

Manual for

# vFavorites 2

[Menu](#)

[Add items](#)

[Use items](#)

[Use pages](#)

[Keyboard navigation](#)

[Locking vFavorites](#)

[vHierarchy integration](#)

[vFolders integration](#)

Thanks for purchasing! Also check out:

[vHierarchy 2](#)

[vFolders 2](#)

[vTabs 2](#)

[vInspector 2](#)

If you have any questions or feedback, please reach out:

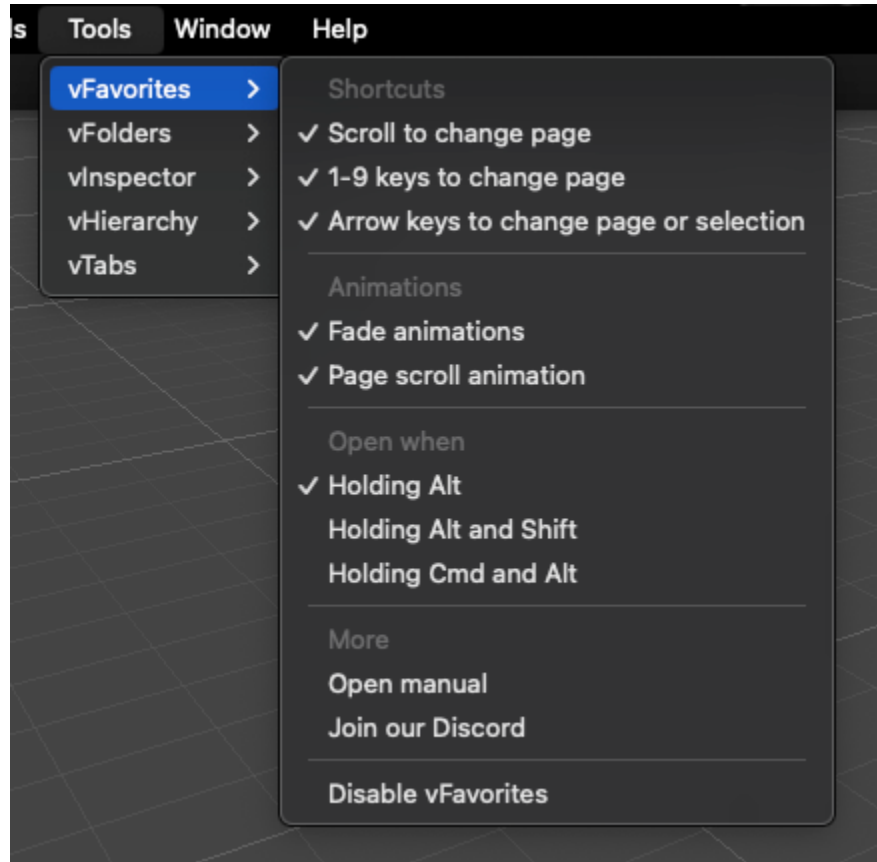
 [kubacho.lab@gmail.com](mailto:kubacho.lab@gmail.com)

 [discord.gg/4dG9KsbspG](https://discord.gg/4dG9KsbspG)

Also it would be nice if you could [leave a review](#) 😊

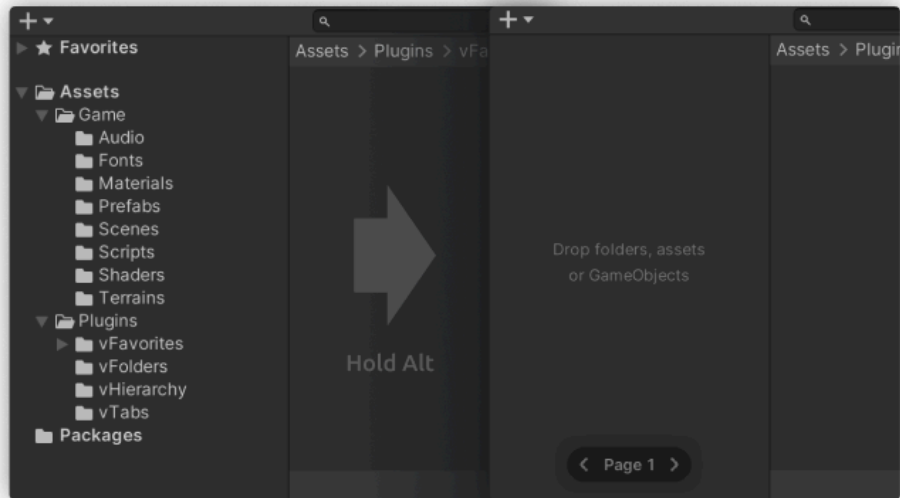
# Menu

Open Tools/vFavorites menu to customize the settings:

