QuickNav

Version 1.0

About this Document

Please find the most recent documentation online at:

https://bit.ly/quicknav-doc

Product Overview

QuickNav is a Unity Editor extension which allows you to jump back and forth in your navigation history. You can record history items or current selections as favorites and jump to them or open them directly in the inspector.

This works for the Scene as well as the Project.

The Idea

In Unity every now and then you have to switch back and forth between assets in order to configure them interdependently. Be it because of texture assignment, material assignment, you name it. With 2 assets you can help yourself with 2 inspectors and locking one. However that's already very tedious, limiting and will get you only so far. Another thing is that you occasionally want to switch back and forth in history. Just like it's common in modern browsers. The Unity Editor doesn't have that feature yet. Besides Unity's own internal favorites mechanism is very limited as well.

So I created this tool to see the navigation history and in addition to that store history items or currently selected items in a favorites list.

Features

Among the features of this asset are:

- Navigation History
- Favorites List
- Ping items, i. e. select them
- Inspect items, i. e. select them and open them in the Inspector
- Add history items to favorites
- Add current selection to favorites
- Support Project and Scene
- Favorites list is Reorderable
- Add multiple items to the Favorites via drag & drop
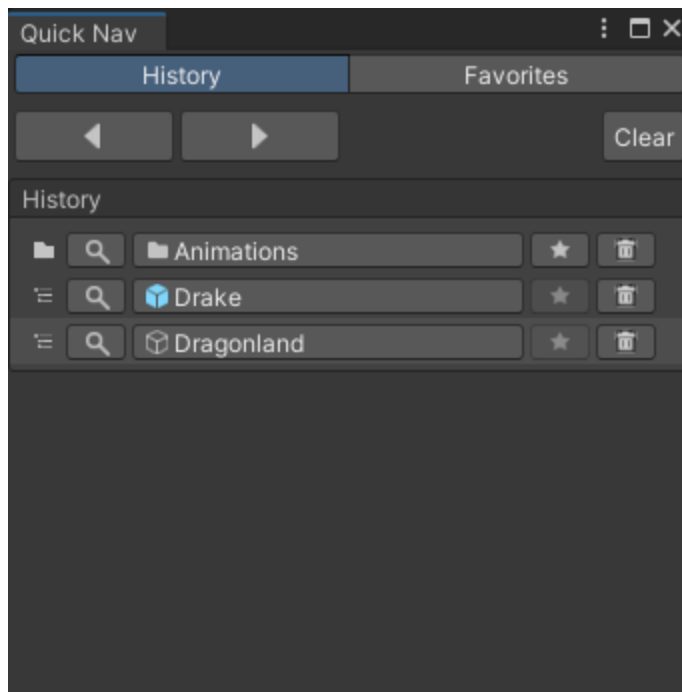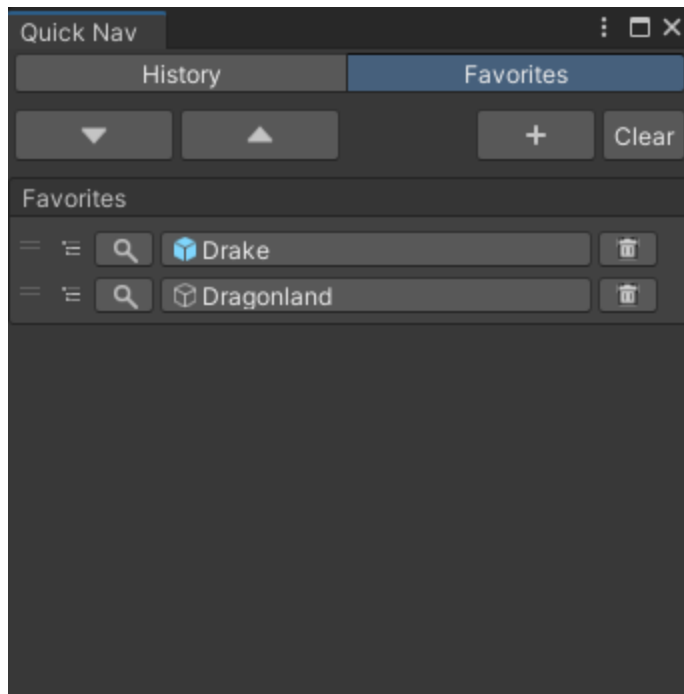- Add separator to Favorites via context menu

Usage

Open QuickNav:
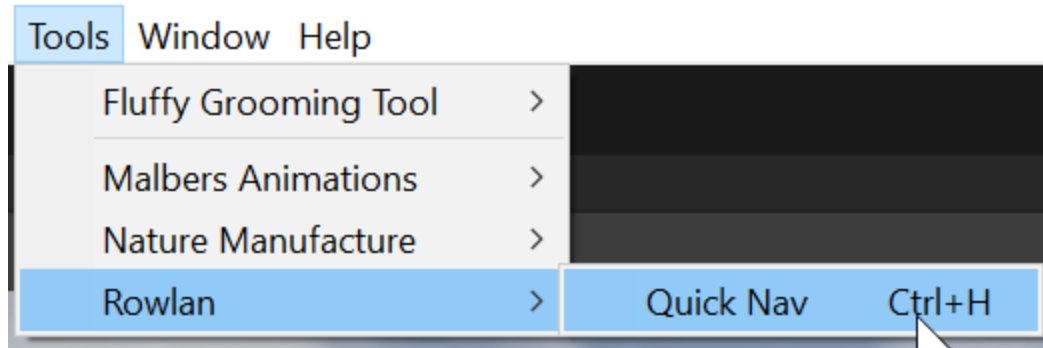
Use the arrow keys for navigation. The star for favoriting an item. Click on the magnifying glass to Ping an item. Click the Icon/Name button to open the item in the Inspector.

History:

Favorites:

Limitations

The Folder Structure pane isn't used in QuickNav, only the Detail pane.

What this is not

This isn't a full-featured history and bookmark manager like it's common in modern browsers. One would require tree management for that. I leave that to Unity, such a feature has been long overdue. This is just a means to help you save time and clicks while browsing around in your project.

By the way, the maximum history item count is 20 and stored in the QuickNav preferences file:

```
Assets/Rowlan/Tools/QuickNav Data/Preferences.asset
```

You can easily adjust that in the inspector should the need for it arise.