

# Manual for **vTabs 2**

[Menu](#)

[Drag-and-Drop](#)

[Shortcuts](#)

[vHierarchy integration](#)

[vFolders integration](#)

Thanks for purchasing! Also check out:


[vHierarchy 2](#)

[vFolders 2](#)

[vFavorites 2](#)

[vInspector 2](#)

If you have any questions or feedback, please reach out:

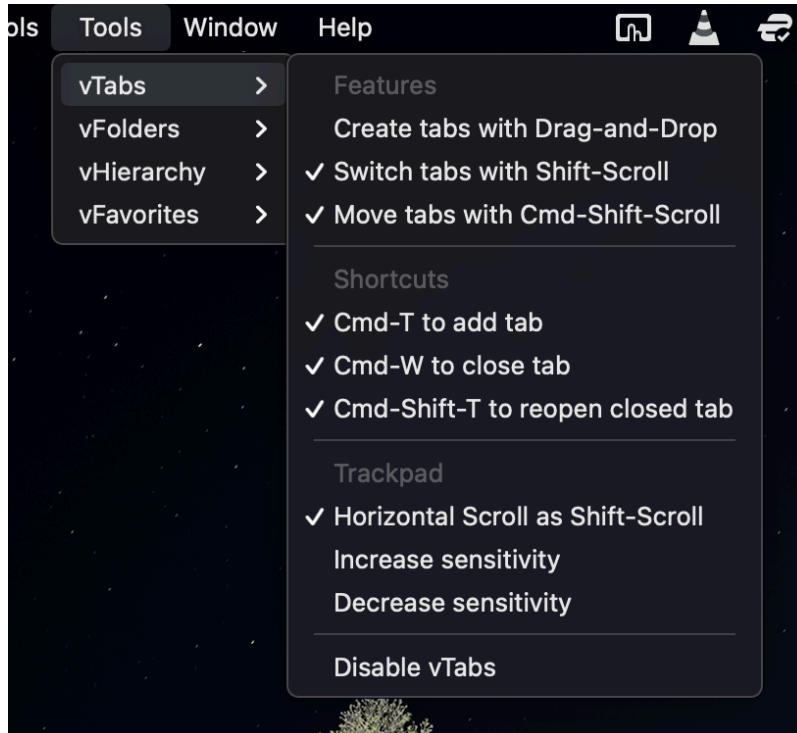
 [kubacho.lab@gmail.com](mailto:kubacho.lab@gmail.com)

 [discord.gg/4dG9KsbspG](https://discord.gg/4dG9KsbspG)

