
We would also be happy to hear your suggestions for future updates, write us!

Have fun!

- FF

Our other assets and support:  
www.flowfiregames.com

