PlayerPrefs Manager – Setup & Usage Guide

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1. Introduction

PlayerPrefs Manager is a Unity Editor extension that allows developers to view, edit, add, and delete PlayerPrefs directly within the Unity Editor. It provides full access to saved preferences stored in the Windows Registry during development.
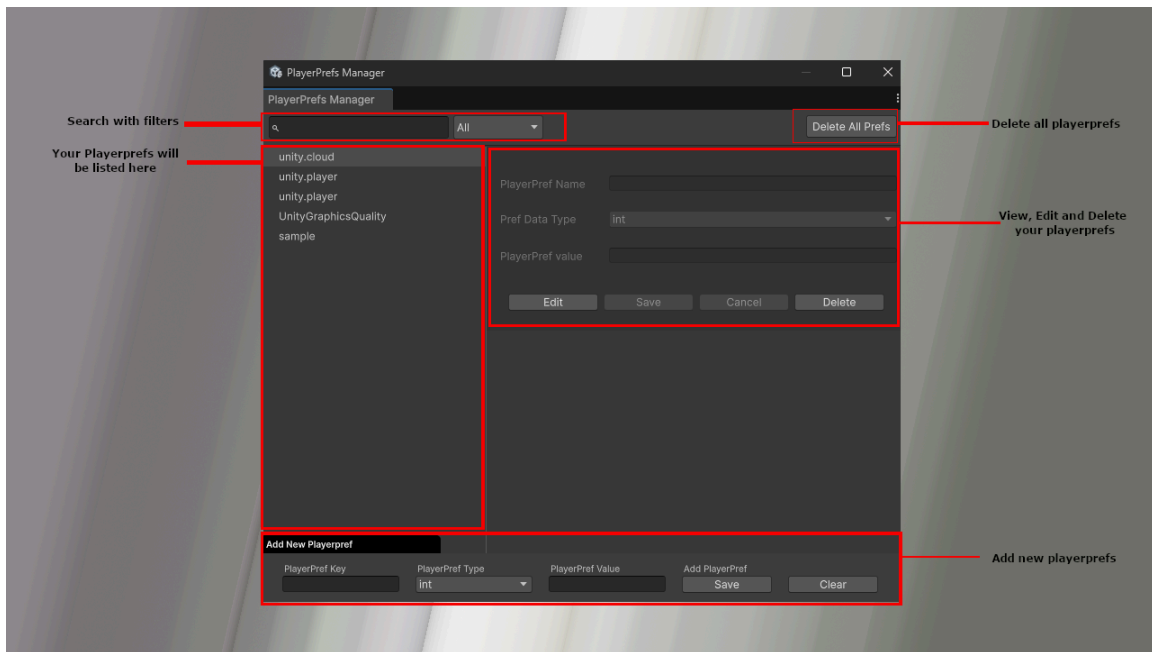
2. Installation

1. Add Project to your assets from Unity Asset Store

2. Open Unity and go to **Window > Package Manager**

3. Find the "**PlayerPrefs Manager**" asset and click **download**

4. After download, click **import**.

3. Opening the Tool

To open the PlayerPrefs Manager, go to:

Tools > SproutStudio > PlayerPrefs Manager

4. Using the UI

4.1 Viewing PlayerPrefs

All detected keys appear in the left panel. Use the search box or type filter (All, int, float, string) to refine the results.

4.2 Editing a Key

Select a key from the list. Its name, type, and value will appear in the right panel. Click Edit, modify the value, and click Save.

4.3 Adding a New Key

Scroll to the bottom of the window. Enter a key name, select the type, and provide a value. Click Save to create the new PlayerPref.

4.4 Deleting Keys

To delete a single key, select it and click Delete in the right panel. To delete all PlayerPrefs, click Delete All Prefs.

4.5 Filtering Keys

Use the dropdown to filter by type (All, int, float, string) or the search bar to find keys by name.

5. Supported OS & Platforms

✅ Windows (Unity Editor only)

🚧 macOS and Linux support coming soon

6. Script Reference

The PlayerPrefs Manager is intended for use within the Unity Editor UI. However, if needed, you can open the window programmatically as follows:

```
EditorWindow window =
EditorWindow.GetWindow<PlayerPrefsManagerWindow>();
```

No additional API setup is required.

7. Troubleshooting & Support

- Ensure that CompanyName and ProductName in Project Settings match the target PlayerPrefs path.

- Registry access is disabled on unsupported platforms.

- For support, contact: anilkumartb90712@gmail.com

8. Changelog

v1.0.0 – Initial release with PlayerPrefs viewing, editing, adding, deleting, and filtering.