

Lazy Shortcuts

OVERVIEW

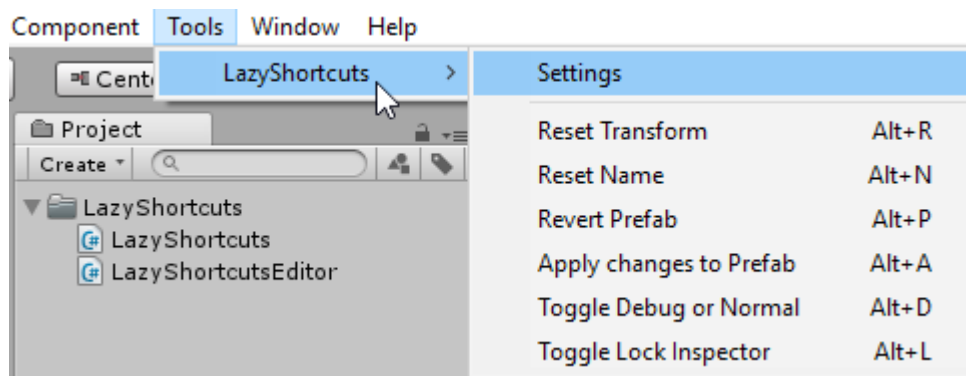
Lazy Shortcuts are a list of shortcuts to help make life easier in Unity 3D Editor. The shortcuts are for:

- Reset Transform
- Reset Name
- Toggle Inspector Debug/Normal Mode
- Toggle Inspector Lock/Unlock
- Revert to Prefab
- Save changes to Prefab
- Toggle Maximize on Play in Game Window
- Toggle Mute on Play in Game Window
- Toggle Stats on Game Window

GETTING STARTED

Add the scripts LazyShortcuts.cs and LazyShortcutsEditor.cs to anywhere in the Project Assets folder of your Unity Project. The Asset Store package of LazyShortcuts will create the LazyShortcuts folder in Project Root Directory and place the scripts in there.

A Menu Item will appear under Tools/LazyShortcuts once the scripts are in the project folder.



HOW TO USE

The new menu items will indicate the keyboard hotkeys to use these shortcuts. Alternatively, clicking on the menu items from Tools/LazyShortcuts will also activate the features.

Settings	
Reset Transform	Alt+R
Reset Name	Alt+N
Revert Prefab	Alt+P
Toggle Maximize on Play	Alt+M
Toggle Mute on Play	Alt+K
Toggle Stats	Alt+S
Apply changes to Prefab	Alt+A
Toggle Debug or Normal	Alt+D
Toggle Lock Inspector	Alt+L

If there is a need to change the hotkeys, it can be done by editing the LazyShortcuts.cs file. Details of how to amend the hotkeys and what each shortcut does can be derived by reading [my blog post on the shortcuts](#).

Disabling of individual shortcuts can be done from the Settings menu item.

Settings	
Reset Transform	Alt+R
Reset Name	Alt+N
Revert Prefab	Alt+P
Toggle Maximize on Play	Alt+M
Toggle Mute on Play	Alt+K
Toggle Stats	Alt+S
Apply changes to Prefab	Alt+A
Toggle Debug or Normal	Alt+D
Toggle Lock Inspector	Alt+L

Unchecking any of the items in the Settings window will disable the corresponding shortcut. Check the items back to enable the corresponding shortcut.

LazyShortcutsSettings	
Reset Transform	<input checked="" type="checkbox"/>
Reset Name	<input checked="" type="checkbox"/>
Revert Prefab	<input checked="" type="checkbox"/>
Save Changes To Prefab	<input checked="" type="checkbox"/>
Toggle Debug Normal View	<input checked="" type="checkbox"/>
Toggle Lock Unlock Inspector	<input checked="" type="checkbox"/>
Toggle Maximize on Play	<input checked="" type="checkbox"/>
Toggle Mute on Play	<input checked="" type="checkbox"/>
Toggle Stats	<input checked="" type="checkbox"/>

REMOVE PACKAGE

You can remove LazyShortcuts from your project when you want. Just delete LazyShortcuts.cs and LazyShortcutsEditor.cs from your project.

MAKING IT BETTER

You will be able to know the innings of LazyShortcuts from [my blog post](#). The list of shortcuts are for tasks which I frequently used in Unity 3D, if you have any shortcuts that you like to see added in LazyShortcuts, do write a comment in the blog post.