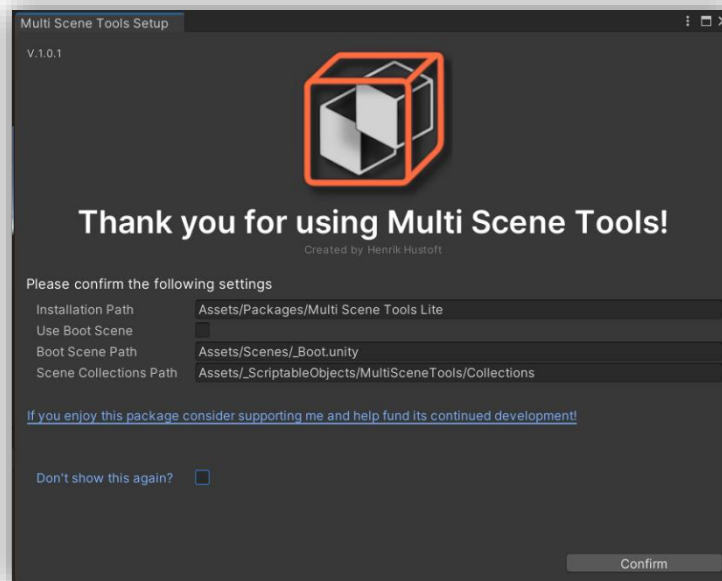# Multi Scene Tools Lite

Installation Guide

Steps:

1. Import the package from the package manager into the chosen unity project
2. Once the package has been imported and unity has recompiled, the setup wizard will pop-up automatically.

3. Change the settings to fit your project
4. Changing the installation path will move the package to the selected folder.
   a. If the installation path is **not correct** with the location of the package, use the setup to update the location and press confirm.
   b. Supports both installation locations: "Packages/", "Assets/[your location]"

      Please **do not move the package manually,** the configuration asset needs to know where the files are located to function correctly. This file path can only be updated through the setup wizard.

5. Press the confirm button. This creates the config asset required to use the Multi Scene Tools.
6. If the config asset is not created a warning will be logged, asking the user to create one.

7. The setup wizard can be brought up any time by navigating to
Tools>Multi Scene Tools>Setup.
The Config asset should be located at the path:
Assets/Resources/MultiSceneTools/Config/MultiSceneToolsConfig.
8. During new major updates, the setup wizard will automatically pop-up again to confirm the new update **(look out for new settings, this is the only time it will warn about them, otherwise it will use default settings).** For more details follow the changelog link.