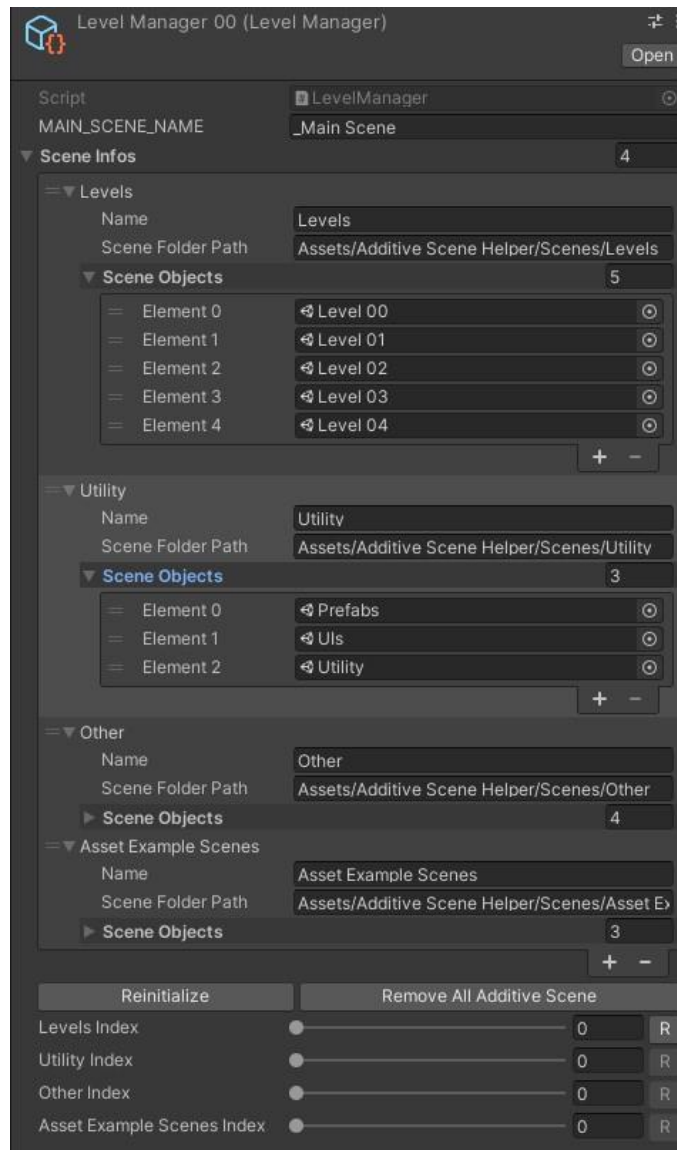


1. INTRODUCTION

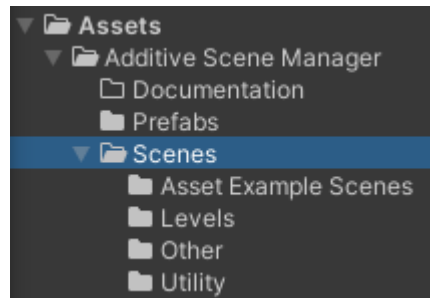
We work on it different scenes most of time when create games. Same time, We want to get quickly specific prefabs, gameObject etc. when we needed. At this point, this asset will make our job much easier. By adding this asset to project. You can get...

- Switch quickly between scenes in the same folder
- Easy access to specific scenes (prefabs, UI scenes)
- In runtime, Jumping between levels in a continuous loop (Actually, this asset is editor tool. But use to jump between levels simply)

2. HOW TO USE

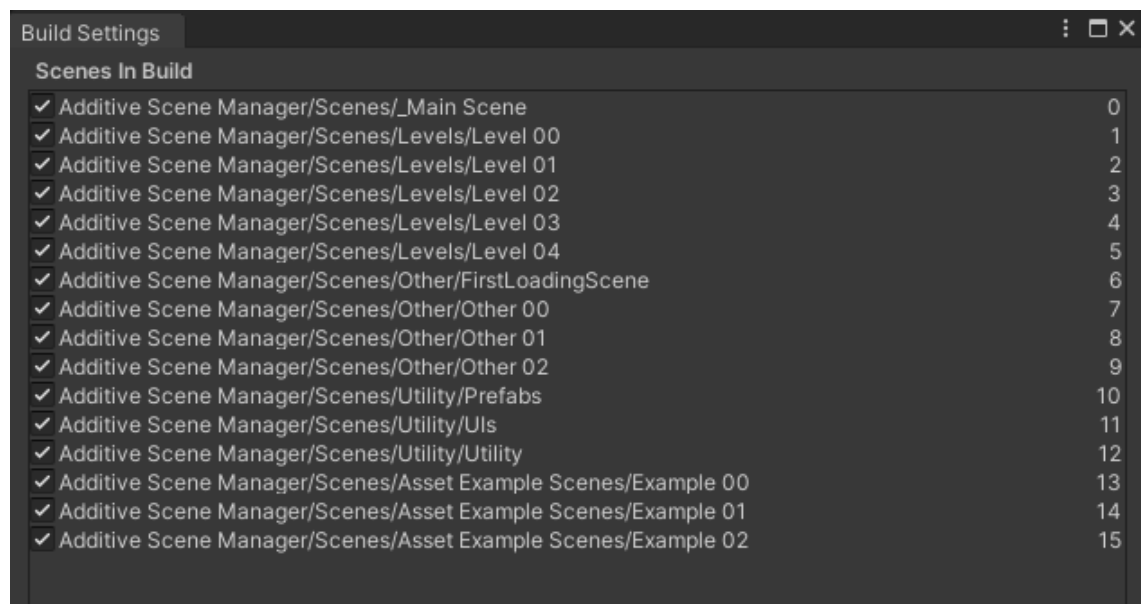


LevelManager(ScriptableObject) inspector panel view



Folders of our scenes

It is not enough to collect our scenes under certain folder to use this tool. In addition, it is necessary to make assignments to the Editor Build Setting and our LevelManager asset. In this way, we can intervene in the order of our scenes through our LevelManager asset.



Our scenes of Editor Build Setting

2.1. ReInitialize Button:

It is a button which need to be pressed when added scene, changed name, appear error in console, changed of editorBuildSettings stuff etc.

2.2. Remove All Additive Scene Button:

Remove all additive scene in hierarchy

2.3. "R" Button:

Remove additive scene (scene which belongs to the slider) in hierarchy

2.4. SceneInfo -> Name

For information on which slider belongs to which scene. It is also used it for the *Playerprefs* key.

2.5. SceneInfo -> FolderPath

The folder path where the scenes are located.

2.6. Shortcuts (Runtime)

"P: Pause | N: Jump next level | R: Restart"

2.7. Shortcuts (Editor)

Alt + A	Quickly open/close LevelManager
Ctrl + Shift + B	Build Settings
Alt+Ctrl+C	Copy folder path