

Unity Scene Manager

Installation

To install Unity Scene Manager, download the free package from the Unity Asset Store. Once you've imported the package into Unity. From 'scene manager' from the 'window' tab in the menu bar. A new window will popup, you can dock this in your editor.

Showing / reloading

The scene manager shows by default all the scenes within the project. They are sorted by build order in your builder settings followed by the scenes which are not added to the build settings. By pressing the 'more' button, you can toggle showing project scenes. If a scene is not listed within the manager, you can press the 'more' button followed by 'reload scenes'.

Filters

You can filter the scenes by sorting the scene files in folders within your project. For example storing all the screen type scenes in a folder called screens. And all the modular scenes stored in a folder called modular. Use the search bar or filter listed under the 'show all' button to sort and filter.

Load scene / scene actions

Load a single scene by clicking on it with the left mouse button. To load a scene additive you can use the right mouse button and choose 'Open scene additive'. Under this menu are listed more options such as unloading and removing scenes.

"Instant play"

To use instant play, you have to hold the control (windows) or command (mac) key and click on a scene. This scene will be loaded and instantly played.

Thanks!

Thanks for using my scene manager, I hope you'll enjoy it and it will make your work flow easier. Giving credits is not necessary but will be appreciated!