EDITOR SCENE MANAGER: SCENE ORGANIZER USER GUIDE

Index

Getting Started	. 2
Scene Manager Window	. 2
1. Add Current Scene	. 2
2. Create Headers	. 2
3. Toggle Options	. 2
Managing Scene Collections	. 3
Creating a New Scene Collection	. 3
Switching Scene Collections	. 3
Using the Scene Manager	. 3
Opening a Scene	. 3
Scene Options (Visible when "Options" is enabled)	. 3
Important Notes	. 4

This document provides an overview of the Scene Manager package functionality, including how to set up, add, organize, and manage your scenes.

Getting Started

To begin using the Scene Manager, open the window by navigating to **Tools > Scene Manager** in the toolbar, or by pressing the shortcut **Ctrl + E**.

Known Issue: "Scene Collection is Null"

If you encounter a bug where the "Scene Collection" appears as null, but actually holds a reference, you can fix this by simply loading any scene. Once loaded, this should resolve the issue.

Scene Manager Window

After opening the Scene Manager window, you can dock it anywhere within the Unity Editor for convenient access. Within the Scene Manager window, you'll find the following key options:

1. Add Current Scene

- This button adds the currently open scene in the Unity Editor to the Scene Manager list.
- Alternatively, you can also drag and drop scenes from your Project window into the Scene Manager list to add them.

2. Create Headers

- Next to the Add Current Scene button, you'll find a plus sign (+) icon.
- Clicking the plus sign will open the Header Creator. Clicking it again will hide the header creation area.
- To create a new header, type in the name you want and click Create.

3. Toggle Options

On the far right side, there's an eye icon button.

 Clicking this button toggles visibility for additional options associated with each scene in the list.

Managing Scene Collections

The Scene Manager allows you to create and switch between multiple scene collections, which can be useful for organizing scenes by category or project phase.

Creating a New Scene Collection

- In the Project window, right-click and navigate to Create > SceneManager > SceneCollection.
- 2. This will create a new SceneCollection asset that you can customize with scenes.

Switching Scene Collections

To load a different Scene Collection in the Scene Manager:

- Drag and drop your SceneCollection asset into the Scene Collection field in the Scene Manager window.
- Alternatively, open the dropdown menu in the Scene Collection field and select your desired collection from the list.

Using the Scene Manager

Opening a Scene

To open a scene listed in the Scene Manager, simply click on it.

Scene Options (Visible when "Options" is enabled)

If options are enabled (using the eye icon), additional tools will appear beside each scene:

 Color Selector: This allows you to select a text color for the scene name in the Scene Manager list.

- 2. **Delete Scene from List**: This removes the scene from the list (without deleting it from the project).
- 3. **Move Scene Up**: This moves the selected scene up in the list order, which can help in organizing the scenes more efficiently.

Important Notes

- Scene Name and Path Dependencies: The Scene Manager relies on each scene's name and file path for loading. If you change a scene's name or move its file location, it will cause a loading error in the Scene Manager.
- How to Resolve Loading Errors: To fix errors caused by renaming or relocating a scene, delete the scene from the Scene Manager list, then re-add it by dragging it in from the Project window.

This guide should help you understand and navigate the Scene Manager package effectively. For any further assistance, please reach out the creator