

Scene Switcher Tool — Document

A fast and user-friendly way to switch scenes inside the Unity Editor.

What is this tool?

Scene Switcher is a lightweight Unity Editor extension designed to make scene navigation effortless.

Instead of digging through folders or Build Settings, you can bookmark scenes, search fast, and switch instantly.

Features:

- Bookmark your favorite scenes
- Quickly open scenes from a searchable list
- Toolbar dropdown for quick access
- Drag & drop scenes into the bookmark list
- Additive load support
- Scene pinging in Project window
- Auto-layout for editor window
- Bookmark save persistence

How to Install:

1. Import the package into your Unity Project.

2. Open the tool from:

Tools → SpellTech → Scene Switcher Tool

Toolbar Button:

If enabled in settings, a button appears next to the Play Mode controls.

Click it to quickly switch scenes or add the current scene to bookmarks.

Main Window Overview:

- Search Bar: Filter scene names in real time.
- Mode Selector: Bookmarks or Scenes In Build.
- Scene List: Click to select, double-click to open.
- Action Buttons:
 - * Load (Single) – Opens selected scene
 - * Additive Load – Opens scene additively
 - * Ping – Highlights scene in Project
 - * Add Current Scene – Bookmark current scene
 - * Remove Selected / Remove All – Manage bookmarks
 - * Settings – Adjust layout and behavior
 - * Credits – Shows contributors

Drag and Drop:

Drag scene assets or GameObjects belonging to valid scenes to add them as bookmarks.

Supported Versions:

Unity 2020.3+ recommended.

Credits:

- BillTheDev

- NDDevGame
- SoraTheDev

QUEST : SPELLTECH ENTRY

--> Mission: Search For the SPELLTECH HUB (Available in February 2026)