

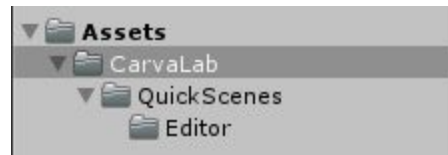
# Quick Scenes 🚀

User manual 1.0

## Installation

### From the Asset Store

Installing Quick Scenes from the asset store is straightforward. Just buy the asset and download it. The correct folder structure for the asset should be as following:



### From GitLab

To install the asset from GitLab, go to <https://gitlab.com/lucasmontec/QuickScenes> and request access. You must have a GitLab account. Once I grant you access you can checkout the project normally through git:

```
$ git checkout https://gitlab.com/lucasmontec/QuickScenes.git
```

After the checkout, place the asset using the same folder structure as presented in the asset store installation.

## Important information

**Author:** Lucas Montenegro Carvalhaes

**Author Portfolio:** <https://lucasmontec.github.io/>

**Source Code:** <https://gitlab.com/lucasmontec/QuickScenes>

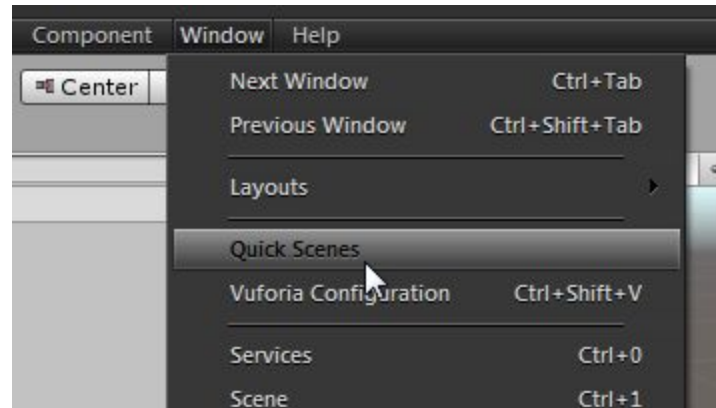
**License:** Unity EULA

**Support email:** lucas.mcarvalhaes@gmail.com

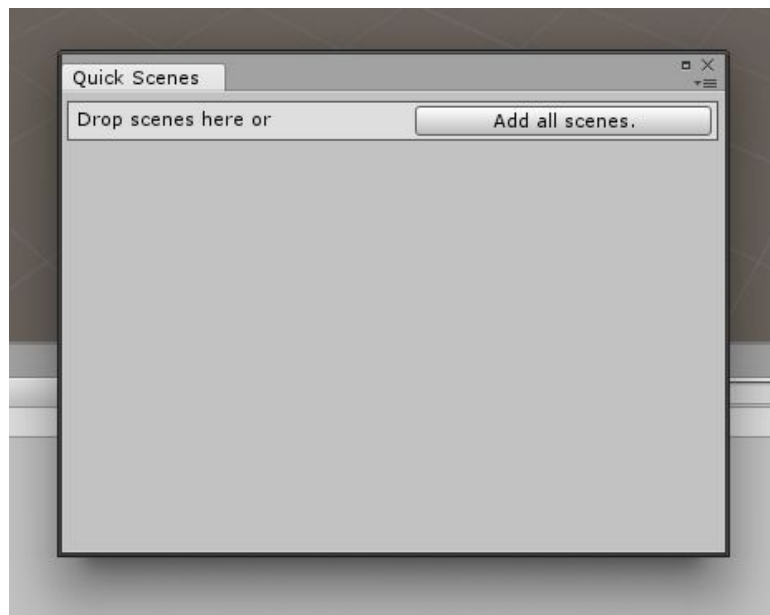
# Usage

## Opening

This asset was made to be really intuitive. To enable the Quick Scenes window go to **Window > Quick Scenes**:



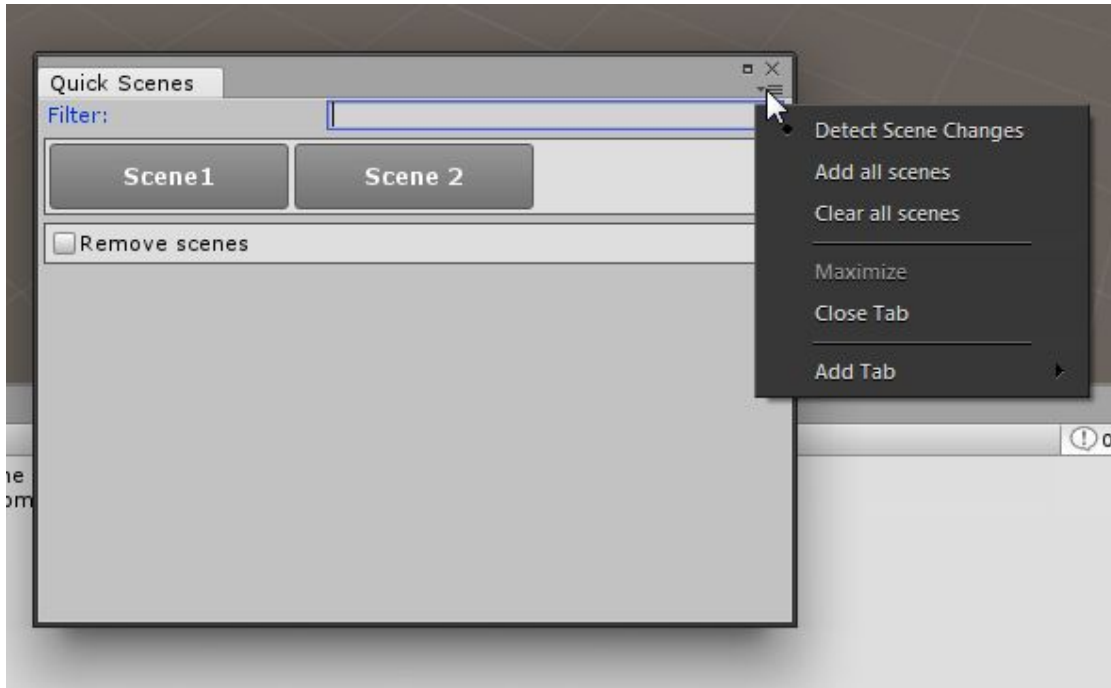
This window should show up:



This window is your Quick Scenes window.

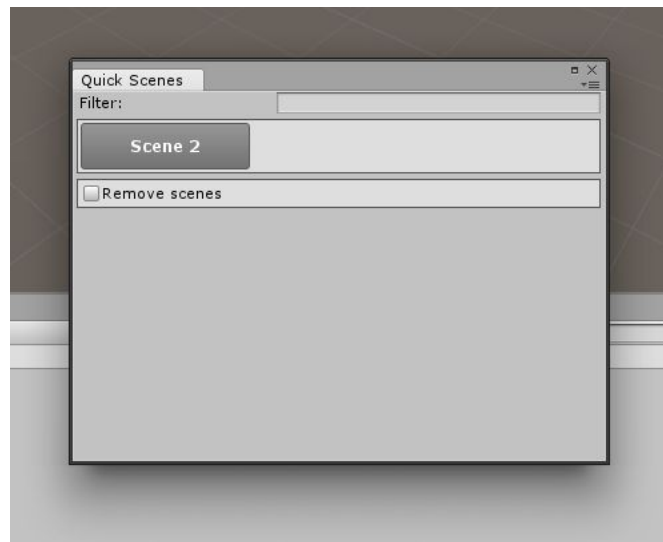
## Adding Scenes

By default scenes will be automatically added to your Quick Scenes window whenever you load a scene in the editor. You can toggle this feature on the Quick Scenes context menu in the upper right.



The little circle marker indicates when the Detect Scene Changes functionality is on. If turned on, when you load a scene, it will be added to the window.

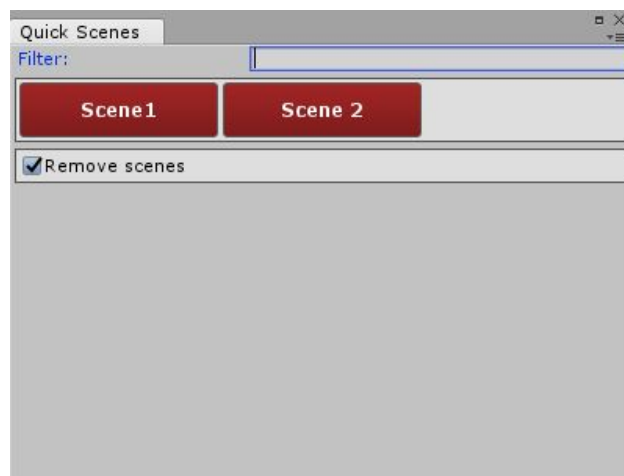
Another way to add scenes to this window you can either drop scenes on it, or click Add all scenes. When you drop a scene to the window the scene should appear as a button, like this:



To navigate to that scene you just click the button. If you have any unsaved changes, the editor will prompt you to save them before changing scenes.

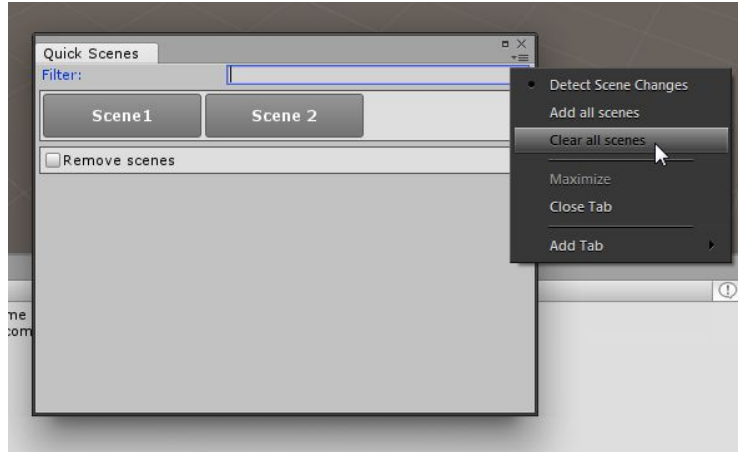
## Removing Scenes

To remove a scene from your current scene set, just check the 'Remove Scenes' box and click the scene button you want to remove. The scene will be removed from your current scene set. To stop removing scenes, uncheck the 'Remove Scenes' box.



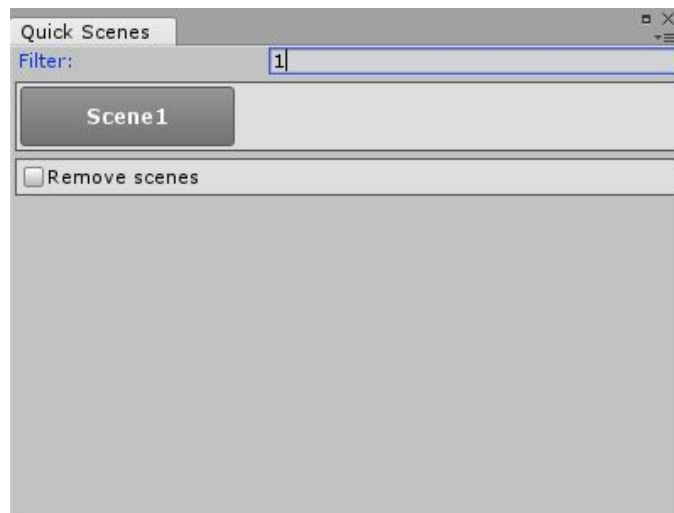
Remove scenes mode

You can also remove all scenes from your current set by going to the window context menu and selecting 'Clear all scenes'.

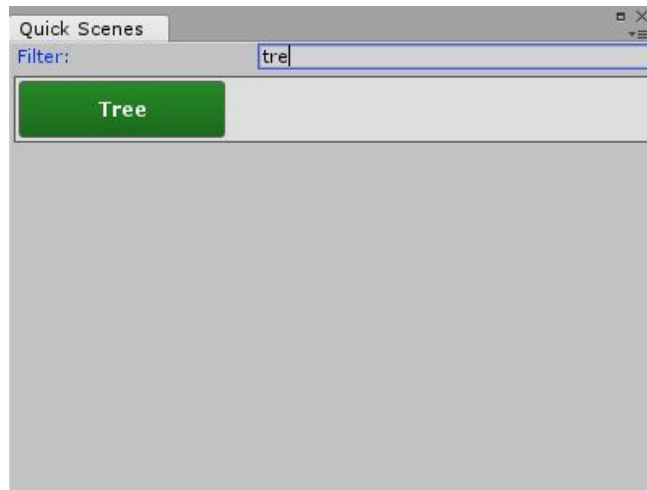


## Searching and Filtering

You can filter your search by using the filter text field. Just type the scene name or part in there to search through the scenes you have added. If your search returns no scenes from your current added scenes, the filter searches all scenes on the project to see if any scene matches your filter. If so, the results will appear in green. Clicking them will open them and add them to your working set of scenes.



A filter search.



When a search returns no results but your project has a scene that matches the filter.