

# About Asset Shelf

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Asset Shelf is an asset browser that displays asset images from a specific folder in a grid format. It is primarily designed to streamline level design tasks, allowing quick access to prefabs, materials, and other assets.



## Getting Started

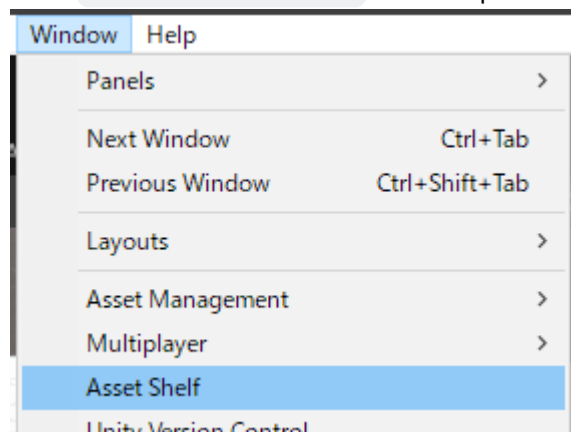
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### 1. Import Asset Shelf

Import Asset Shelf from the Package Manager.

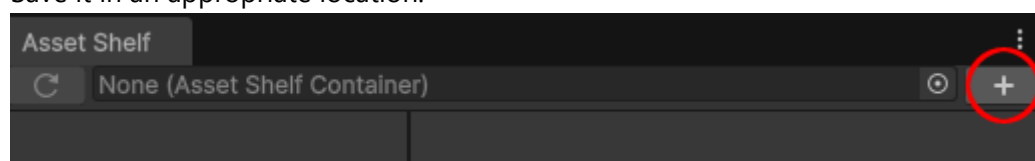
### 2. Open the Asset Shelf Window

Click **Window -> Asset Shelf** at the top of the screen to open the Asset Shelf window.



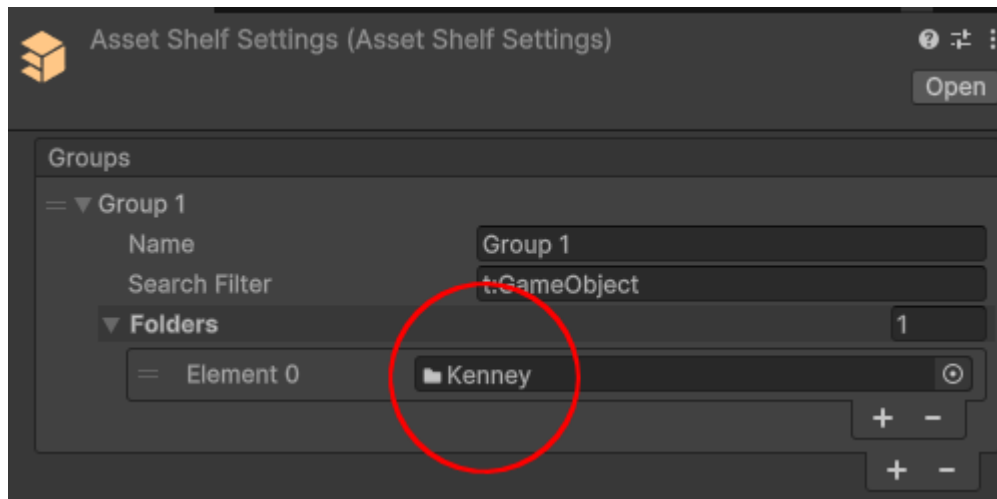
### 3. Create a Settings File

Click the **+** button in the Asset Shelf window to open a dialog for creating an Asset Shelf Settings file. Save it in an appropriate location.



### 4. Register a Folder

Select the created Asset Shelf Settings file and drag the folder you want to display in Asset Shelf into the "Folders" section.

