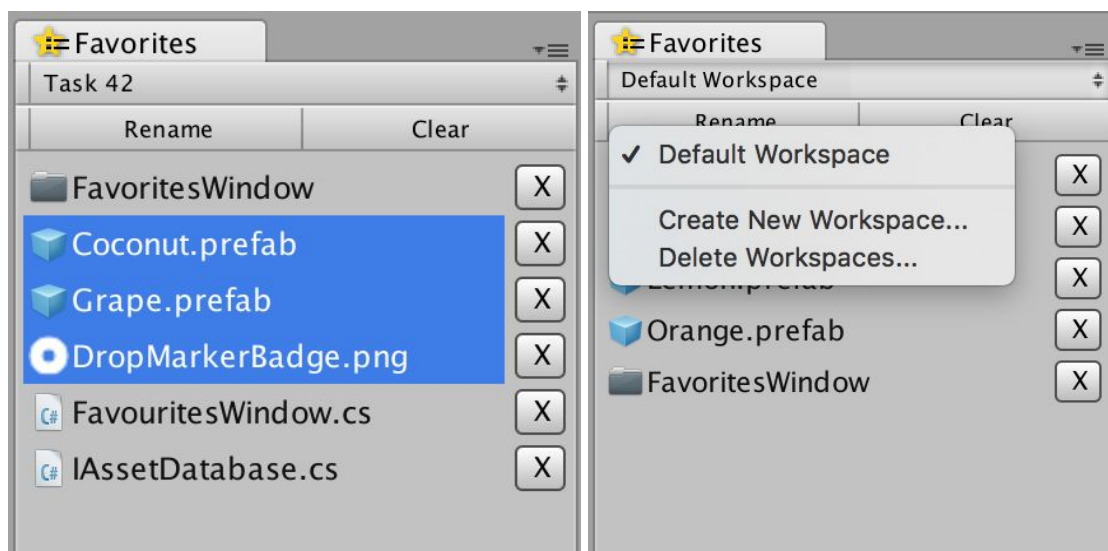


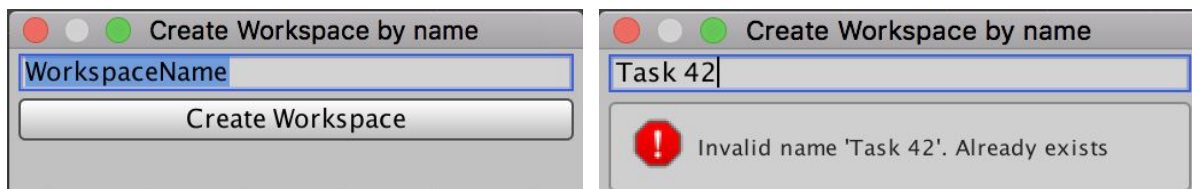
## Quick start:

- Go to Window → Favorites to open *Favorites Window*
- Dock it to better fit your workflow
- A default *Favorites Workspace* will be created for you the first time.
- Drag&Drop any asset or folder into the window to add it to the workspace
- Click any favorite item in the list to locate it in the Project or Hierarchy Window
- Drag any favorite and Drop it in an inspector field to assign it
- Drag any favorite and Drop it in the Scene or Hierarchy Window to add it to the scene
- Click the “X” button to remove an item from favorites ( asset won’t be deleted )



## Create Workspace

- Open the dropdown and click “*Create New Workspace...*”
- A popup will appear to let you create the workspace.
- Introduce the name you want. It won’t allow you if the name is not valid.
- Press Enter or Click Create Workspace to confirm.
- The new workspace will be automatically selected in Favorites Window.

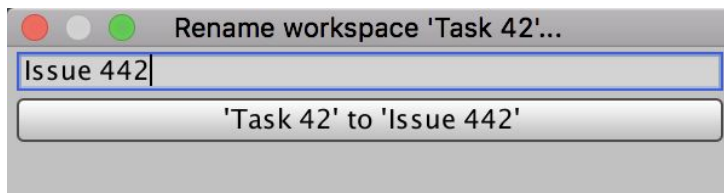


## Select Workspace

- Open the dropdown to see all available workspaces
- Click the workspace name to select it
- The favorites list for that workspace will be loaded in the window
- Selection is preserved independently between workspaces

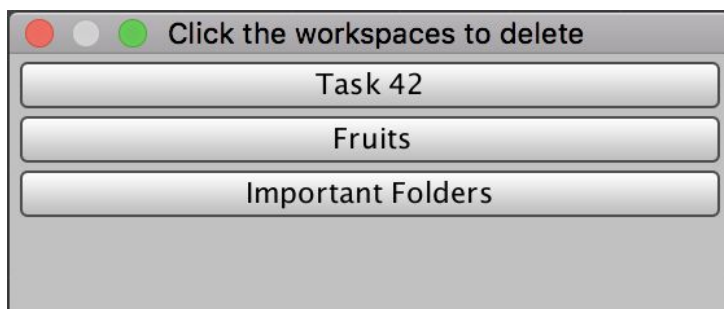
## Rename Workspace

- Press F2 or Click “*Rename*”
- A popup will appear to rename current workspace
- Introduce the name you want. It won't let you to use invalid names.
- Press Enter or the button to confirm



## Delete Workspace

- Open the dropdown and click “*Delete Workspaces...*”
- A popup will appear to let you delete any workspace
- Click the button of the workspace you want to delete
- You can keep clicking to delete until you close the popup
- If you delete all of them a default one will be created.



## Workspace features

- You can drag and drop single and multiple selection
- Extensive Drag & Drop support
  - To rearrange within the list
  - To add assets and folders to the list
  - To assign selection to inspector fields
  - To assign multiple selection to collection fields
  - To add favorite item to Scene Window
  - To add favorite item to Hierarchy Window
- Click item to locate it
- Double click item to open it
- Name shortening to the shortest unambiguous name
- Tooltip shows the full path of the favorite
- Remembers last valid path of missing references
- Recovers from missing references if the object is restored
- Prevents adding duplicate items
- Dark and Light themes supported
- Selection is preserved independently per workspace
- Additionally, if you are using two column version of Project Window
  - Selecting a folder opens it in the right panel
  - Selecting multiple folders shows the combined contents of all of them

## Undo/Redo support

Full undo/redo support, including:

- Selected workspace
- Items selection
- Workspace rename, creation and deletion
- Items added to the workspace
- Items removed from the workspace

## How are favorites saved

For now only private workspaces are supported, this means that you don't have to worry about affecting others with your changes. Your private favourites:

- Are saved out of the project folder so you don't have to worry about merge conflicts or polluting your commits.
- They are saved independently for each different project

## Subassets and Scene references

- You can add subassets to favorites ( sprites, prefab children, etc )
- You can add objects from scenes to favorites, which preserve their identity when changed, including:
  - When you rename them
  - When you relocate them
  - When you change them to a different scene
  - When a script moves them to the special DontDestroyOnLoad scene
  - When an object was created at runtime

## Roadmap

- Shared Favorites Workspaces
  - You can choose to make a workspace shared
  - It will be stored in the repository as an asset
  - Other users will be able to use and edit it.

## Support

Support email: [support@chameleonic.tech](mailto:support@chameleonic.tech)