

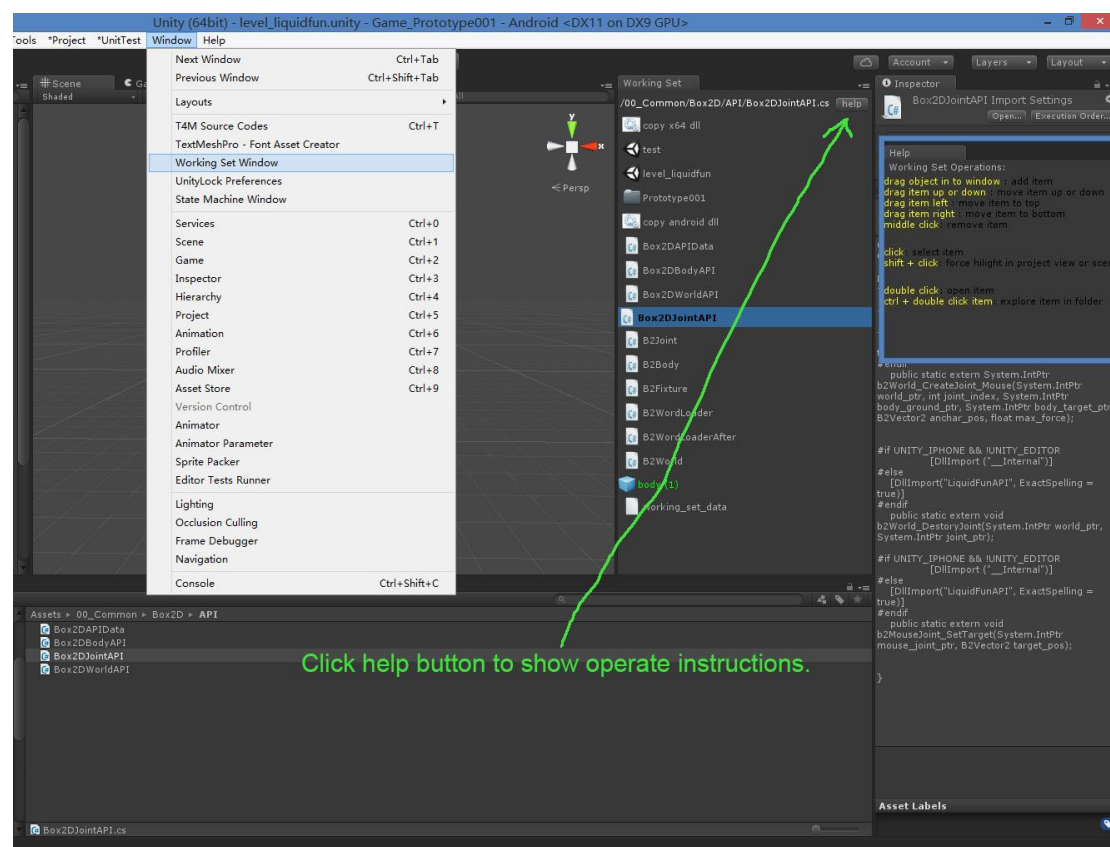
1. Change Plugin folder.

Plugin's default folder is "Assets\ EditorWorkingSet", if you want to change it , please modify the code below.

