



# PlayerPrefs

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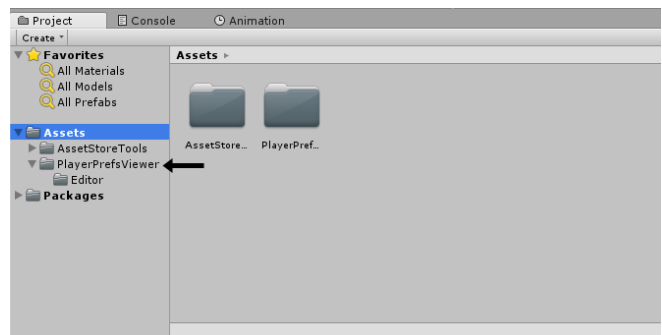
## Viewer

by DevLK

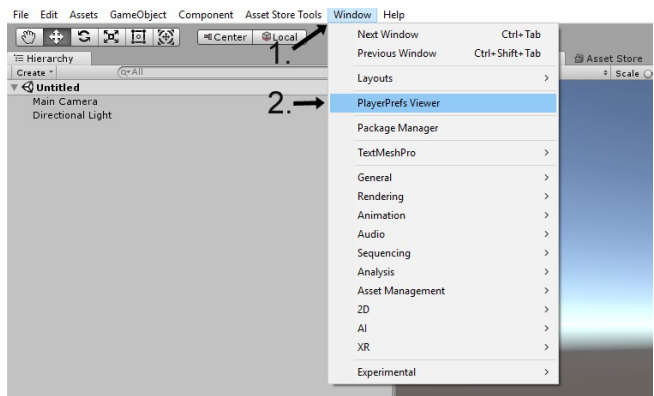
## Installation & Displaying the window

To install PlayerPrefs Viewer, simply put the „PlayerPrefsViewer“ folder anywhere inside your „Assets“ folder.

The „Editor“ folder contains the main script and the logo. Scripts inside this folder won't be included in the build of your game.



To display the main window, click on  
*Window > PlayerPrefs Viewer*



## Adding a PlayerPref to the Overview

1. Make sure „Edit Overview“ (Topbar) is enabled
2. Enter the name of your PlayerPref
3. Select the type (string, int, float) of your Playerpref
4. Click on „Add To Overview“



## Removing a PlayerPref from the Overview

1. Make sure „Edit Overview“ (Topbar) is enabled
2. Enter the name of your PlayerPref
3. Select the type (string, int, float) of your Playerpref
4. Click on „Remove From Overview“



## Support

If you have any issues or feedback, please contact me via

<https://connect.unity.com/u/5c080a6eedbc2a001f773b3e> or

[contact.devlkassets@gmail.com](mailto:contact.devlkassets@gmail.com)

If you have problems with the Overview, please click on „Log Prefs“ (Topbar) and include the logged message in your support request. The logged message should look something like this:

