

Welcome! Hope you will enjoy working with my asset!

This is very useful functionality for tracking the progress of background processes of the Unity Editor. The Background Tasks window never been so helpful!

Main Features:

- Easy creation and management of a progress reporting object *UnityEditor.Progress*:
 - cancelable and non-cancellable progress;
 - multiple nested progresses;
 - canceling progress from the editor causes the corresponding process to be canceled;
 - canceling a process from code causes the corresponding progress to be canceled.

How to use:

To create Progress you just need to create an instance of the class *ProgressHelper* - call its constructor and pass information about the task there, add a cancellation token to suit your taste.

The created Progress is associated with the task through the class *TaskProgressInfo*.

That's it.

Support: - casualbunker@gmail.com