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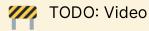
Sticky Drag & Drop

Sticky drag & drop is a feature that allows you to smoothly drag references across different objects without having to first pin or lock the receiver's inspector.

> 🚧 TODO: Video

It fixes the common workflow problem that comes with the single inspector window:

1. Wanting to assign object A to a field on object B

2. Selecting B to view its inspector

3. Selecting A and starting to drag

4. Uh-oh! The inspector from B disappeared and was replaced by that of A

5. Going back to select object B

6. Locking the inspector from B

7. Selecting A and dragging towards B

8. Unlocking the inspector from B

Instead of this cumbersome workflow, Peek will contextually open the relevant inspector popup while dragging when its icon is hovered for a little while. This works in all toolbars, whether in the scene, hierarchy or project windows.

Dragging in the scene

Because the scene view only displays the toolbar for the current selection, using sticky drag & drop is a two-step process:

1. Hover the receiver game object, and wait until the translucent toolbar becomes solid

2. Hover the receiver component in the now solid toolbar and wait until it opens

Delay

By default, there is a 1 second delay before a sticky drop operation is confirmed (like locking the hovered scene view toolbar or opening the inspector popup). You can tweak that delay from the Peek preferences if you find it too short or too long.