**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](https://context.reverso.net/%D0%BF%D0%B5%D1%80%D0%B5%D0%B2%D0%BE%D0%B4/%D0%B0%D0%BD%D0%B3%D0%BB%D0%B8%D0%B9%D1%81%D0%BA%D0%B8%D0%B9-%D1%80%D1%83%D1%81%D1%81%D0%BA%D0%B8%D0%B9/that%27s+it).

Support: - casualbunker@gmail.com