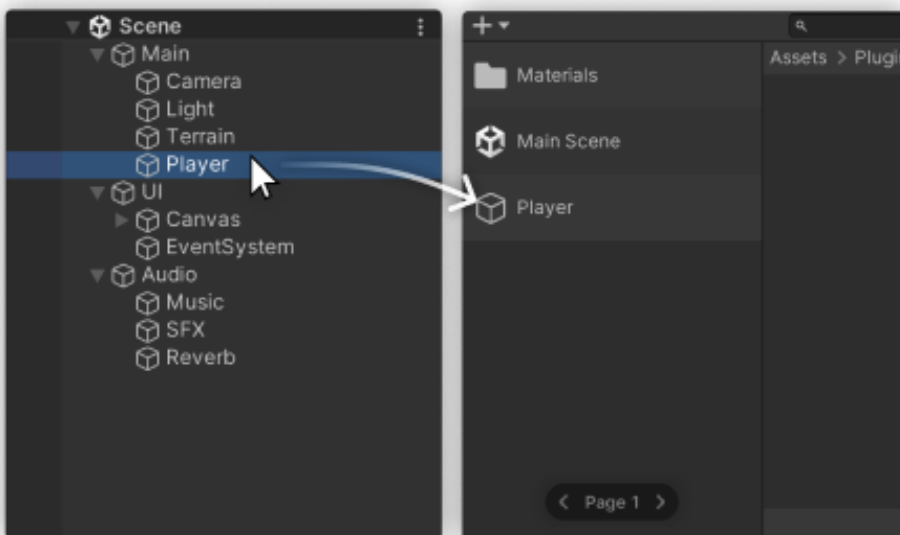


# Add items

Hold Alt while mouse is over Project window to open vFavorites:



Add folders, assets or GameObjects with Drag-and-Drop:

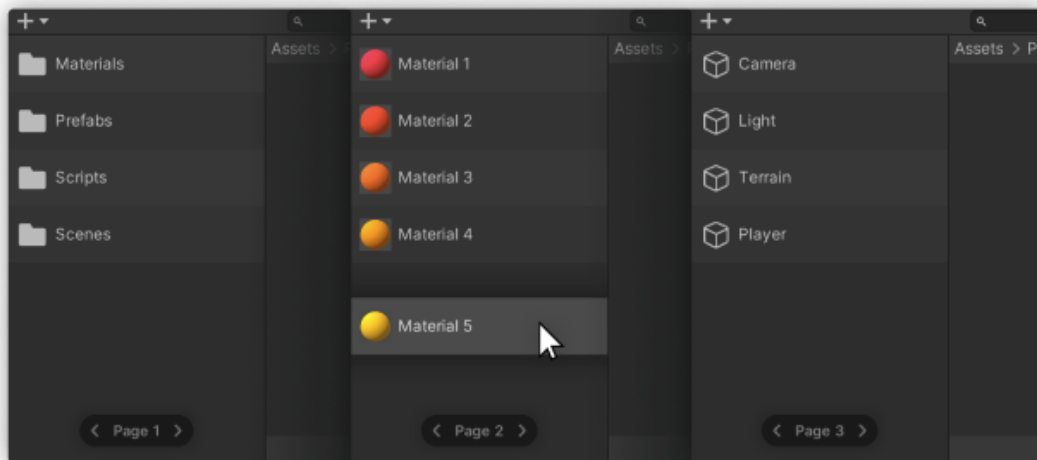


# Use items

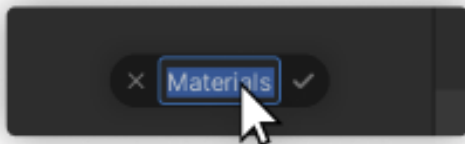
Interact with items like with any other item in Project window - click to select, double-click to open, drag-and-drop to apply

# Use pages

You can group items into pages for better organization



Click page name to rename it:



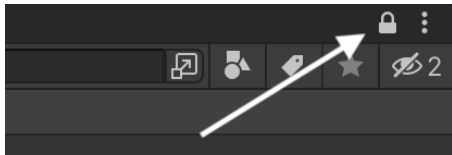
# Shortcuts

You can change pages by scrolling or pressing 1-9 keys

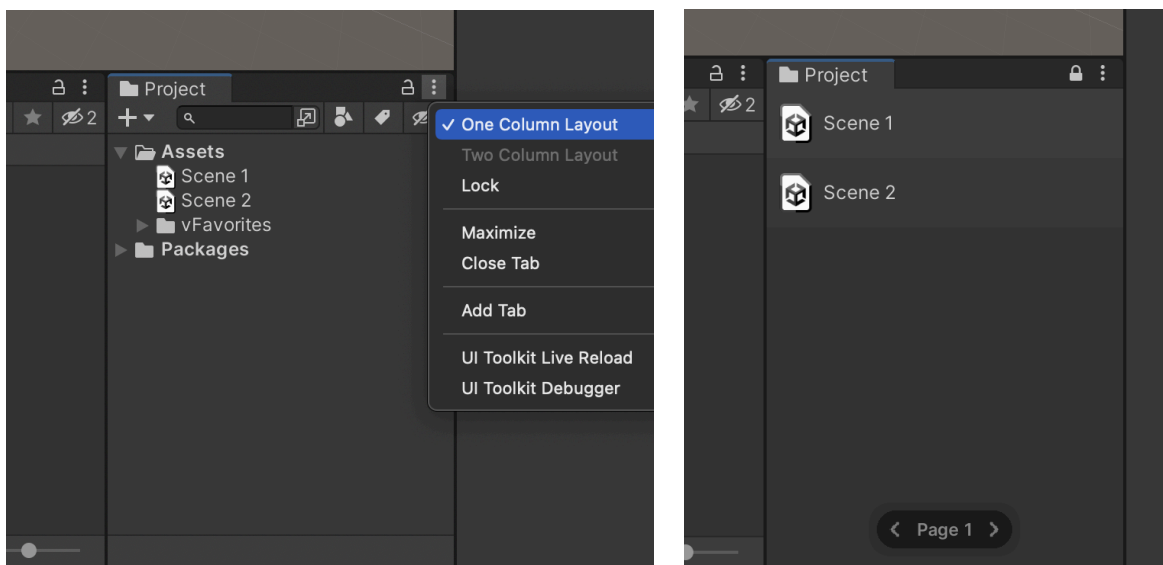
Also you can change pages and select items with arrow keys

## Locking vFavorites

You can make vFavorites stay open without holding Alt by clicking this lock button:

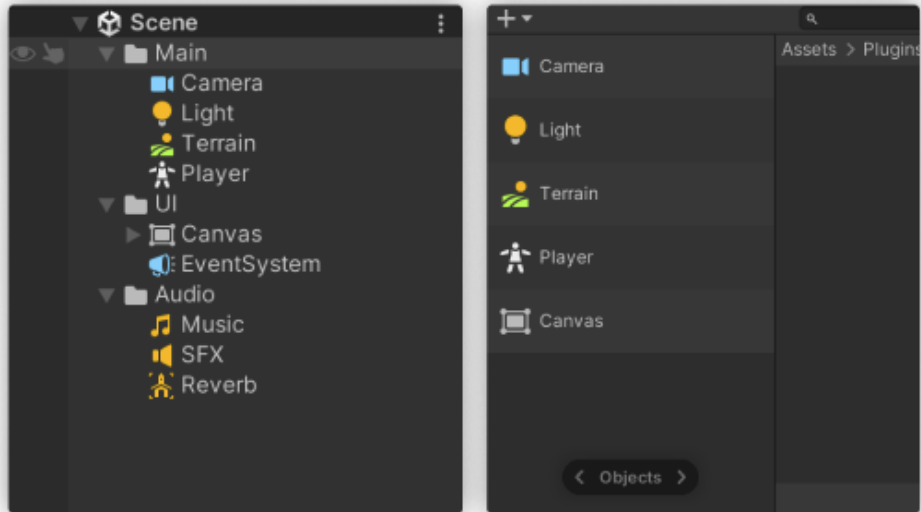


This feature can be used to create a dedicated vFavorites tab by locking vFavorites in a Project window with one column layout:



# vHierarchy integration

Icons that you set with [vHierarchy 2](#) will appear in vFavorites:



# vFolders integration

Icons that you set with [vFolders 2](#) will appear in vFavorites:

