

DefaultAppOpener- Documentation_v1.0.0_EN

DefaultAppOpener Documentation

Asset Version 1.0.0

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Date : 2019-06-02

What's DefaultAppOpener

An asset that allows you to open files in existing applications on the OS.

When you want to open Shader file and C# script in separate external editors, open with shortcut key.

How to use

1. Import "Default App Opener"

2. Select the file

3. Open!

Short cut keys.

windows : Ctrl + Shift + O

Mac : Command + Shift + O