

# InstantEditor Documentation

Instant editor is an editor utility that allows to instantly edit text file in your Unity project without leaving the editor. When this might be useful? Basically anytime you want to make small adjustment to some code/config file and have to open IDE just to delete/replace a single word.

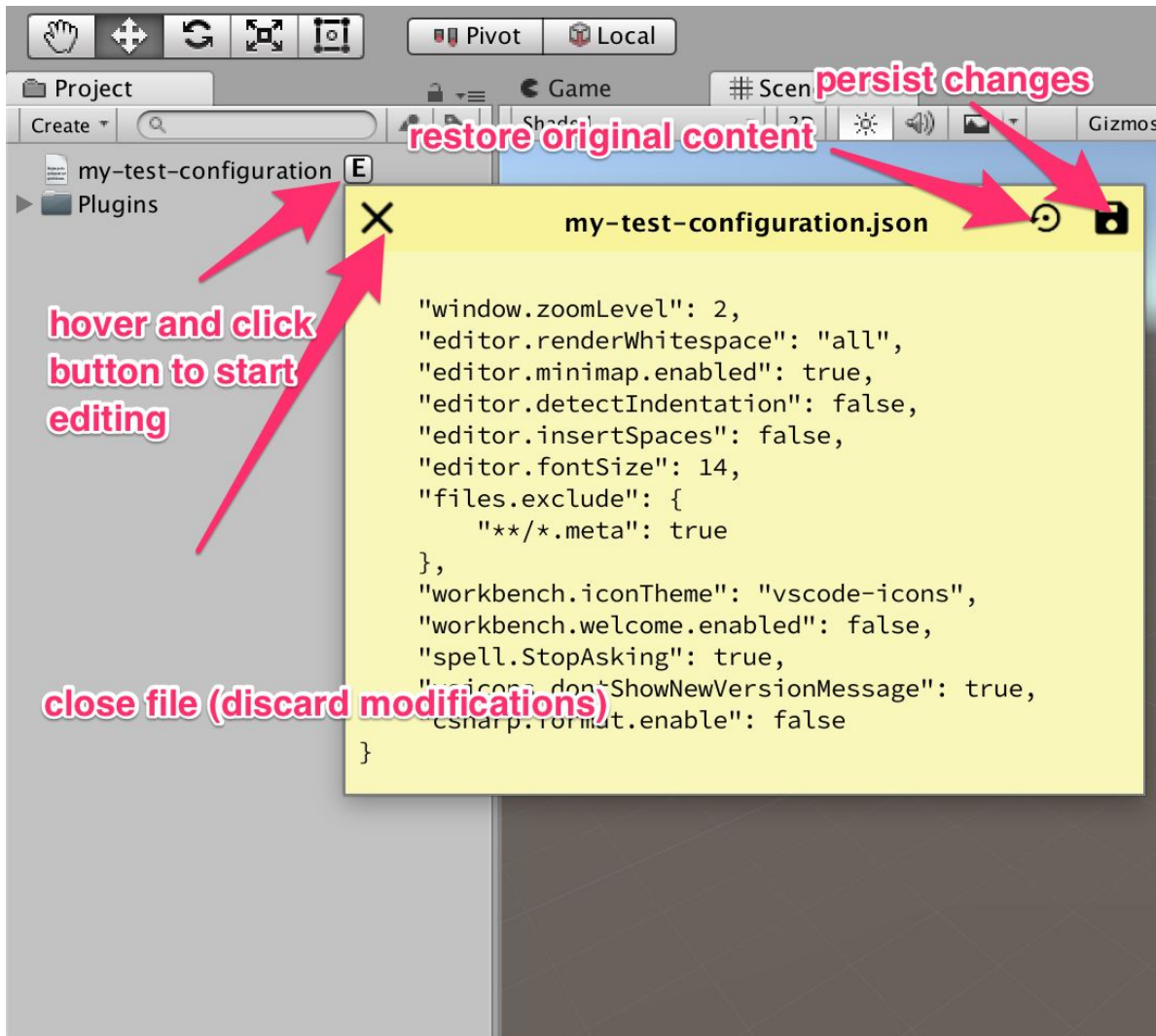
## Limitations

These are the limitations you should be aware of before purchasing the asset:

- The limit on size of the file to be opened is 16K characters at most. Unfortunately this is Unity limitation on EditorGUI text area.
- Tabs appear bigger than they actually are which impacts just the aesthetics.

## How to use

After importing into the project, a small button will appear whenever you hover mouse over the file in Project View. When you click it it will bring up a popup window where you can make quick edits to the file. Make your edits and save the file, that's it!



## Configuration

A lot of things of the asset are configurable. Please go to Unity settings and find the InstantEditor tab.

Configurable options:

- Location Folder - if you move the InstantEditor folder within the project make sure to change this setting to the update location, otherwise it will break
- Offset in Project View - offset of the edit button from the right side of the Project View
- Note font size - the size of the text of the file
- Window width and height - the size of the popup window
- Background color - background color of the editor

