Editor Pocket - Documentation

Editor Pocket is a Unity Editor extension that allows you to create customizable pockets (tabs) to store and quickly access your most-used assets, prefabs, scripts, and scenes directly inside the Unity Editor. It is designed to boost productivity by keeping your favorite assets always at your fingertips.

Installation

1. Import the Editor Pocket package into your Unity project. 2. Once imported, open the tool from the top menu: **Tools → Editor Pocket**. 3. A dockable window will appear, which you can place anywhere in the Unity Editor.

Basic Usage

- Open Editor Pocket via Tools → Editor Pocket.
- Create a new pocket (tab) with the **+** button.
- Drag and drop assets (scenes, prefabs, scripts, etc.) into a pocket.
- Switch between **Grid View** and **List View** using the size slider at the bottom.
- Double-click an asset to open it immediately.
- Right-click assets for quick options: Open, Ping in Project, Remove.
- Reorder items or tabs using drag-and-drop.
- Rename or delete pockets by right-clicking a tab.

Features

- Tabbed pockets for organizing assets.
- Resizable grid or list view with thumbnails.
- Drag-and-drop to add or reorder assets.
- Persistent data saved automatically between sessions.
- Open assets directly (scenes, prefabs, scripts, images, etc.).
- Supports additive or single scene loading.
- Multi-selection for moving or removing multiple assets.

Tips

- Use multiple pockets to organize assets by category (e.g., UI, Levels, Scripts). - Keep your most-used scenes in one pocket for instant playtesting access. - Adjust the item size slider to switch between detailed lists or thumbnail previews.

Editor Pocket is designed to streamline your workflow and save you time. Organize your project your way and access what you need instantly.