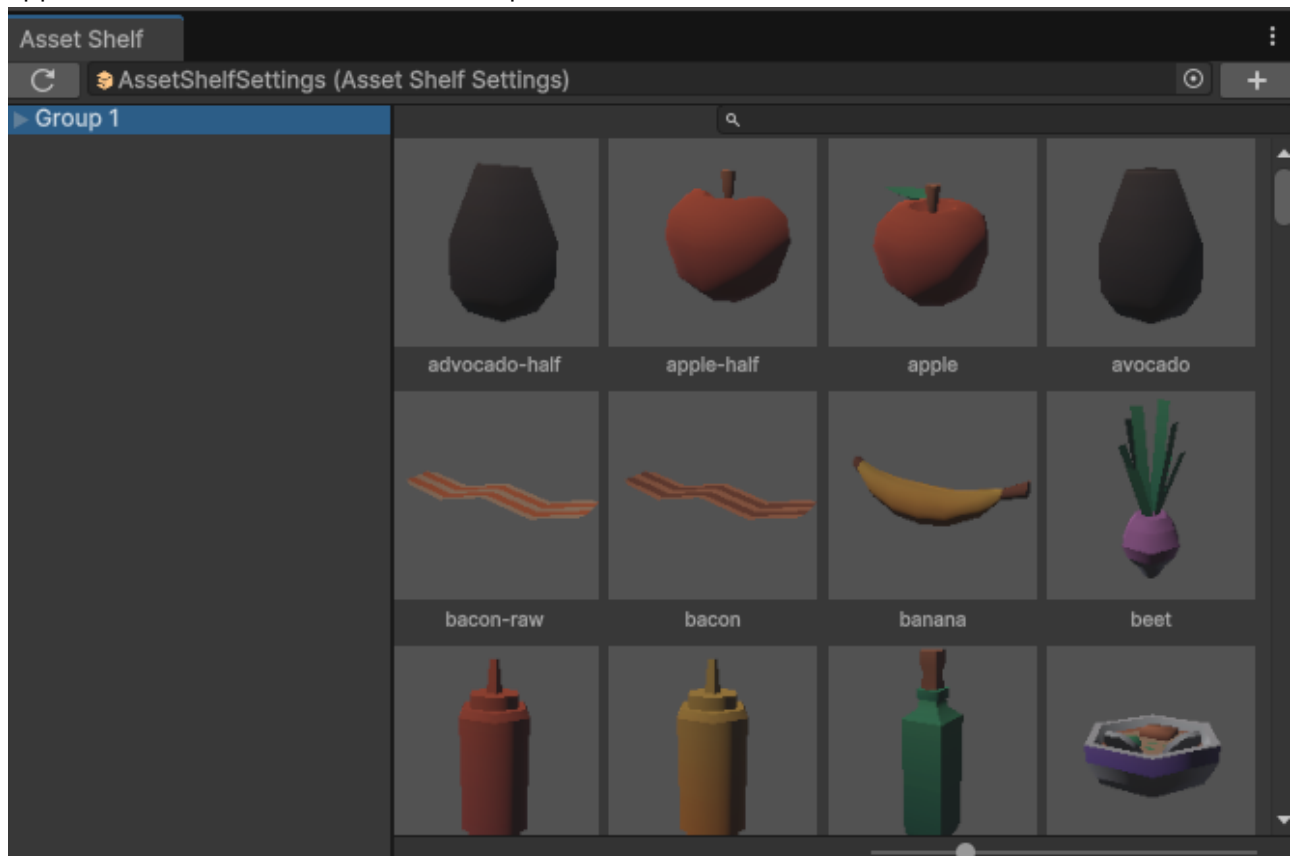


The "Search Filter" can be used to display only specific asset types.

- Only 3D models or prefabs: `t:GameObject` (default)
- Only textures: `t:Texture`
- Only materials: `t:Material`
- For more details, refer to Unity's [Search expressions](#).

## 5. Verify the Display

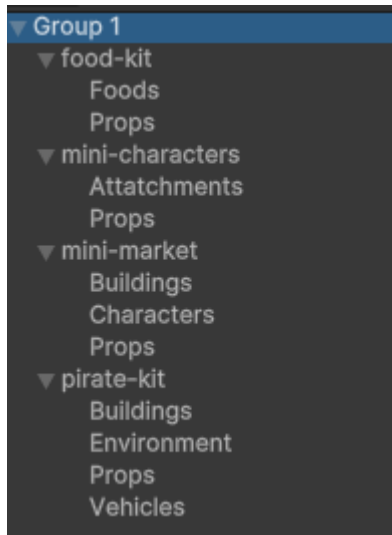
Once setup is complete, assets from the folder will be displayed in the Asset Shelf window. If nothing appears, click the reload button in the top-left corner.



# Features

## Display Child Folders in Tree View

Asset Shelf automatically collects child folders within the specified folder. Click the triangle icon in the tree view to expand them.



## Drag Assets into the Scene

Prefabs displayed in Asset Shelf can be dragged into the Scene view for placement. Similarly, textures and materials can also be dragged, making it function similarly to the Project window.

## Click Assets to Edit

Clicking on an asset in Asset Shelf displays its details in the Inspector, allowing you to edit it as usual.

## Customize Grid View Appearance

You can change the appearance of the grid view from `Edit -> Preferences -> Asset Shelf`.

## Key Features

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Asset Shelf is designed with the following objectives in mind. If you encounter any unexpected behavior, please feel free to reach out.

1. Quickly discover assets
  - Asset thumbnails are displayed as fast as possible.
  - Smooth scrolling experience.
  - Cached thumbnails are displayed even if new ones are not generated immediately after editing.
2. Seamlessly use assets
  - Drag operations work similarly to the Project window.
  - Clicking an asset opens it in the Inspector (without affecting the Project window).
3. Minimize user waiting time
  - No loading wait time occurs during tree or grid reconstruction.
  - Minimal processing load when not in use.

## Contact

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For bug reports, inquiries, or feature requests, please contact us.

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