

# Scene List Tool

by

## Headshot Games

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# Introduction

**Scene List Tool** is a utility tool for Unity3D, that is guaranteed to work for **Unity 2017 or Above**. The tool will provide you a list of all the scenes available in your project, enabling you to easily go back and forth from one scene to another. As a bonus, you will also have the ability to manage build settings and get some handy shortcuts to navigate to some other unity editor windows.

## Quick Start

**Scene List Tool** requires **Unity 2017 or Above** at the moment. However, it might work on older versions as well, which is not recommended. In that case, it might also show some errors.

With an **effortless** integration, **Scene List Tool** will work right away after you import the package. It will **automatically initialize** the required data and adapt your project.

The tool **doesn't require** any 3rd Party Plugins. It is completely made with **System** and **Unity Libraries**.



# Getting Started

## Open Window

Open the Editor Window from **Tools -> Headshot Games -> Scene List**. It can also be opened using Shortcut **"Alt + Shift + S"** in Windows and **"Option + Shift + S"** in Mac.

## How To Use

The tool has 3 Parts, **"All Scenes"**, **"Starred"** & **"Build List"**. As their name suggests, they are described below:

- **All Scenes** : This section provides a list of all the available scenes in your project.
- **Starred** : This section provides a list of the scenes that you starred in from "All Scenes".
  - Both **"All Scenes"** & **"Starred"** have 5 Buttons.
    - **"Open"** will load the selected scene as single on the editor.
    - **"Add"** will load the selected scene as an additive on the editor.
    - **"Locate"** will show the scene location on Project window.
    - **"Delete"** will delete the selected scene.
    - **"Add To Build"** will add the scene in the build settings.
- **Build List** : This section is mainly a bonus section, where you can manage the scenes of your **build settings**. You can **add, remove, enable/disable**, or **reorder** your build scenes.
  - Also, there are some more handy buttons in this section.



- **“Get Current Build Settings”** will load the current build settings in the list.
- **“Apply To Build Settings”** will apply the build list into build settings.
- **“Open Build Settings”** will open the Build Settings window.
- As Handy Shortcut, **“Open Project Settings”** will open the project settings of unity.  
**“Open Lighting Settings”** will open the lighting settings window of unity.  
**“Reset SceneList Data”** will reset this tool data. It basically clears the **“Starred”** & **“Build List”** section lists.
- Lastly, to contact us, **“Headshot Games”**, there are options provided.

**Scene List Tool** supports filename/path changes for the scenes, meaning that for any change in project related to any scene, it will be reflected on the tool immediately.



# About Us

Based in Bangladesh, Headshot Games is a Game Studio of Professionals, who makes games, templates and tools using Unity3D. With a highly effective team of self-motivated people, we make contents that creates value to our users.

## Company Overview

To ensure faster, easier and quality game development, we aim to build tools that help your vision to stay strong. Moreover, we build engaging games for the mobile world to connect lives through entertainment. We believe in bringing smiles to our users ♥

## Contact Us

For **Licensing** or **Any Query** contact us from,

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**Facebook** : <https://www.facebook.com/gamesheadshot/>

**Instagram** : <https://www.instagram.com/gamesheadshot/>

**Twitter** : <https://twitter.com/gamesheadshot>

**Unity Connect** : <https://connect.unity.com/t/headshot-games>

In case this documentation is not enough, feel free to contact us as well. We will gladly help.



# Terms of Use

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[https://unity3d.com/legal/as\\_terms](https://unity3d.com/legal/as_terms)