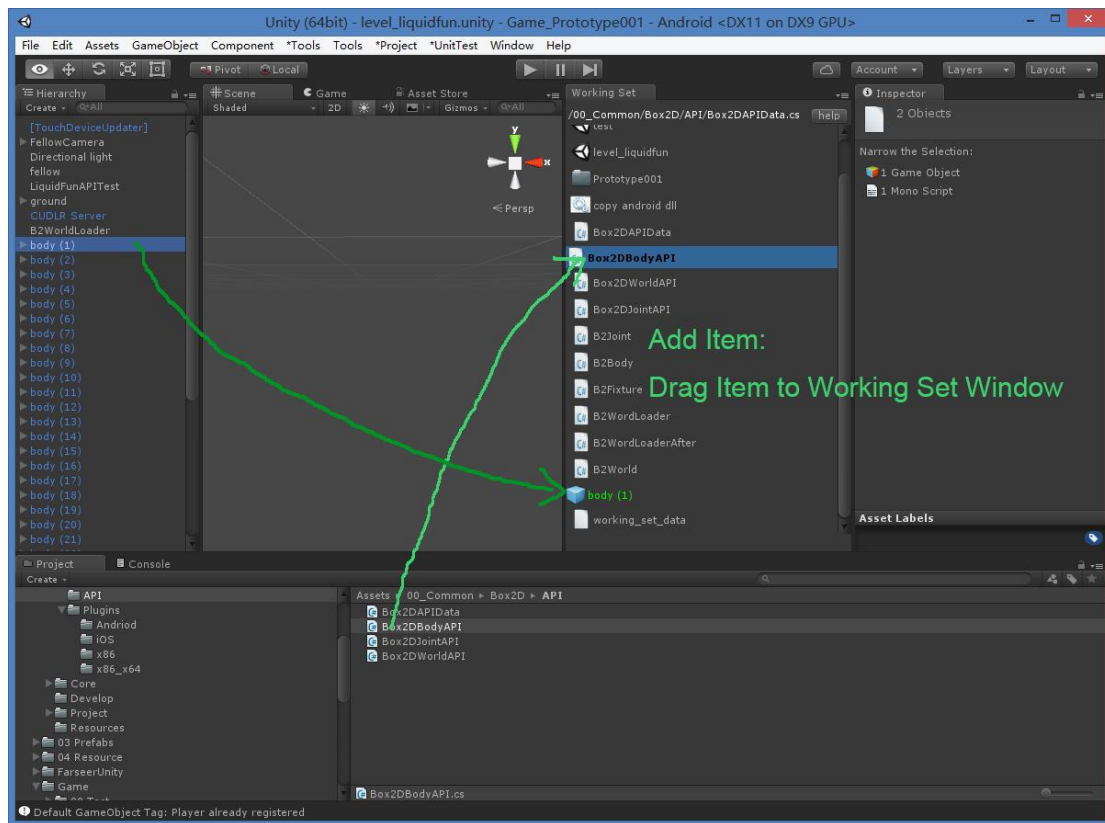
```
class WorkingSetWindow : EditorWindow
{
    public static string plugins_path = @"Assets\UsefulPlugins\EditorWorkingSet\Editor\";

    [MenuItem("Window/Working Set Window")]
    public static void ShowWindow()
    {
        EditorWindow.GetWindow(typeof(WorkingSetWindow));
    }
}
```

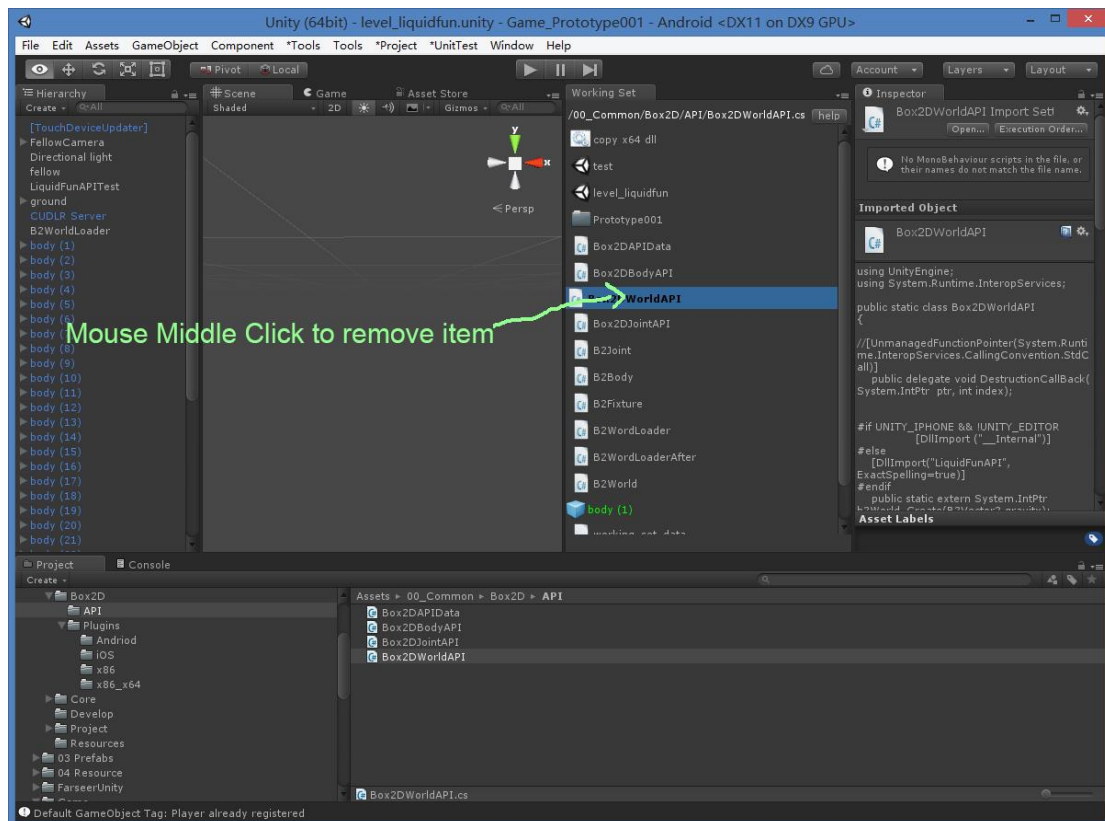
2. Open menu Window->Working Window.



