Easy Numbering

This document contains all the information you need to get started using the tool.

Table of content
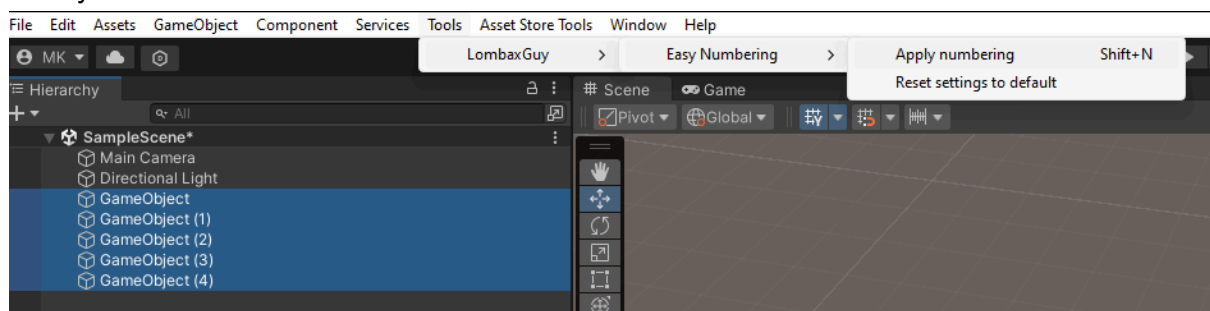
Setup

Easy Numbering requires no setup apart from importing it in a project.

How to use

Using Easy Numbering is simple! Just select the GameObjects or assets you want to apply numbering to and then select the "Apply numbering" menu option. You can also use the hotkey combination SHIFT + N.


Doing this will open up the numbering settings window. Here you can adjust the way numbering is formatted as well as a preview of your chosen formatting.
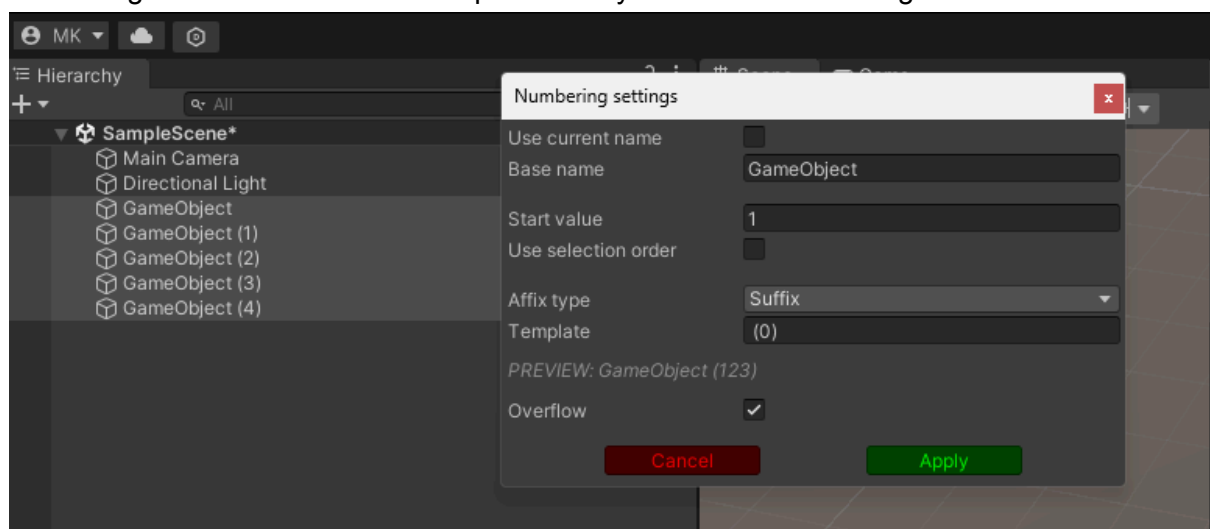
Each setting has a detailed tooltip that explains what it does. To cancel the numbering of objects you can simply close down the window, or use the cancel hotkey (ESC by default).

