

# Scene Manager

## Introduction

*An introduction tutorial can be found at:*

<https://www.youtube.com/watch?v=ROfOlCKg4ys>

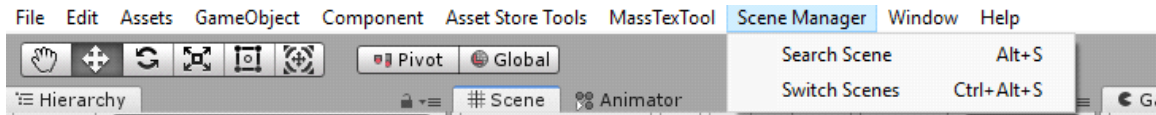
Scene Manager will allow you to quickly and easily switch between scenes in your project, organized by project scenes, active, and inactive build scenes.

Scene Manager also includes a "Search In Scene" window, that allows you to search for any object by component or name, and provide a few basic functionality for the returned results, such as toggling components on or off, or changing tags/layers.

A history tool is also provided for your recent 100 (by default) search results, this lets you quickly re-search keywords.

## Setup

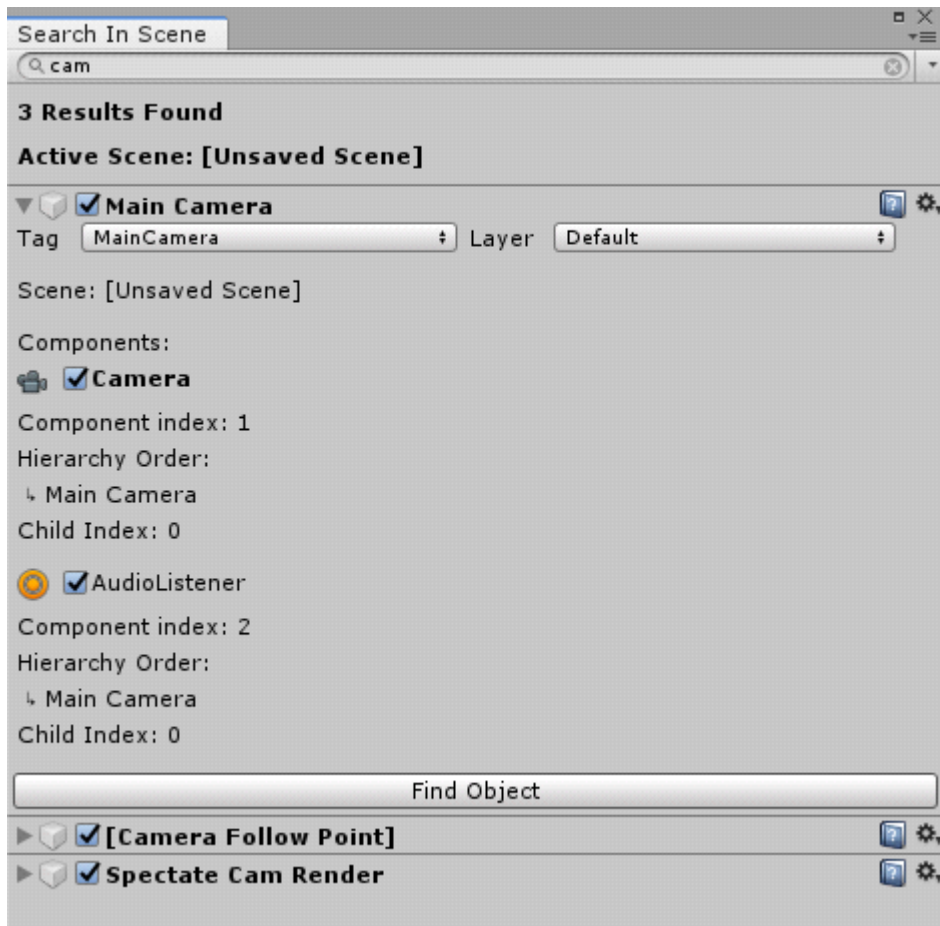
1. Import Scene Manager into your project
2. A new button will appear in the top navigation bar



