



Editor Emojis Documentation

Editor Emojis brings over 1500 icons and 1800 emojis into the Unity Editor, providing an unparalleled level of customization, and fun!

Editor Emojis



1,800 Emojis

- ▼ 😄 Player
 - ♥ Health
 - 🔪 Weapon
 - 💰 Inventory
- ▼ 🏠 Services
 - 👤 Authentication
 - 📊 Leaderboards
 - 📈 Analytics
- ▼ ⚙️ Game Manager
 - 🔊 Sound Manager
 - 💾 Save Manager



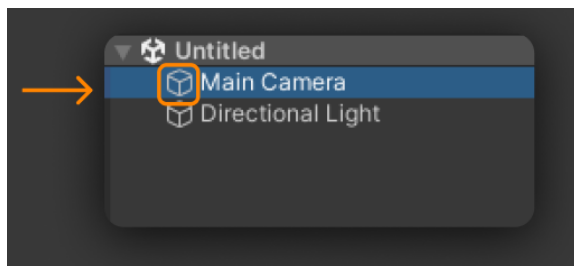
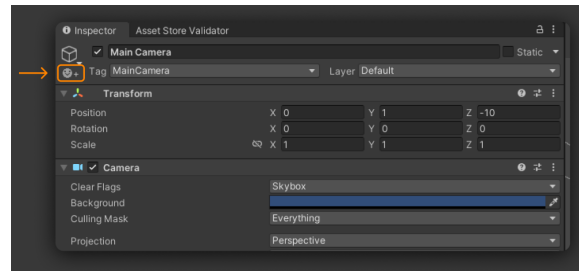
15,000 Icon Variations

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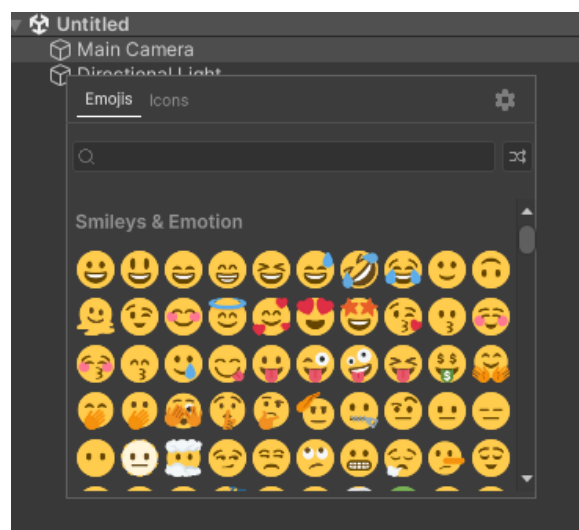
1. How to Use

Click the emoji button in the object inspector.

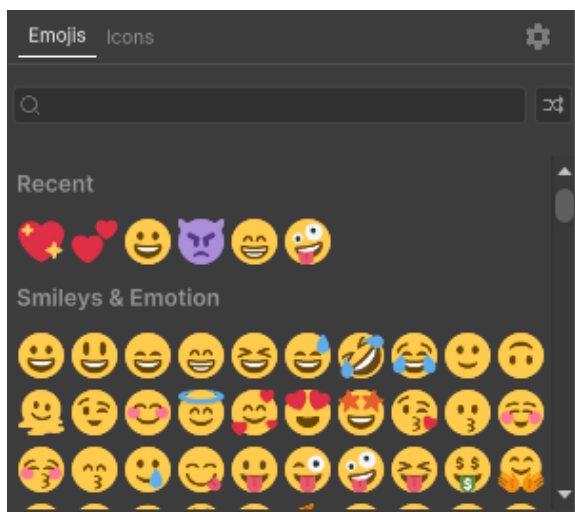


Or click the game object icon in the inspector.

This will bring up the Emoji Selection Window.



2. Emoji Tab



Use the search filter to narrow down the emojis.

Use the shuffle button to select a random emoji.

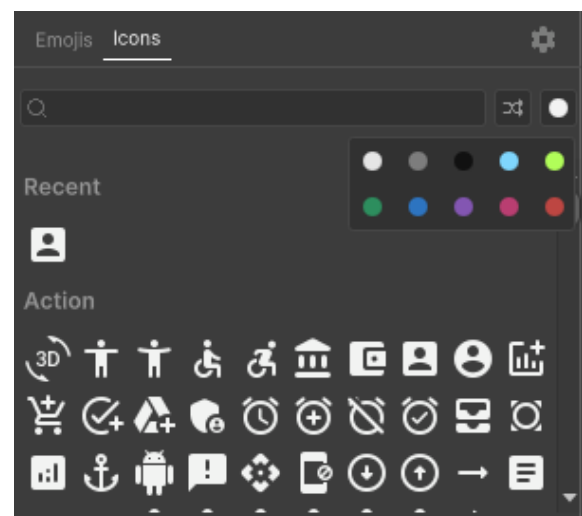
The last 10 used emojis will be saved in 'Recent'.

3. Icon Tab

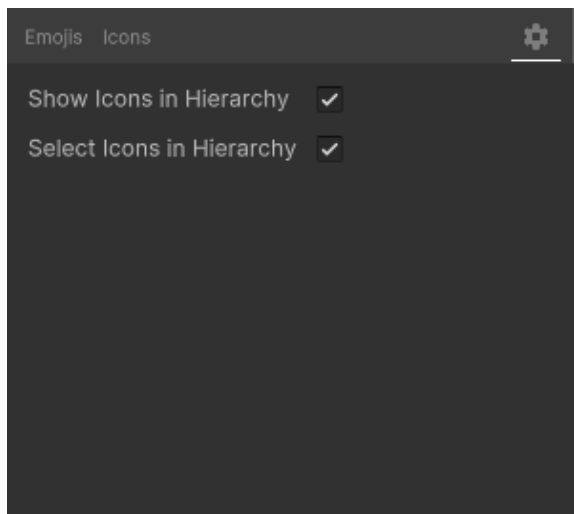
Same functionality as the Emoji Tab.

Includes the ability to select custom colors.

New colors will be dynamically serialized in the project.



4. Settings Tab



You can toggle whether or not emojis will shown in the hierarchy. If this is disabled, they will only appear in the GameObject inspector and scene view.

If the are shown in the Hierarchy, you can disable if the icon can be selected. Some people may find it gets in the way of Object Selection.

5. Contact and Support

If you have any issues, questions or feature requests, feel free to reach out to me at Simon.Nordon@gmail.com