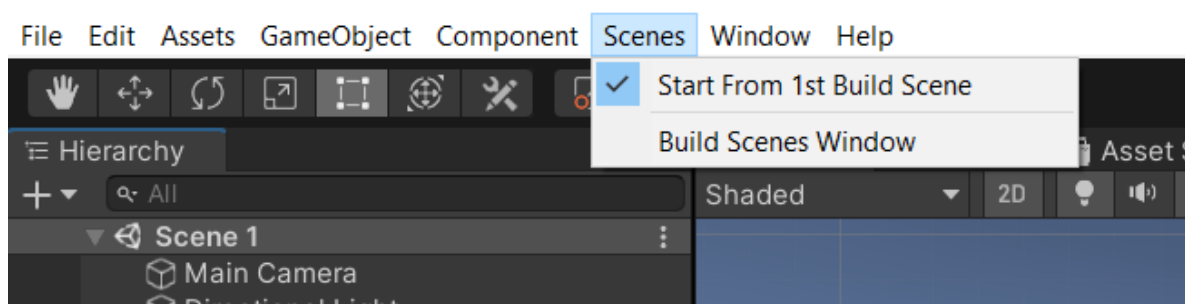# Scene Window

Why?

This tool aim to solve 2 problems that I've had when using Unity, the infinite folder switching to find the correct scenes to load and work on, as well as starting from the first scene when you have a different scene open.

With this tool all it take is 2 clicks to switch to the desired scene and a simple toggle to manage if you're starting from the current scene or the 1st scene in the build order.

How To Use

This package has 2 features, the scene window, and the toggle to start from the 1st build scene.

To access said features there should now appear a "*scenes*" tab on the top bar.

There you have two options

- Toggle when checked decides you are starting from the first scene in the build order.
- Build scene window, with clickable buttons that take you to said scenes, that is a classic unity window that you can position and place anywhere inside your editor.

ⓘ Inspector   Scenes   ⌐ ⋮

Scene 1 ▾

Build Scenes

Scene 1

Scene 2

Scene 3