Soap:
6_Fast_Play_Mode_Example_Scene

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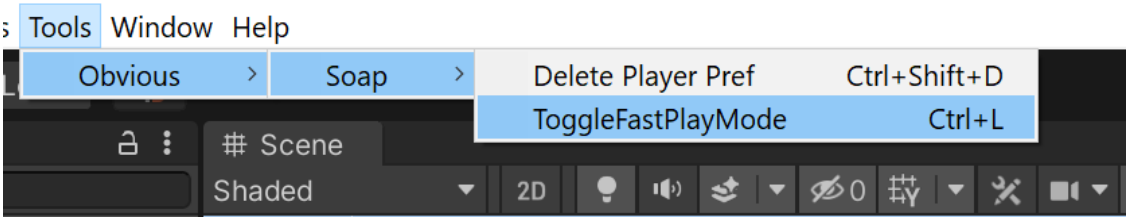
Enabling fast play mode

To enable / disable fast play mode. You can either:

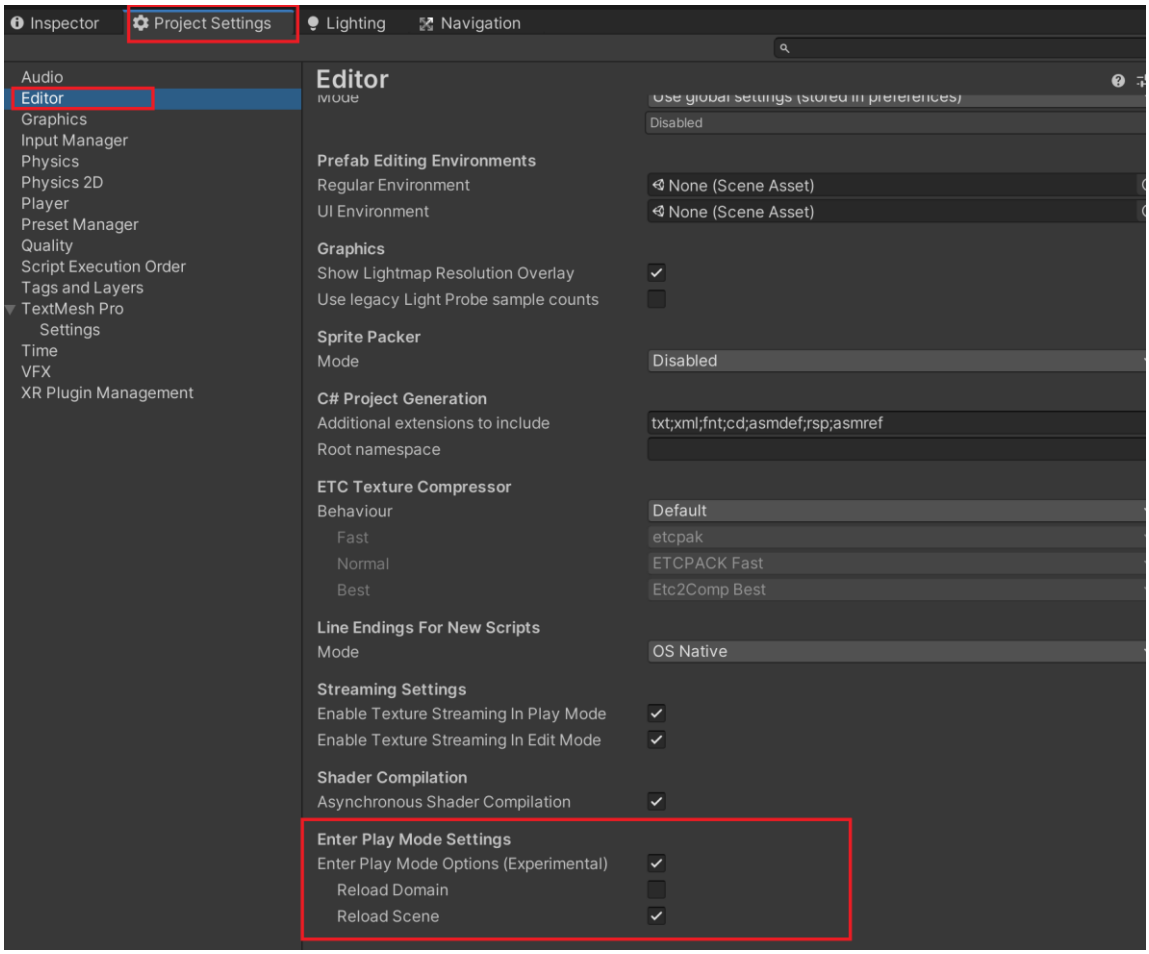
- use the shortcut (CTRL+L) or Tools menu:

  Tools/Obvious/Soap/ToggleFastPlayMode

  A message in the console will tell you if its enabled or disabled.



- Manually set it (*Project Settings/Editor/EnterPlayMode Settings*)



Make sure to have “Reload Scene” enabled. We want to reload the scene (fast) but not the domain (the slow part).

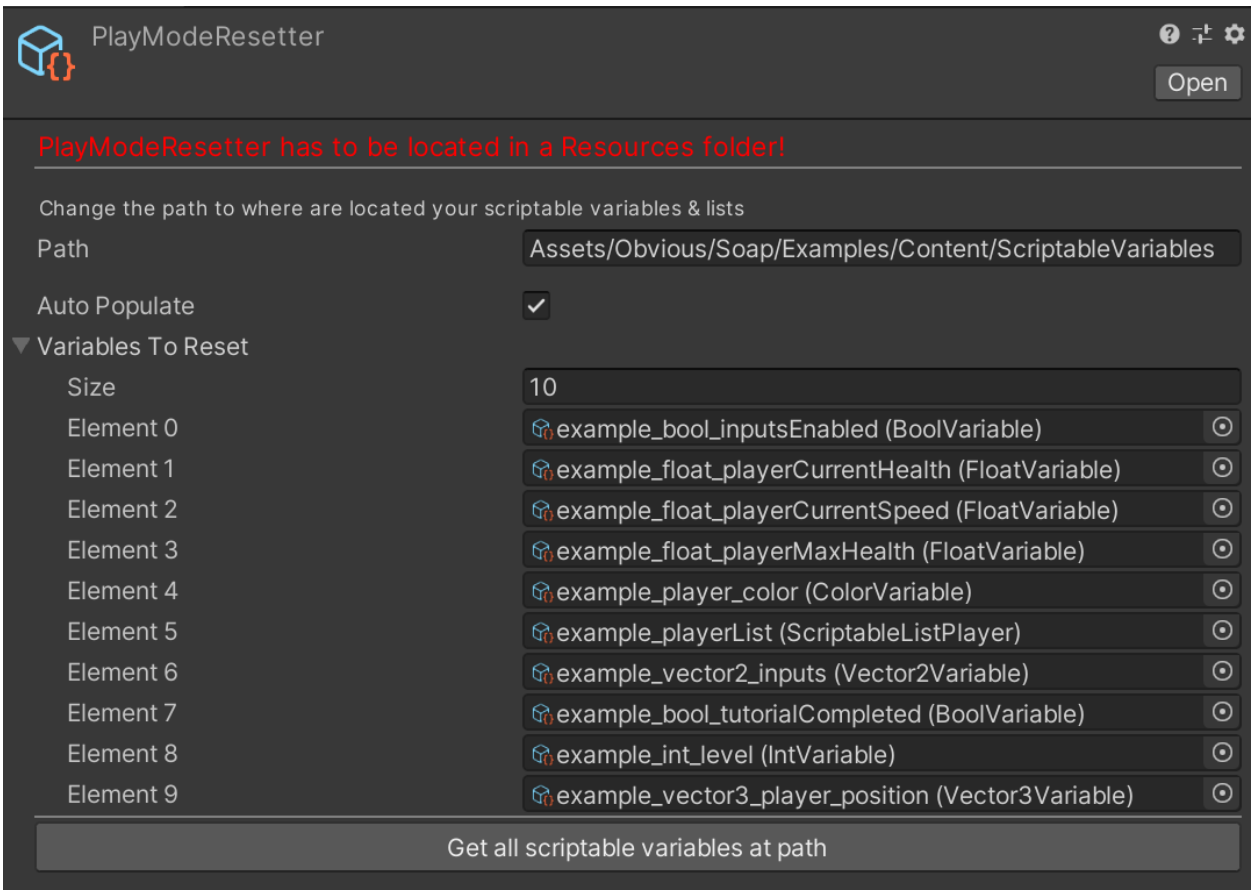
Note: the choice of toggling and having a shortcut to quickly alternate between fast and normal play mode is because sometimes, some plugins or some components create errors (usually because they are not reset properly). Therefore, by switching quickly to normal play mode and playing once you can “fix” occasional problems. It is basically like restarting a computer, if something does not work, most of time a simply reloading the domain fixes it. And as soon as it fixed, I usually toggle back to fast play mode. Once you experienced the speed, it is hard to wait even a few seconds.

PlayModeResetter

As you have seen in previous examples, the scriptable variables and lists **handle themselves**; whether they are saved or reset on scene load / application start.

However, when you enable the **Fast Play mode** (which I recommend), we need an extra step to reset the variables. Therefore, I have created a scriptable object that does just that: **PlayModeResetter.** It manually resets all the variables in your project when you have fast play mode enabled. This has no influence on builds, it only to increase the speed when developing the game in the edutor. It is located at:

Obvious/Soap/Examples/Content/Resources.



If you create a new PlayModeResetter, make sure to put it in a Resources folder !

Path: path at which you store your Scriptable variables. If you have them somewhere else, don't forget to update the path.

Auto populate: If true, will refresh the list every time you enter play mode. I suggest leaving it true, so you don't need to worry about it when you add or remove variables.

Variables to reset: This shows all the variables that will be reset when you enter fast play mode. It is a visual help to verify if your variable has been included and will be reset.

If you prefer to populate the list **manually**, you can always uncheck Auto populate and click on the button "Get all scriptable variables at path" each time you add or remove a variable.

Now that we have explained the role of the PlayModeResetter, you can forget about it. He will make sure the architecture works the same way with or without Fast Play mode.

Note: make sure the PlayModeResetter has all your Scriptable Variables and your Scriptable Lists. The easiest way is to have one parent folder containing sub folders and to set the path in the PlayModeResetter to the parent folder. I filter out Scriptable events and other elements that cannot be reset as a safety to make sure only variables and lists will be reset.

And remember, keep the **PlayModeResetter** in a **Resources** folder.

Enjoy the speed.