# MultiScene

Installation

Installing the unitypackage from the asset store will create a directory at Assets/Phi/Multiscene which contains all of the source for the plugin. Once added you're ready to use the plugin.

Adding a scene

Simply drag as many scenes as you like from the project window to the hierarchy window and they will be loaded into the editor.

Drag scenes into the hierarchy view
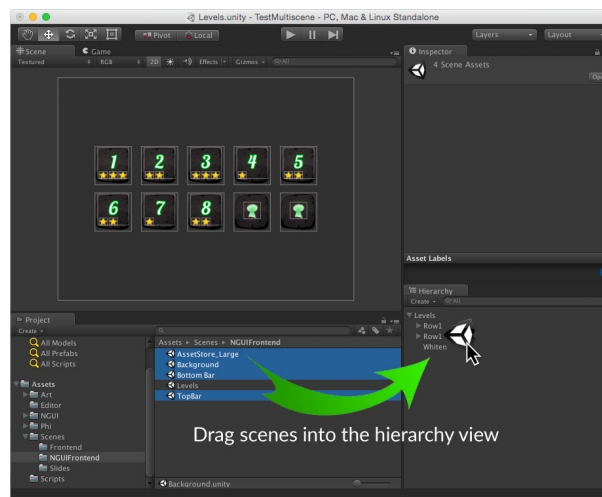
Each scene will be added with a header bar in the hierarchy view:
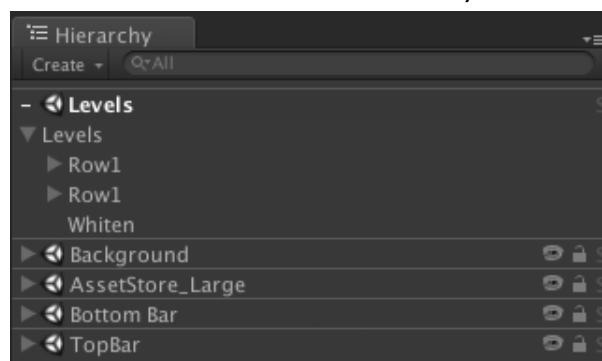
Note that the current scene (Levels) you were editing before dragging the scenes into the hierarchy view is now known as the 'Active Scene'.

Active Scene

The active scene is shown in bold in the hierarchy view and also in the title bar of the unity window. It is the scene that any newly created objects will be added to. You can change which is the active scene by double clicking on a scene's header in the hierarchy.

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Play Mode

If you run the game only the active scene will be present in play mode, it remains up to your title to load and display things as it would when running on device. The extra non active scenes only exist in the hierarchy view in edit mode, they will reappear when you exit play mode.

Copying & Moving

Once you have multiple scenes loaded you can freely copy objects from one scene and paste it into another, or even drag an object from one to another.

Saving

When you make changes to a scene the header for that scene will gain an asterisk '*' to signify that it needs saving and the S at the right of the scene will be enabled. Clicking this S will save the individual scene. You can also use the Unity Save All or Cmd S / Ctrl S key shortcuts to trigger a save.

Note: When switching scenes or quitting unity if you have unity configured to ask you if you want to save the current scene and you answer no then none of the multi-edited scenes will be saved as Multiscene piggy backs off the active scene save callback.

Visibility

You can show and hide individual scenes by clicking on the eye icon in their header.

Lock Scenes

The lock in the scene headers can be used to prevent editing of a scene whilst keeping it visible.

Remove Scene

Right click on a scene header and select Remove Scene to stop editing it

Support

We are here to help, if you experience any issues or have a feature request or ideas to make Multiscene even better please contact us on support@trusteddevelopments.com