Browser Flow

Overview

Browser Flow is a Unity Editor extension designed to enhance the functionality of the Project Browser window. It allows you to open and close the Project Browser with a keyboard shortcut, automatically close it when it loses focus, and save and restore the last navigated path in the Project Browser. It's basically same thing unreal Engine 5 Done with Content Drawer. Personally i use this because i have small monitor and i like to have full screen in scene view.

Features

- **Open Project Browser with a Shortcut**: Use `CTRL + SPACE` to open the Project Browser.
- **Auto Close on Focus Loss**: The Project window will automatically close when it loses focus.
- **Keep the Grid Size**: if project window grid size change it will be saved and open again

Installation

1. **Get unity package**:

2. **Main Script is under `Mink Studio/Editor/Browser Flow/`**:

3. **Script must work now, but it's good to move `Editor` folder to root path under `assets` and delete `mink studio` folder**

- This structure, is rule by unity assets store.
- You can delete Documentation file and sample scene.
- all you need is `Browserflow.cs` script

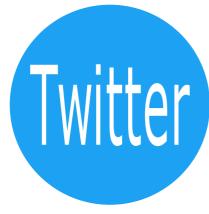4. **Use CTRL + Space To Open and Close Project Window**

Usage

Open Project Browser

Press `CTRL + SPACE` to open the Project Browser window.

Auto Close on Focus Loss

The Project Browser window will automatically close when it loses focus. No additional actions are required from the user. if you want to disable this function just use `CTRL+Q` shortcut to disable it

Connect with me

Twitter
 (https://twitter.com/MiNKstudio0)

Instagram

GitHub

(https://www.instagram.com/mink_studio_)

 (https://github.com/MinkStudio)

Telegram

YouTube

 (https://t.me/MiNK_studio)

(https://www.youtube.com/c/@MiNK_studio1)