

MANUAL

Scene Loader

Version 1.0

Welcome, and thank you for downloading Scene Loader.

When I created Scene Loader I wanted to make something helpful, but yet easy to use, thats why this is a one-page manual.

To get started, import the package “SpriteLoader.unitypackage” you got at the Asset Store. Then, follow any of the next steps depending of what you want to do.

- **Open the Scene Loader Window:**
 - Go to “Window/SceneLoader” menu item.
- **Refresh new scenes created:**
 - Just click on “Refresh Scenes” button and all new scenes will appear in the list.
- **Load scene:**
 - Click on the button named like the scene you want to open.
- **Delete scene:**
 - To delete that specific scene just click on the “D” button next to the scene button.

THAT EASY!? Yes.

Thank you for using Scene Loader.