When you are happy with your formatting you can apply your changes! You can do this by pressing either the apply button or the apply hotkey (Enter by default).
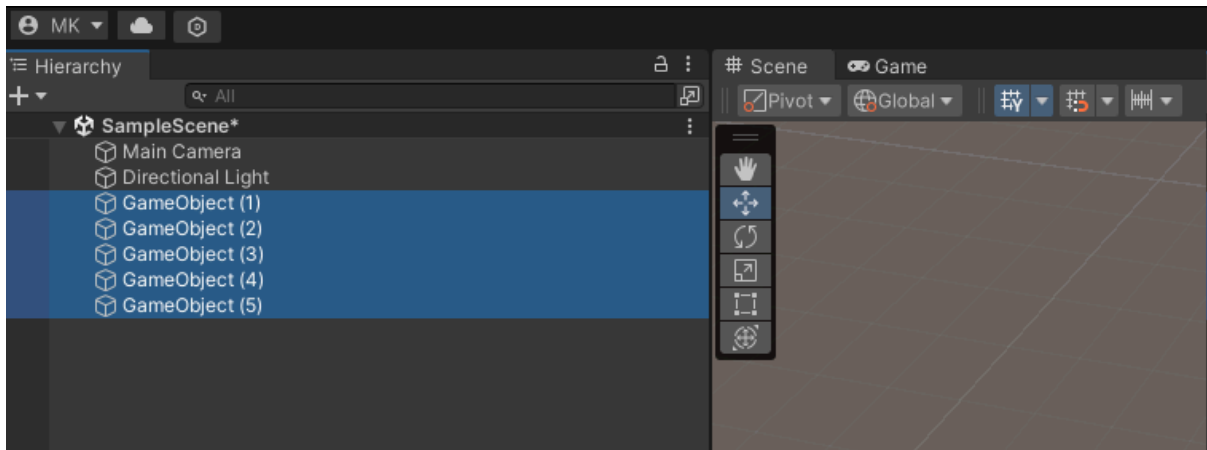
Customising hotkeys

The various hotkeys of the tool can be customised if the default settings do not suit your needs. The hotkeys for the menu options can be customised through the 'Shortcuts' menu.
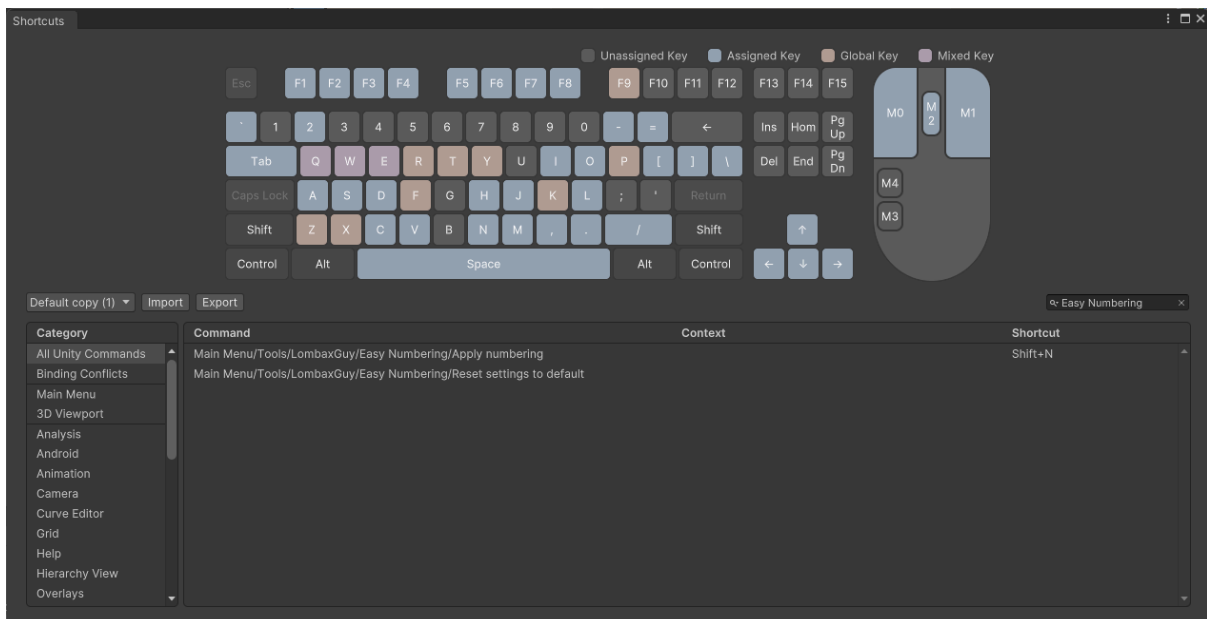
To customise the context based hotkeys for applying or cancelling you have to go to the code file named 'EasyNumberingWindow.cs' and find the region called 'Hotkeys'.

```
#region Hotkeys
// these hotkeys are for when the window is open only
private const KeyCode APPLY_NUMBERING_HOTKEY = KeyCode.Return;
private const KeyCode APPLY_NUMBERING_ALTERNATE_HOTKEY = KeyCode.KeypadEnter;
private const KeyCode CANCEL_NUMBERING_HOTKEY = KeyCode.Escape;
#endregion
```

These three fields are hotkeys for applying or cancelling. They do not support combinations and are defined using the built-in KeyCode struct.