**ScenePicker Instructions**

ScenePicker is made to easily reference and load Unity scenes without having to deal with scene ID's or typing their string names.

NOTE: For the example scenes to work, all of them (located in "Scene Picker/Example/Scenes") have to be added in the build settings. Unity can not load scenes that have not been added to the build settings.

To Use:

1. Add a ScenePicker script to a GameObject.

2. Select the scene you would like to refer to / load.

3. You can now load the scene at runtime by calling LoadScene() on the script you added. This can be done either from a script or using Unity GUI components, e.g. Buttons.

   To get the name of the selected scene as a string, you can access the SceneName property of the ScenePicker script.
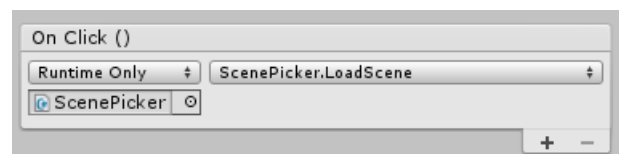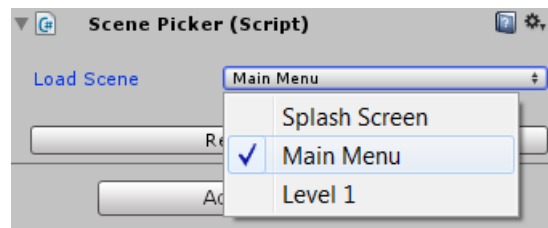
Good to Know:

- When a scene selected on by a ScenePicker is renamed, the ScenePicker will update to the new name automagically.

- If you would like to get the name of the selected scene from a script, you can do so by accessing ScenePicker.SceneName.

- Only scenes that have been added to the build settings can be loaded and selected by a ScenePicker.

- It is safe to move the "Scene Picker" folder with all of its contents to some other place than your root Assets folder. However, moving around the subfolders relative to their parent folder can make the ScenePickers lose their scene references (except for the "Examples" folder, which can be safely deleted).