

Bookmark Everything

v1.0

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Introduction

Bookmark Everything is a utility tool that enables you to bookmark your project files/folders in an intuitive and easy way.

Features:

- Drag & Drop anything from project window.
- Simply click to your asset to highlight/select or do both in project window.
- Multiple assets Drag & Drop support
- See full path or just name of the assets/folders
- Use categories for better organization
- Auto close window after highlighting an asset for quick usage
- Unity Personal and Professional themes are supported

How To Use

Open the window from **Window -> Bookmark Everything**. You can also use shortcut **CTRL + H** in windows or **Control + H** in Mac.

Project Finder

Once the editor window is open, select a category available at the top of the window(Starred, Scenes, Prefabs, Scripts, Scriptable Objects) and drag & drop a file/folder from Project Window. The file will appear in the category that you've selected, and it will be available for you to click on to the file and it will ping(highlight) and select main file under Project Window. You can also select multiple file/folders from Project Window and drag & drop them all on to the editor window. You can remove entries by clicking the minus button on the right side of the panel.

Settings

Settings panel has two parts, general settings:

- **Current Ping Type** : Can be Selection, Ping and Both. Selection will only select the object, Ping will only ping the object(ping is some kind of highlight effect of unity) and Both is, well, doing both.
- **Auto Close** : When you click a bookmark to navigate to the asset, the editor will be automatically closed.
- **Show Full Path** : Shows full path of the assets(except folder). For example, instead of showing MyScript.cs it will show Assets/Scripts/MyScript.cs

- **Show Full Path(Folders)** : Shows full path of the folders. This is enabled by default, because you may have such organization in your project which would use a lot of same-named folders, this is handy.
- **Visual Mode(Experimental)** : This is my take on changing the default visuals of Unity. At its current state, it's not recommended to use this.

The other part is where you manage all your registered file/folders. You can change their category, ping them or remove them directly. You can also drag & drop file/folders here to register them. In this sector, the operations you made are not saved automatically. Once you made a change, **Save** and **Revert Changes** buttons will appear. You can save the changes you made, or revert them. If you close the window without saving, all the changes will be discarded.

Bookmark Everything supports file/path name changes, meaning that once you made modifications to registered file/folders(changing their place, re-naming them etc.) they will be reflected on Bookmark Everything automatically. If you remove a file that is registered to Bookmark Everything, it will warn you about the removed file/folder. By clicking on to the removed file, you can remove it from Bookmark Everything too.

Support

You can contact me from dogukanerkut@gmail.com.