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InstanceManager.Utility.WindowLayoutUtility
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Provides methods for enumerating and applying window layouts.

Properties:

bool isAvailable { get; }

Gets whatever the utility was able to find the internal unity methods or not.

string layoutsPath { get; set; }

The path to the layouts folder.

InstanceManager.Utility.WindowLayoutUtility.Layout[] availableLayouts { get; }

Finds all available layouts.

Methods:

InstanceManager.Utility.WindowLayoutUtility.Layout Find(string name)

Finds the specified layout by name.

System.Nullable<InstanceManager.Utility.WindowLayoutUtility.Layout> GetCurrent()

Gets the current layout.