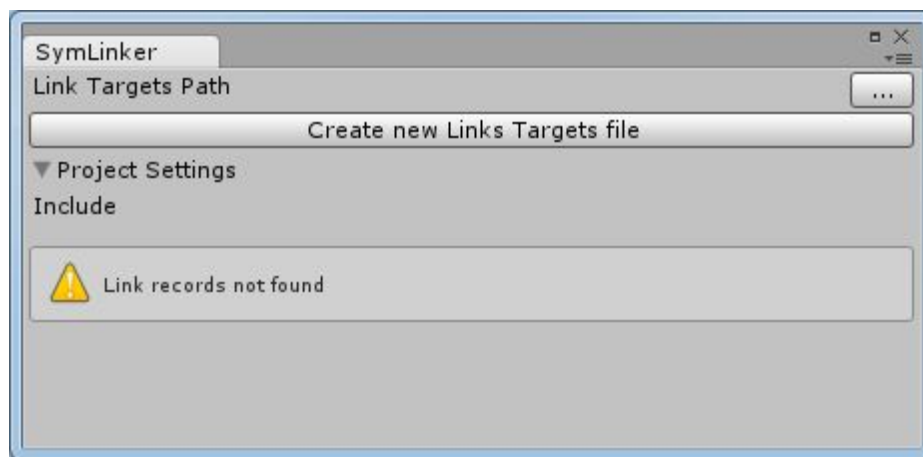
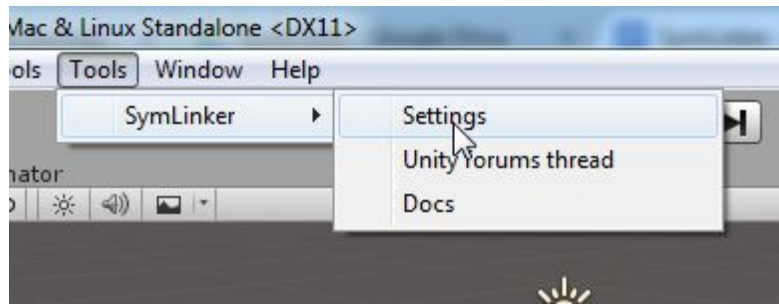
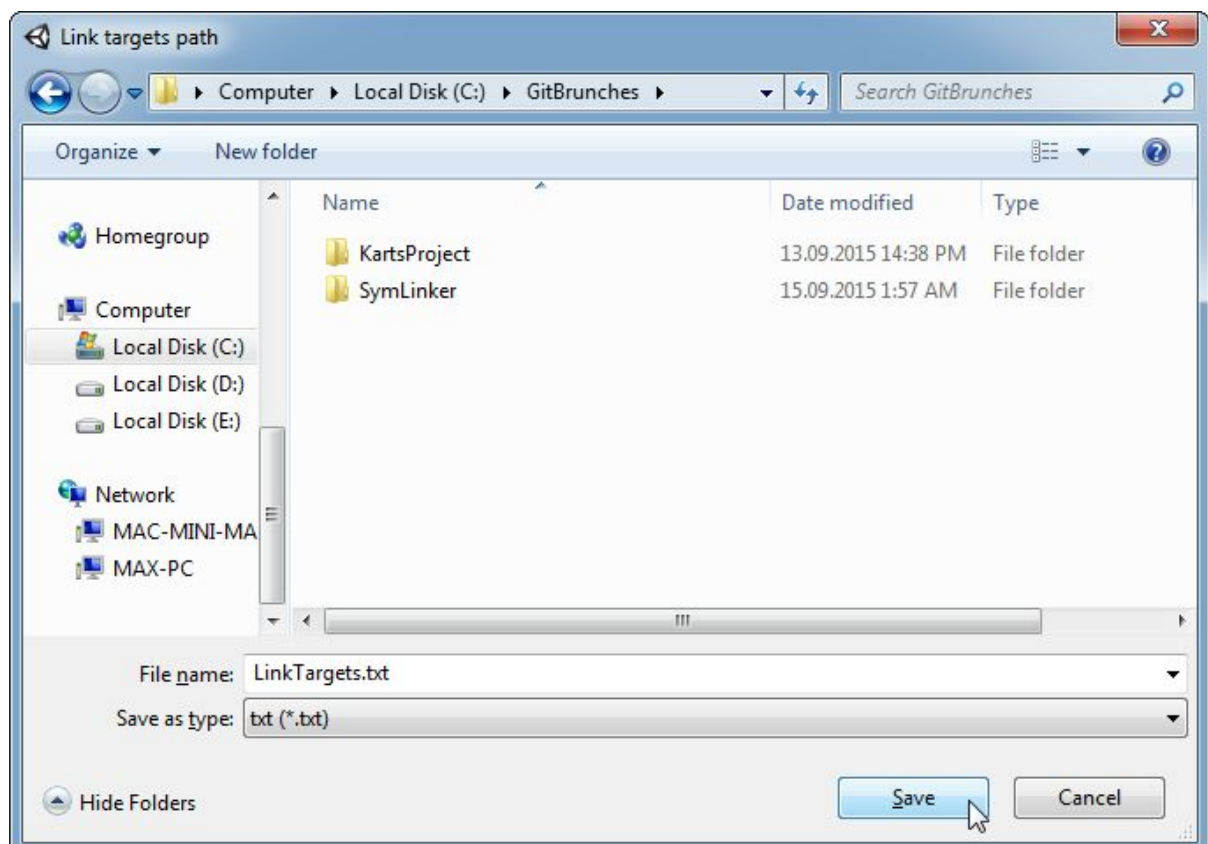


# Quick Start

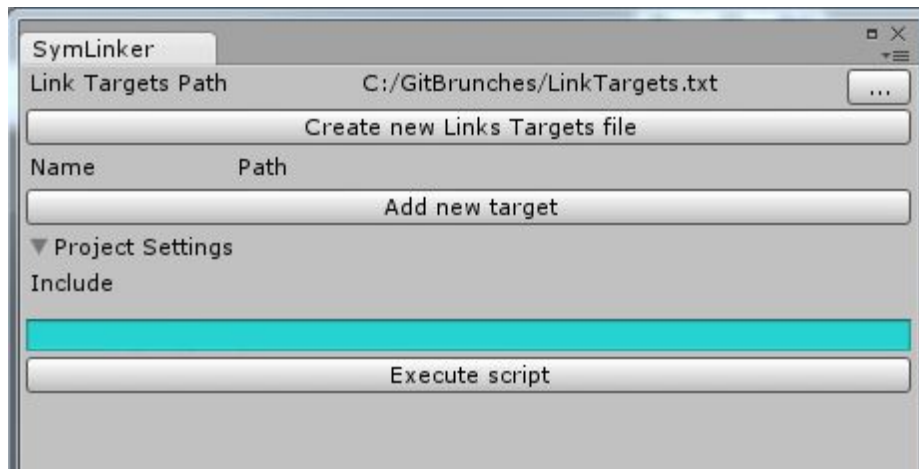
Open SymLinker settings



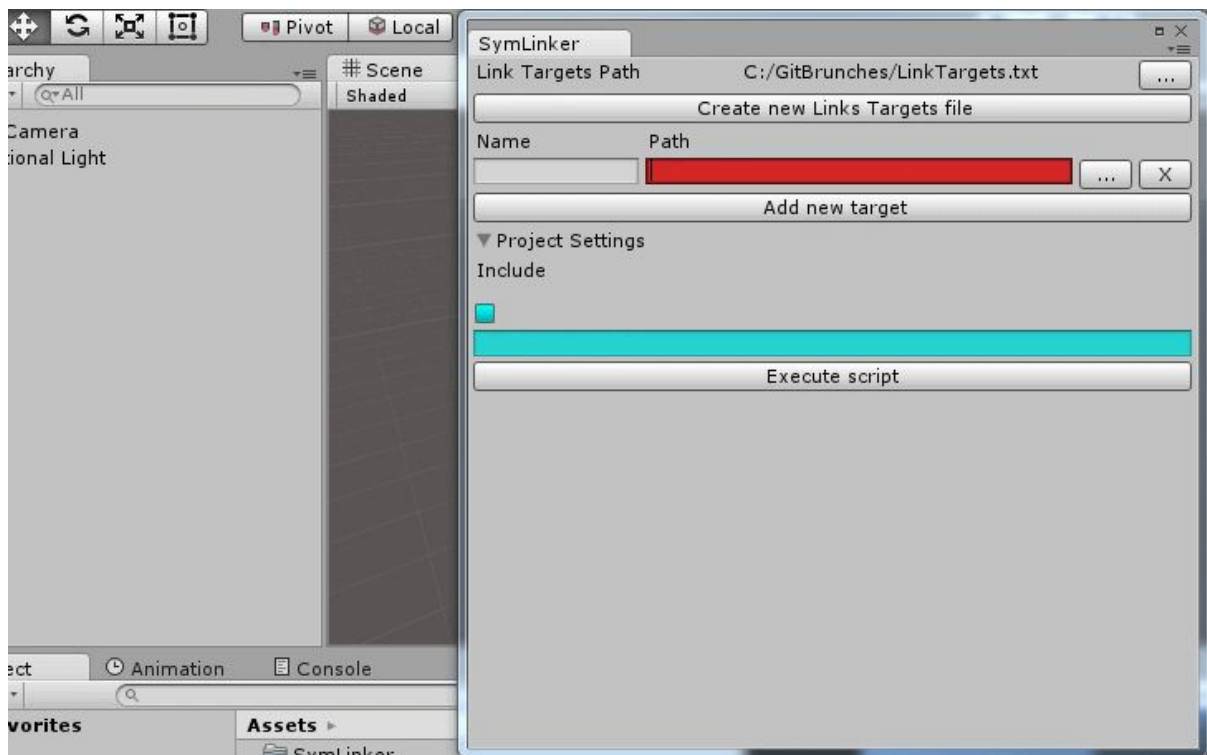
First, let's create link targets config file



Now you should be able to add target records

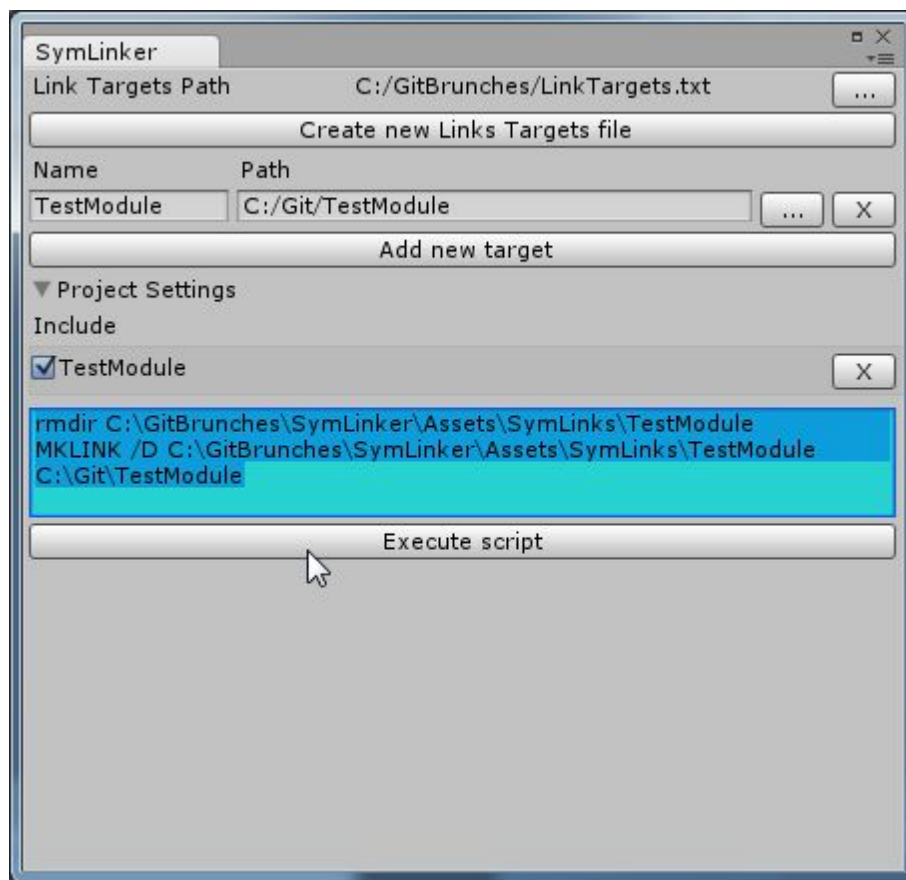


Select path of target



Note that if you leave name field empty it will be filled automatically

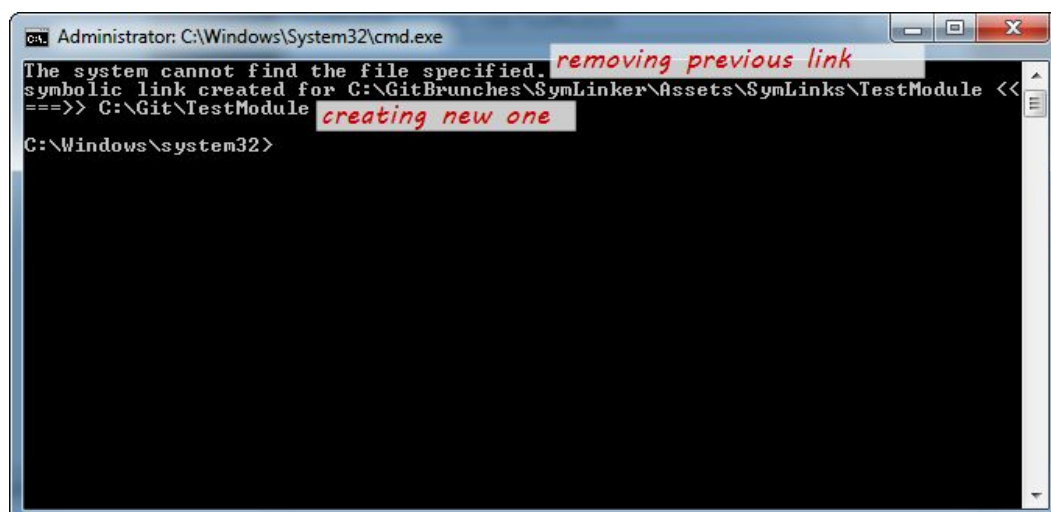
Now check the link name to include it to project, inspect script and press "Execute script" button.



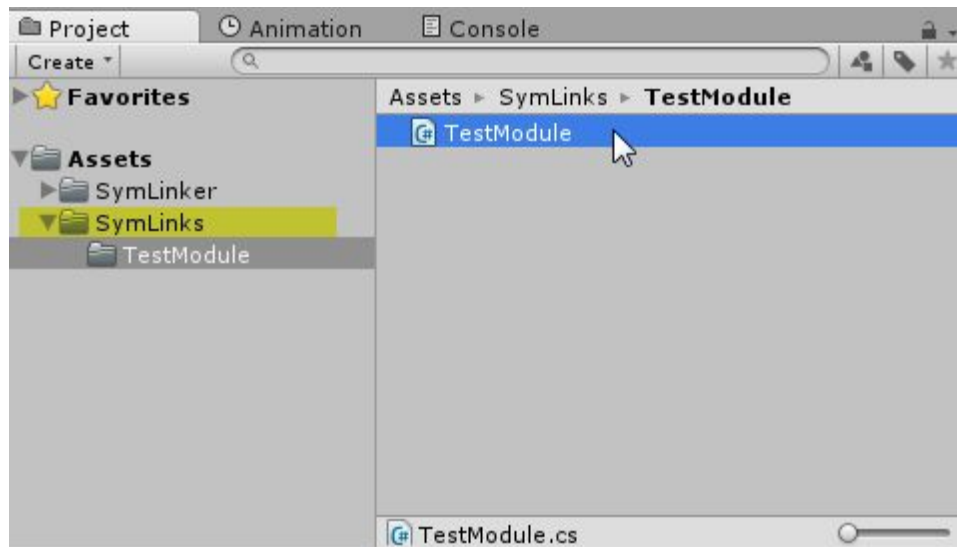
On windows you will see UAC request



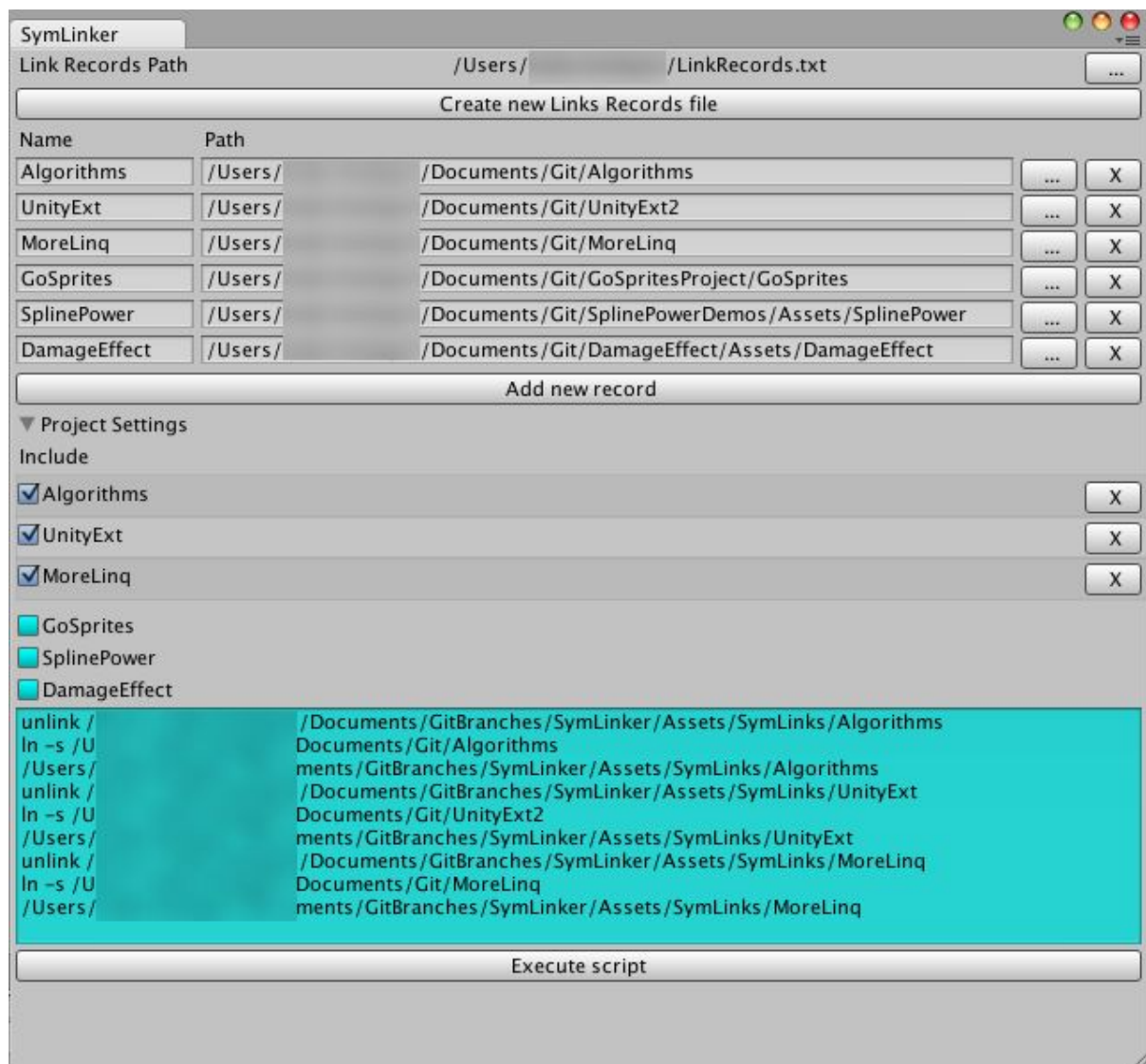
After that you'll see command prompt with result output



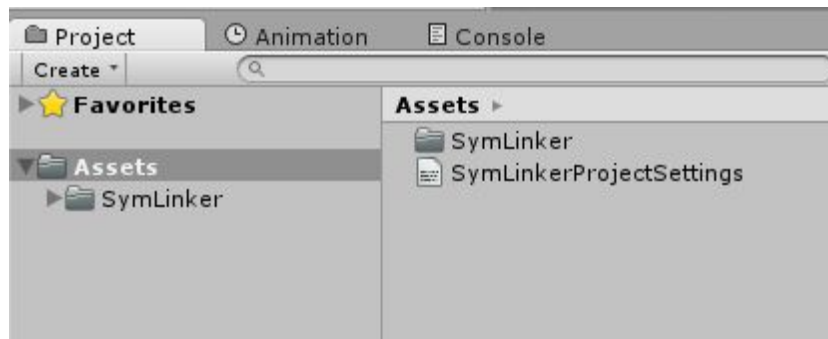
After that you'll see folder "SymLinks" which will contain created symlinks



Pretty much the same steps for OSX



All your project settings will be saved to **Assets/SymLinkerProjectSettings.txt** file



## FAQ

**Q:** Why is it provided as .dll?

**A:** DLLs are loaded before scripts, this way SymLinker works even when project is failed to compile. However you can find sources inside included **zip** archive.