Also it would be nice if you could [leave a review](#) 😊

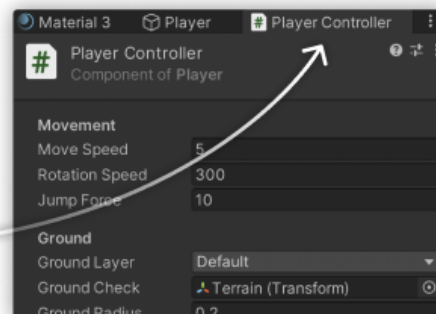
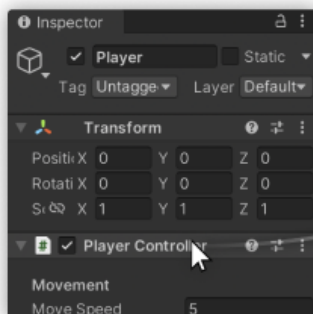
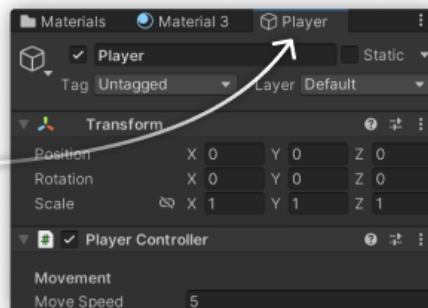
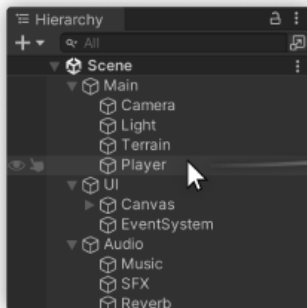
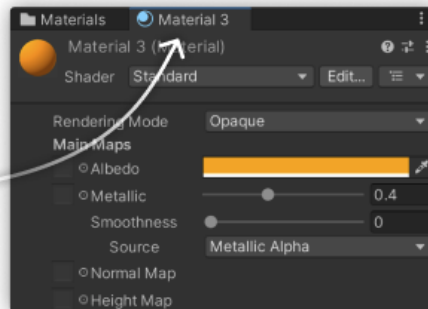
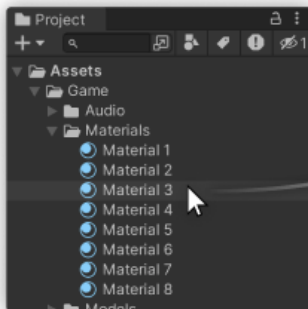
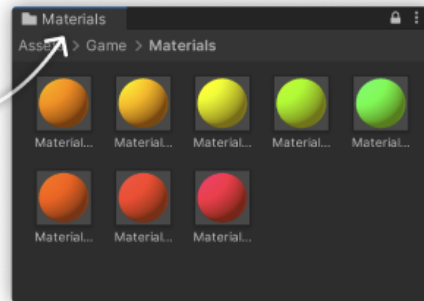
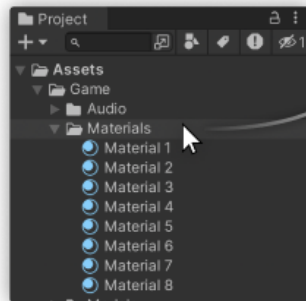
# Menu

Open Tools/vTabs menu to enable or disable features:



# Drag-and-Drop

You can create tabs for folders, assets, GameObjects or components with Drag-and-Drop:



# Scrolling

You can switch tabs by scrolling while holding Shift.

Also you can move tabs left or right by scrolling while holding Ctrl and Shift.

# Shortcuts

Press Ctrl - W to close the tab under mouse

Press Ctrl - Shift - T to reopen closed tabs

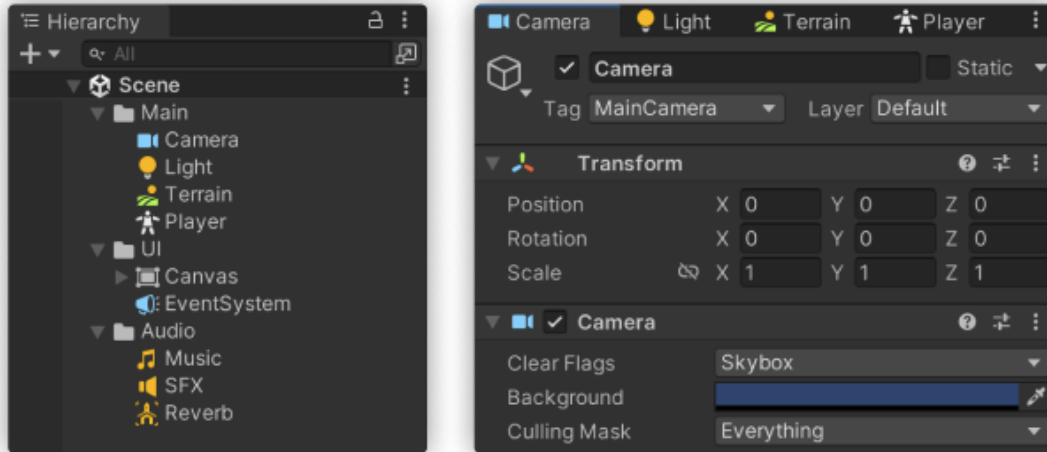
Press Ctrl - T to add tabs from menu:



You can add any tab to this menu by clicking “Save current tab”

# vHierarchy integration

Icons that you set with **vHierarchy 2** will appear in tabs for GameObjects:



# vFolders integration

Icons that you set with **vFolders 2** will appear in tabs for folders:

