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1. Introduction

The **Easy Scene Switcher** is a Unity Editor extension designed to streamline scene management within your Unity projects. It allows developers to quickly switch between scenes organized under various parent folders, enhancing workflow efficiency, especially in projects with numerous scenes.

2. Features

- **Dynamic Folder Selection:** Add or remove multiple folders to include in the scene search.
- **Categorized Scene Display:** Scenes are organized under their respective parent folder names for better organization.
- **Inline Colour-Coded Categories:** Assign unique colours to each category directly next to the category titles.
- **Colour-Coded Scene Buttons:** Scene buttons adopt the corresponding category's colour for enhanced visual coherence.

- **Persisted Settings:** Selected folders and category colours are saved using EditorPrefs, ensuring preferences persist across Unity sessions.
- **User-Friendly Interface:** Intuitive layout with clear sections for selected folders and scenes.
- **Safety Checks:** Prompts to save any unsaved changes before switching scenes to prevent data loss.

3. Installation

1. **Download the Script:** Obtain the EasySceneSwitcher.cs script from the repository or source provided.
2. **Create an Editor Folder:**
 - In your Unity project's **Assets** directory, create a folder named Editor if it doesn't already exist.
3. **Add the Script:**
 - Place the EasySceneSwitcher.cs script inside the newly created Editor folder.

4. Setup Guide

Follow these steps to set up and use the **Easy Scene Switcher** in your Unity project.

4.1 Step 1: Create the Editor Folder

1. **Navigate to Assets:**
 - In the Unity Editor, locate the **Project** window.
 - Expand the **Assets** directory.
2. **Create Editor Folder:**
 - Right-click within the **Assets** directory.
 - Select **Create > Folder**.
 - Name the folder Editor.

4.2 Step 2: Add the Script

1. **Locate the Editor Folder:**
 - Inside the **Assets** directory, open the Editor folder.
2. **Add Script:**
 - Drag and drop the EasySceneSwitcher.cs script into the Editor folder.

- Alternatively, right-click inside the Editor folder, select **Create > C# Script**, name it EasySceneSwitcher, and paste the script content.

4.3 Step 3: Open the Scene Switcher Window

1. Access the Tool:

- In the Unity Editor's top menu, navigate to **Tools > Easy Scene Switcher**.

2. Open Window:

- Click on **Easy Scene Switcher** to open the Scene Switcher window.
- The window is dockable, allowing you to position it anywhere within the Unity Editor layout.

4.4 Step 4: Add Folders

1. Open Scene Switcher:

- Ensure the **Easy Scene Switcher** window is open.

2. Add Folder:

- Click the **"Add Folder"** button.
- A system dialog will appear.
- Navigate to and select the desired folder within your project's **Assets** directory that contains scenes.
- Click **"Select Folder"** to add it to the list.

3. Repeat:

- Repeat the above step to add multiple folders as needed.

4.5 Step 5: Assign Colours to Categories

1. Locate Categories:

- In the **Scenes** section of the **Easy Scene Switcher** window, categories (parent folders) are listed with their respective scenes.

2. Change Category Colour:

- Next to each category title, there is an inline colour picker.
- Click on the colour field to open the colour picker.
- Select your desired colour.
- The category header and scene buttons will update to reflect the chosen colour.

- The colour selection is saved automatically.

4.6 Step 6: Refresh Scene List

1. Refresh Scenes:

- After adding or removing folders or changing colour settings, click the "**Refresh Scene List**" button.
- The tool will search through all the selected folders and update the categorized scene list accordingly.

4.7 Step 7: Switch Scenes

1. View Scenes:

- In the **Scenes** section, all scenes are listed under their respective coloured category headers.

2. Switch to a Scene:

- Click on any scene button to switch to that scene.
- If there are unsaved changes in the current scene, Unity will prompt you to save before switching.

5. Usage

The **Easy Scene Switcher** is designed to simplify scene management. Here's how to use its key functionalities:

Adding and Removing Folders

• Add Folder:

- Click "**Add Folder**".
- Select the desired folder within the **Assets** directory.

• Remove Folder:

- Click the "**Remove**" button next to the folder you wish to exclude.

Assigning Colours to Categories

• Change Colour:

- In the **Scenes** section, find the category you want to colour-code.
- Click the colour picker next to the category title.
- Select a new colour from the colour picker.

- The category header and scene buttons will update to the chosen colour.

Switching Scenes

- **Select Scene:**
 - Under the desired category, click the scene button to open that scene.
 - Unity will prompt to save any unsaved changes before switching.

6. Troubleshooting

If you encounter issues while using the **Easy Scene Switcher**, refer to the following solutions:

6.1 Categories Not Displaying Colours

- **Issue:** Category headers are not displaying assigned colours.
- **Solution:**
 - Ensure that a colour has been assigned using the inline colour picker.
 - Refresh the scene list by clicking "**Refresh Scene List**".

6.2 Colour Picker Not Responding

- **Issue:** The inline colour picker does not open or respond.
- **Solution:**
 - Ensure that the **Easy Scene Switcher** window is active and not obscured by other windows.
 - Check for overlapping GUI elements that might block interactions.
 - Restart Unity to reset the Editor layout.

6.3 Scenes Not Appearing

- **Issue:** No scenes are listed under the selected folders.
- **Solution:**
 - Verify that the selected folders contain .unity scene files.
 - Ensure that the folders are correctly added within the **Assets** directory.
 - Click "**Refresh Scene List**" to update the scene enumeration.

6.4 EditorPrefs Not Saving Data

- **Issue:** Selected folders or category colours are not being saved between sessions.
- **Solution:**

- Ensure that Unity has write permissions for the EditorPrefs.
- Check Unity's Editor log for any errors related to saving preferences.
- Verify that no other scripts are conflicting with the EditorPrefs keys used by the **Easy Scene Switcher**.

7. Customization

The **Easy Scene Switcher** can be customized to better fit your project's unique requirements. Here are some customization options:

7.1 Default Category Colours

- **Set Default Colours:**
 - Modify the categoryColours dictionary in the script to assign default colours to new categories upon creation.

7.2 Adding Drag-and-Drop Support

- **Enhance UI:**
 - Implement drag-and-drop functionality to allow users to drag folders directly into the selected folders list for easier addition.

7.3 Search and Filter

- **Improve Navigation:**
 - Add search or filter options to quickly locate specific categories or scenes within the **Easy Scene Switcher** window.

7.4 Backup and Restore Settings

- **Manage Preferences:**
 - Implement functionality to export and import folder selections and category colours, facilitating easy setup across multiple projects or for team members.

7.5 Integrate with Other Tools

- **Extend Functionality:**
 - Integrate **Easy Scene Switcher** with other Editor extensions or tools to enhance overall project management workflows.

8. FAQ

8.1 Can I assign multiple colours to a single category?

No, each category can have only one colour assigned to it. However, you can choose any colour that best represents the category.

8.2 Where are the selected folders and category colours saved?

The selected folders and category colours are saved using Unity's EditorPrefs, ensuring that your settings persist across Unity sessions.

8.3 How do I reset category colours to default?

To reset a category's colour to default, manually select Colour.white using the inline colour picker next to the category title.

8.4 Is the Easy Scene Switcher compatible with all Unity versions?

The **Easy Scene Switcher** is compatible with Unity versions that support Editor scripts. It is recommended to use it with Unity 2018 or later.

8.5 How do I update the Easy Scene Switcher script?

To update the script, replace the existing EasySceneSwitcher.cs in the Editor folder with the latest version from the repository or source.