

Set Bootloader Scene Asset

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What is this tool?

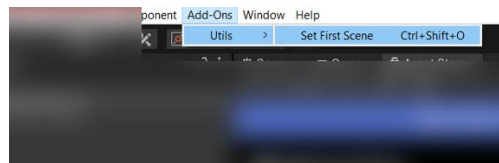
When we press the play button in editor, by default it only loads the scene which is currently open.

This can be annoying when you are working on a large project and have many scenes and every time you want to test it, you find and open the landing scene which should be the first scene.

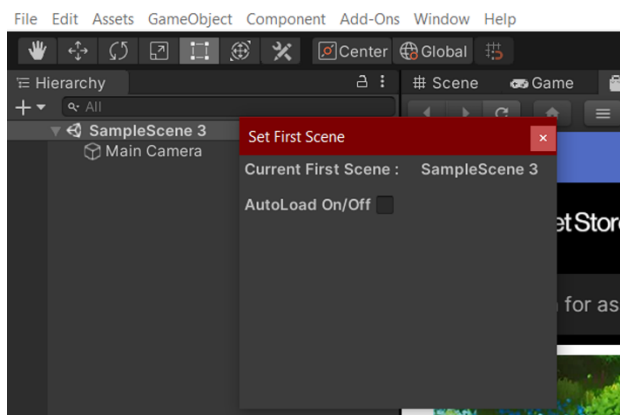
This tool allows developers to specify a scene which Unity will load on pressing the play button thereby saving precious time in finding and opening the landing scene.

How To Use

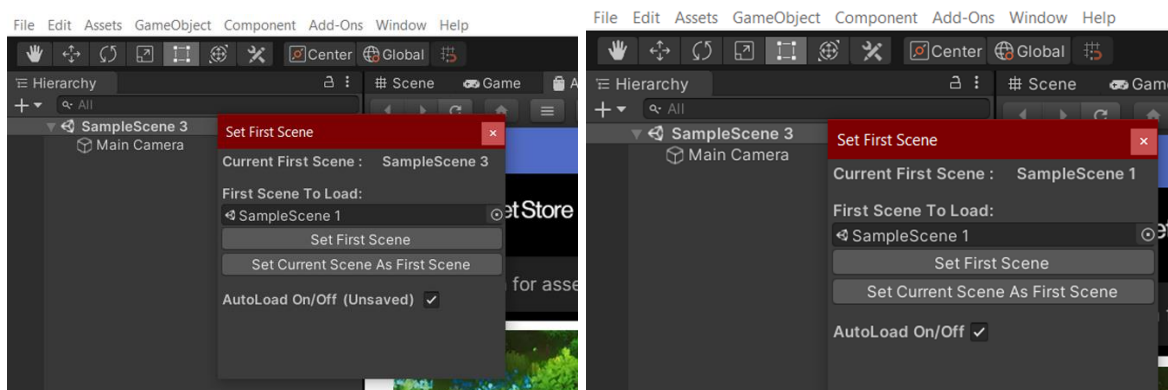
From the top menu, navigate to Add-Ons->Utils->Set First Scene



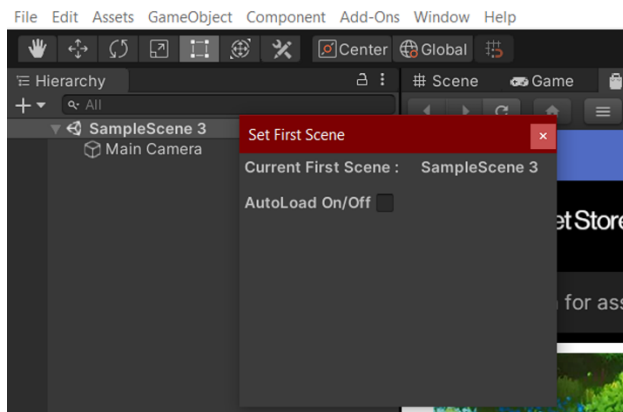
This will open the editor window displaying the name of current open scene and a toggle for AutoLoad on/off. When turned off, pressing the play button will load the displayed scene in the window i.e. the scene which is currently open.



- When turned on, you are presented with options to select a scene to be the first scene which will be loaded.
- The changes you make are shown as 'Unsaved'.
- You can click the 'Set Current Scene As First Scene' to automatically assign the currently opened scene as your first loading scene
- Or you can select the scene from your project folder by clicking the selection wheel and pressing the 'Set First Scene'.
- Clicking either of the buttons will update the window and save the changes.
- Left image showing unsaved and right image after pressing the Set First Scene button which saves changes.



- To turn off this feature, toggle the AutoLoad. This will revert back to Unity's default behaviour of loading the current open scene.



Code

- All code for this editor tool is saved in 'Assets/BootloaderData/Editor' folder in the BootloaderEditor script.
- Data is saved in BootloaderData scriptable object.