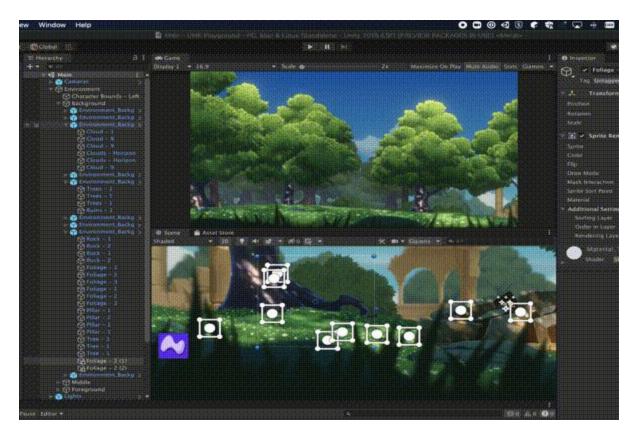# Scene Keeper

Sometimes when you are working on a specific feature or a part of a level inside a scene, and you want to tweak see it between Editor/Play time, unity always reset the hierarchy expand from all the items? *Scene Keeper* is here to rescue! *Scene Keeper* stores the hierarchy status for each scene, keeping exactly as you left before switching scenes/playing the game/editing the game. Stop losing your flow searching for things!

Features

- Store hierarchy state for all the items between play/editor mode
- Also store when regularly editing multiple scenes, you always gonna see it how you left it.
- Save your last selection on the scenes

How to use

1. Toggle the *Hierarchy Keeper* by the menu `Tools/Scene Keeper/Toggle Hierarchy Keeper`
2. Toggle the *Selection Keeper* by the menu `Tools/Scene Keeper/Toggle Selection Keeper`