



Configuration

Preferences > Ludiq > Peek

Preference	Effect
Hierarchy Toolbars	Toggles the display of toolbars in the Hierarchy
Project Toolbars	Toggles the display toolbars in the Project window
Scene Toolbars	Toggles the display of toolbars in the Scene view: Never/Always/Maximized only
Scene Tabs	Toggles the display of tabs in the Scene view: Never/Always/Maximized only
Scene Tabs Titles	Toggles the display of tab titles in the Scene view
Toolbar Alignment	Controls the alignment of the toolbars in the Hierarchy: Left/Right
Merge Scripts	Controls when scripts get merged in toolbars: Never/Only when they are without unique icons/Always
Reference Inspector	Toggles the display of the reference inspector button around object fields
Preview Icons	Toggles the display of preview icons in the Hierarchy, Project, Toolbars and Finder
Scene Creator	Controls the availability of the creator tool: Never/Always/Fullscreen Scene View
Quick Scene Maximize	Toggles the double-click shortcut to maximize the scene view.
Quick Deselect	Toggles the Escape shortcut to clear the selection
Hierarchy Space Shortcut	Toggles the Space shortcut to open Hierarchy Popups
Hierarchy Find Shortcut	Toggles the [Ctrl/Cmd]+F shortcut override to open Hierarchy Popups

Preference	Effect
<u>Drag Activation Delay</u>	Controls the delay before sticky drag & drop locks on an object.

Project Settings > Ludiq > Peek

Setting	Effect
<u>Creator Layer Mask</u>	Controls which layers are picked up by the creator targeting raycast.
<u>Create Models</u>	Toggles whether raw models should be included in the creator fuzzy finder.
<u>Create Sprites</u>	Toggles whether raw sprites should be included in the creator fuzzy finder.
<u>Create On Bounds</u>	Toggles whether newly created objects should be aligned by their bounds rather than their pivot.
<u>Creator Unit Size</u>	Controls the size of the creator targeting gizmo.
<u>Create Menu Blacklist</u>	Excludes menu items in the Game Object menu from the creator fuzzy finder.
<u>Scene Tabs</u>	Controls which window types show up as tabs in the scene view.