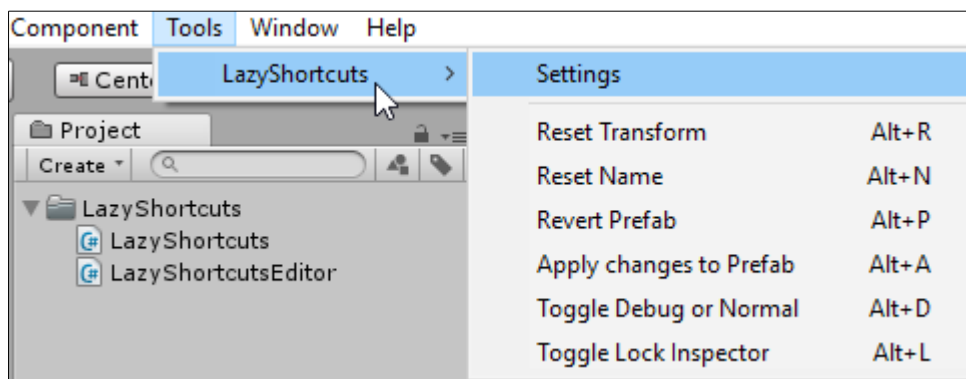# Lazy Shortcuts

OVERVIEW

Lazy Shortcuts are a list of shortcuts to help make life easier in Unity 3D Editor. The shortcuts are for:
- Reset Transform
- Reset Name
- Toggle Inspector Debug/Normal Mode
- Toggle Inspector Lock/Unlock
- Revert to Prefab
- Save changes to Prefab
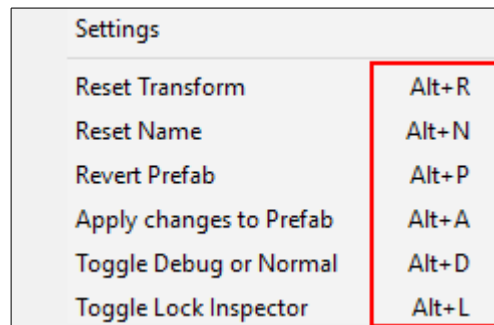
GETTING STARTED

Add the scripts LazyShortcuts.cs and LazyShortcutsEditor.cs to anywhere in the Project Assets folder of your Unity Project. The Asset Store package of LazyShortcuts will create the LazyShortcuts folder in Project Root Directory and place the scripts in there.

A Menu Item will appear under Tools/LazyShortcuts once the scripts are in the project folder.
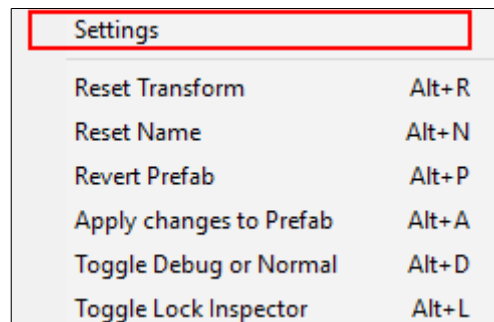
HOW TO USE

The new menu items will indicate the keyboard hotkeys to use these shortcuts. Alternatively, clicking on the menu items from Tools/LazyShortcuts will also activate the features.


If there is a need to change the hotkeys, it can be done by editing the LazyShortcuts.cs file. Details of how to amend the hotkeys and what each shortcut does can be derived by reading my blog post on the shortcuts.

Disabling of individual shortcuts can be done from the Settings menu item.

Unchecking any of the items in the Settings window will disable the corresponding shortcut. Check the items back to enable the corresponding shortcut.
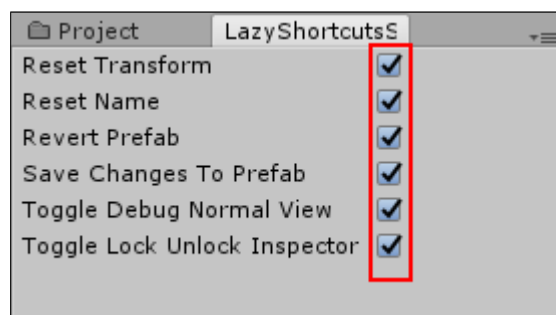
Removing Package

You can remove LazyShortcuts from your project when you want. Just delete LazyShortcuts.cs and LazyShortcutsEditor.cs from your

```
project.
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MAKING IT BETTER

You will be able to know the innings of LazyShortcuts from [my blog post](). The list of shortcuts are for tasks which I frequently used in Unity 3D, if you have any shortcuts that you like to see added in LazyShortcuts, do write a comment in the blog post.