

FlowRecall Selection History - Quick Guide

Opening the Window

- Go to **Window -> FlowRecall -> Selection History** in the Unity Editor menu.

Purpose

- Quickly access recently selected GameObjects (from Hierarchy) and Assets (from Project). Avoids losing track of your selections.

Key Features

- **Automatic Tracking:** Logs selected objects automatically (ignores folders).
 - **Pinning (☆/★):** Pin items to keep them permanently in the “Favorites” tab. Pinned assets are saved between sessions.
 - **Tabs:**
 - History: Recent non-pinned items.
 - Favorites: Pinned items only (alphabetical).
 - All: Pinned first, then recent items.
 - **Search & Filter:**
 - Use the search bar to filter by name, type, or path.
 - Use Settings (⚙️) to toggle Scene/Project object visibility.
 - **Interaction:**
 - **Click:** Selects & Pins the object in Unity.
 - **Drag & Drop:** Drag items from the list to the Scene or other windows or between folders in the assets.
 - **Right-Click (Context Menu):** Access actions like Select, Ping, Open Asset, Show in Explorer, Copy Path/GUID, Duplicate, Delete, Pin/Unpin.
 - **Customization (Settings ⚙️):**
 - Display Size: Adjust row height/icons (Small/Medium).
 - Max History: Set limit for non-pinned items (Toolbar).
 - Clear: Remove non-pinned history (Toolbar).
 - Toggle Scene/Project indicator icons.
 - Toggle “Move Clicked Item To Top” behavior.
 - **Persistence:** Remembers pinned assets and recent asset history across Unity sessions. (Scene object history is session-only).
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