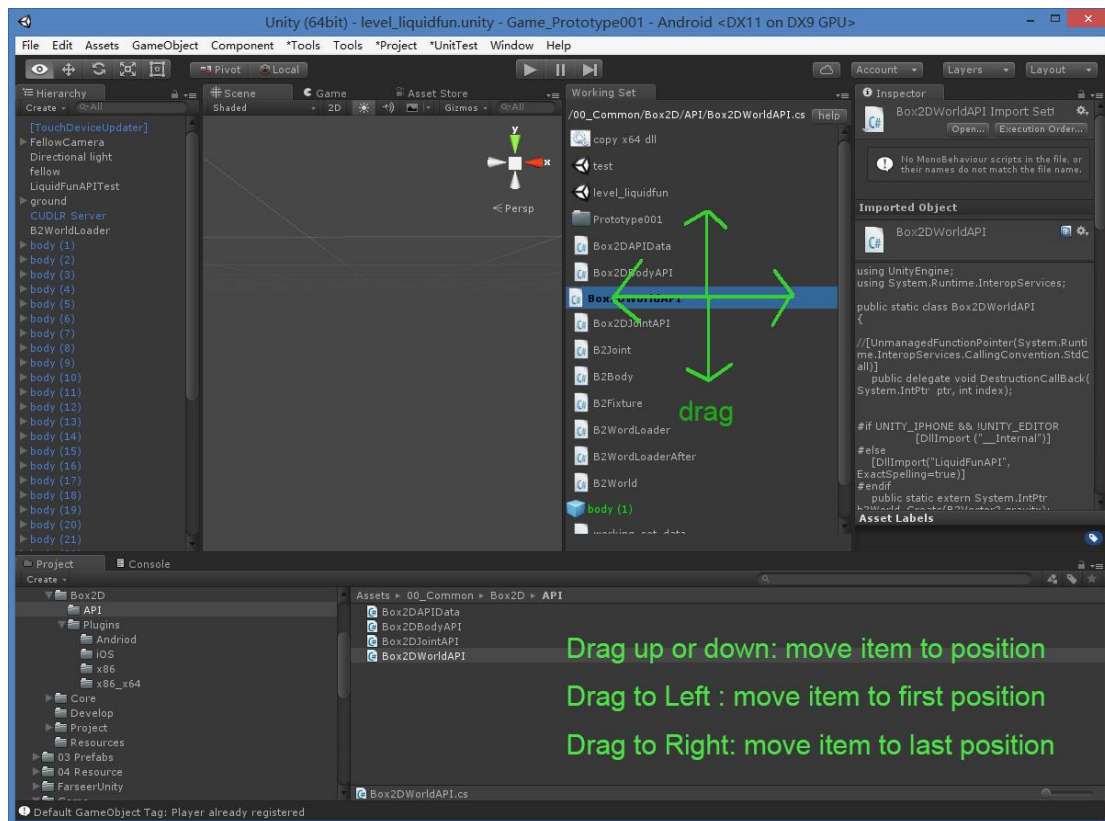
3. Add Item to Working Set



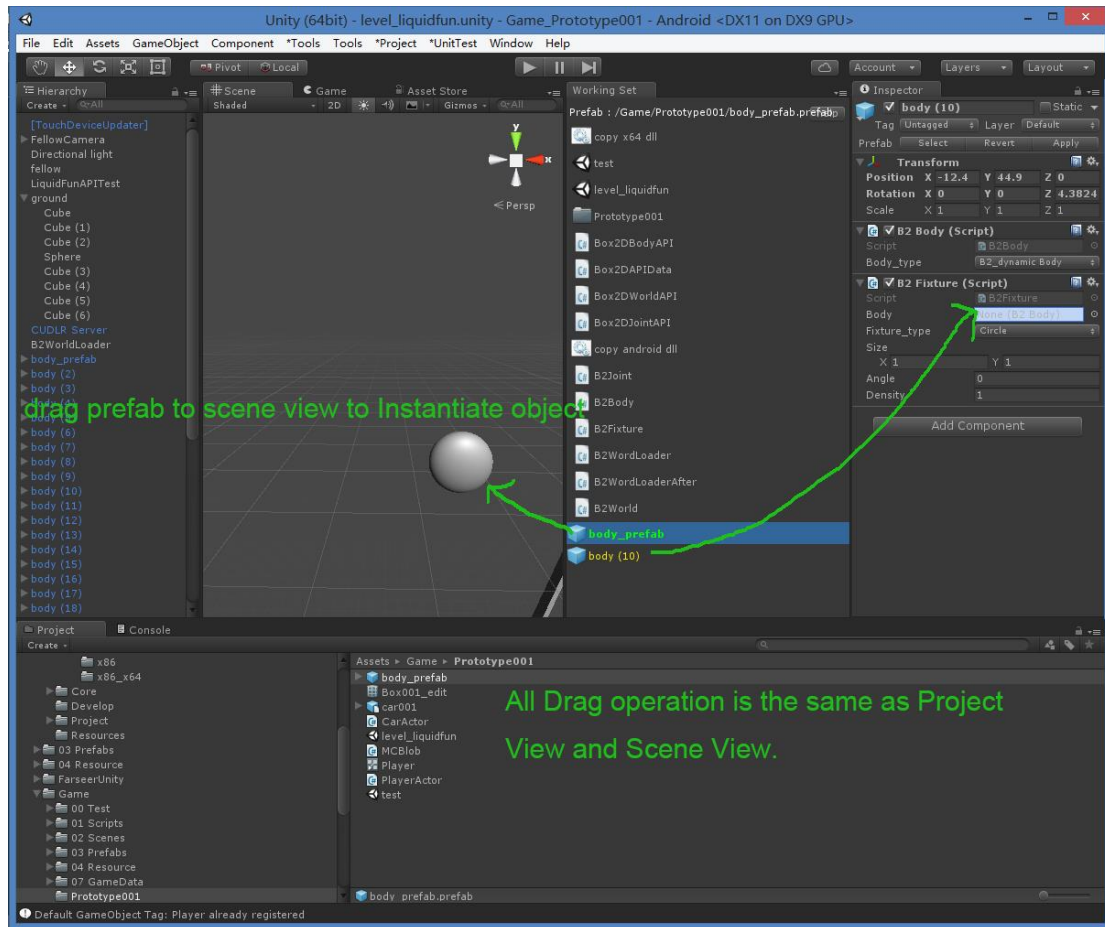
4. Remove Item from Working Set



5. Change Item Position



6. How to use Item : drag item to any place your want, just like drag something in Project Window and Scene Window.



7. Other Useful Operation.

- Select Item : **click item**
- Open Item: **double click item**
- High light Item in Project Window : **shift + click item**
- Open Item with Explorer : **ctrl + click item**