*All options can be found here.*

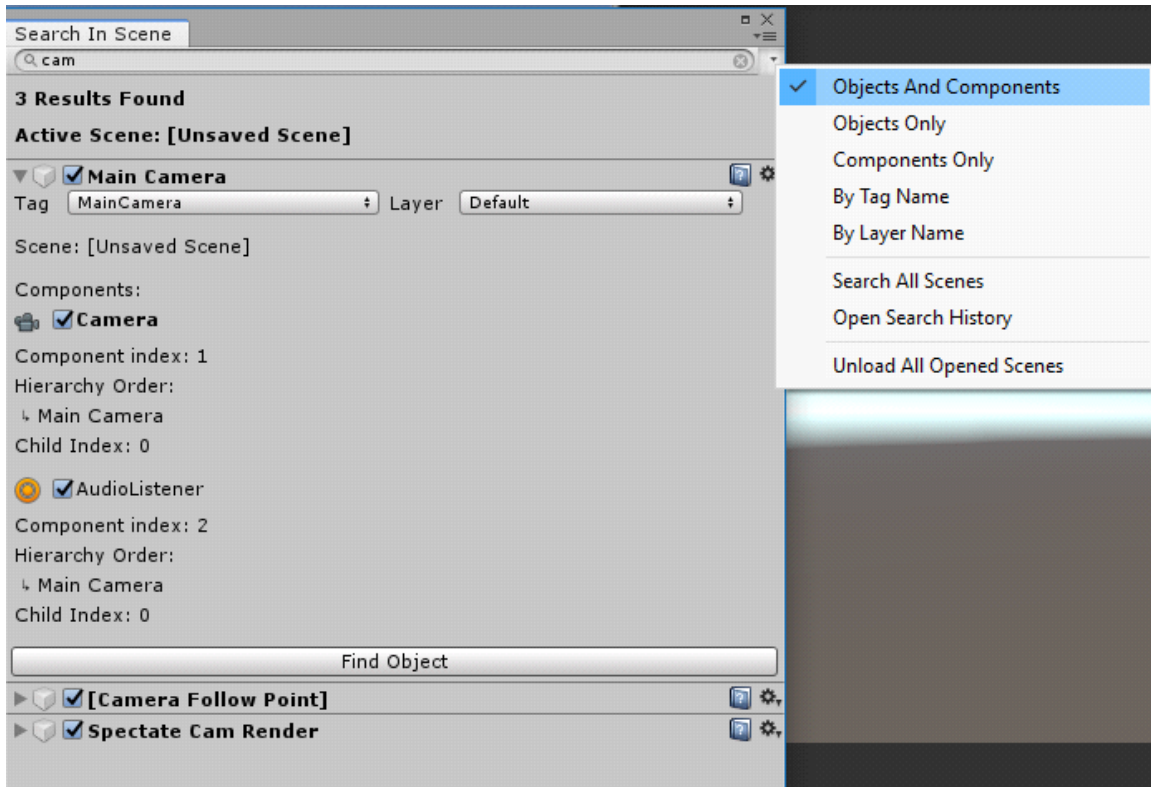
## **Usage - Search Scene**

1. Navigate to Scene Manager > Search Scene (or Alt + S)
2. Search for the item you are looking for



*Image: Searching for "cam" to look for my main camera in scene*

- You can also search by filters to the right side of the search bar



## Objects And Components

- Search for objects, based on the name of the game object in the hierarchy, or component. NOT case-sensitive.

## Objects Only

- Search for objects, based on the name of the game object in the hierarchy, and only the name of the object. NOT case-sensitive.

## Components Only

- Search for objects, based on the name of the component, and only the component name. NOT case-sensitive.

### **By Tag Name**

- Search for objects, based on the name of the tag. NOT case-sensitive.

### **By Layer Name**

- Search for objects, based on the name of the layer. NOT case-sensitive.

### **Search All Scenes**

- Toggle to determine if your search result should expand across all scenes in your project.

### **Open Search History**

- Opens a new window that shows all your recent searches, with a few options for modifying how much cache is stored for history, and options to clear history.
- This information is NOT persistent. When Unity is reloaded, the history is automatically cleared, and only persist for the session of Unity (or until manually cleared).

### **Unload All Open Scenes**

- Any scenes opened by Scene Manager, will be closed (this is used for searching across all scenes, as its currently the only known way of doing this. If there is a method for searching scenes without loading them, please notify me)

3. Optional, you can expand the dropdown generated from

your search results, and click on "Find Object" if you'd like Unity to locate the object in the scene - similar to pressing the "F" key in the hierarchy.

- If you use "Search in all scenes" then "Load Scene" will open that scene and locate the object for you. If you have unsaved changes, you will be prompted before the scene is loaded.

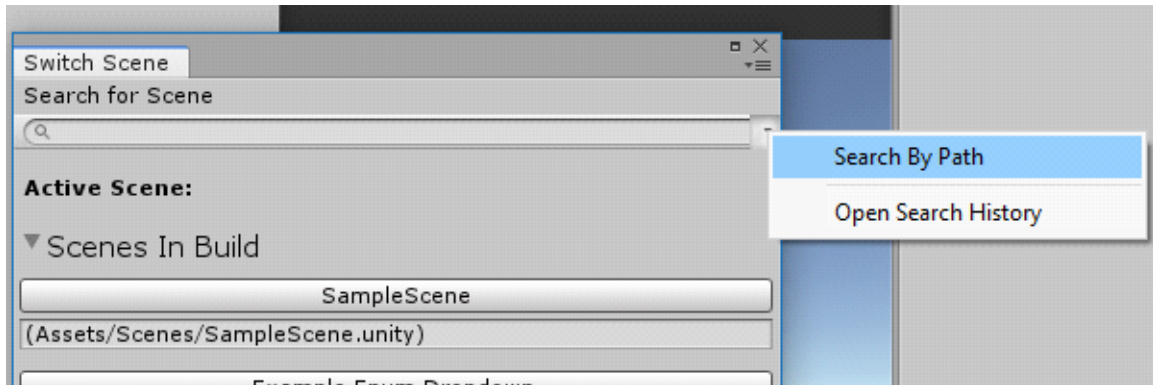
## **Usage - Switch Scenes**

1. Navigate to Scene Manager > Switch Scenes

(or Ctrl + Alt + S)

2. Find or search for the name of the scene you are looking for

- Scene searching is NOT case-sensitive
- You can filter your results to also search by path



3. Simply click on the button with the name of the scene you want to load. If the current scene has any unsaved changes (or is considered "dirty" by Unity's definition), then you will be prompted if youd like to save changes before switching, or cancel - just as it would when switching scenes manually.