TINY LIFE SAVER TOOLS

HOW TO USE

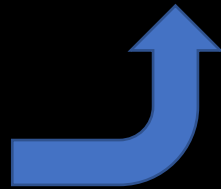1) WELCOME TO TINY LIFE SAVER TOOLS. YOU DON'T HAVE TO PRESS "PLAY" TO TEST THE MAJORITY OF THE TOOLS.
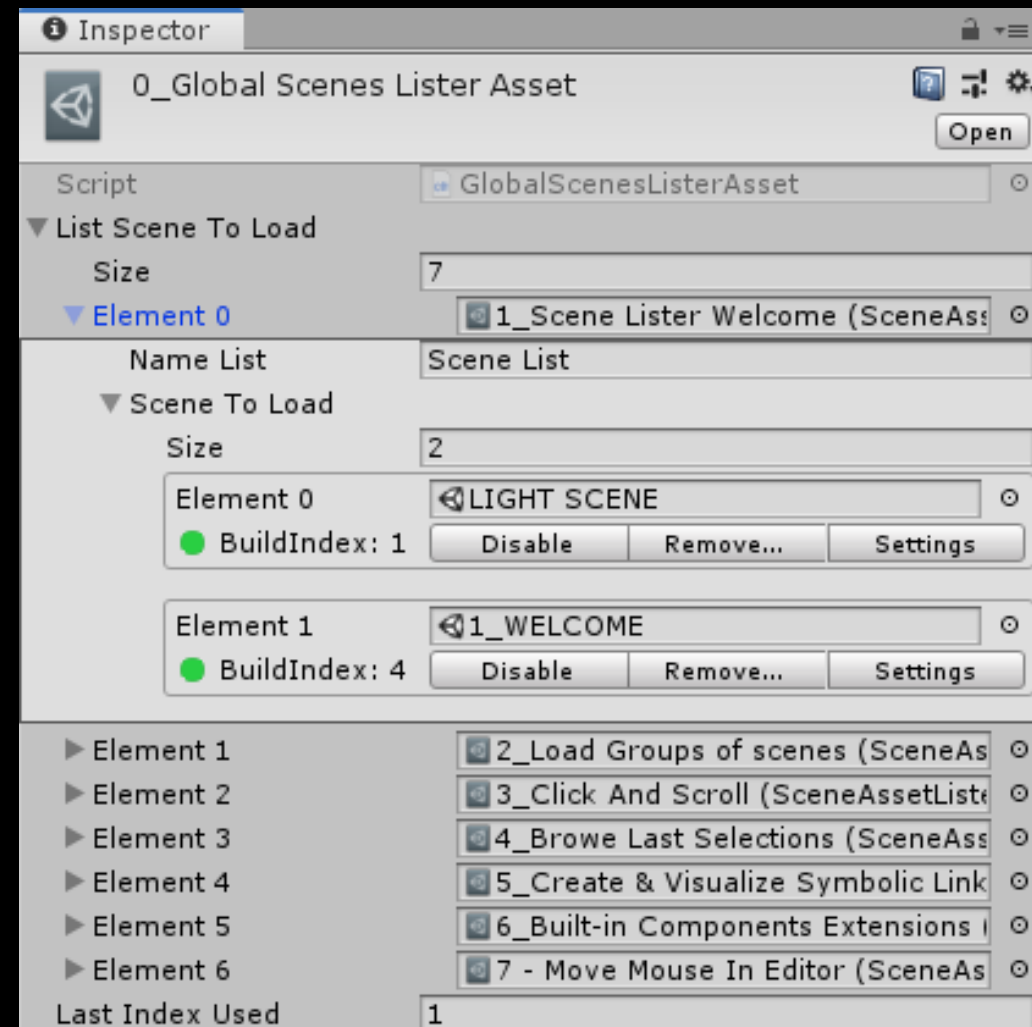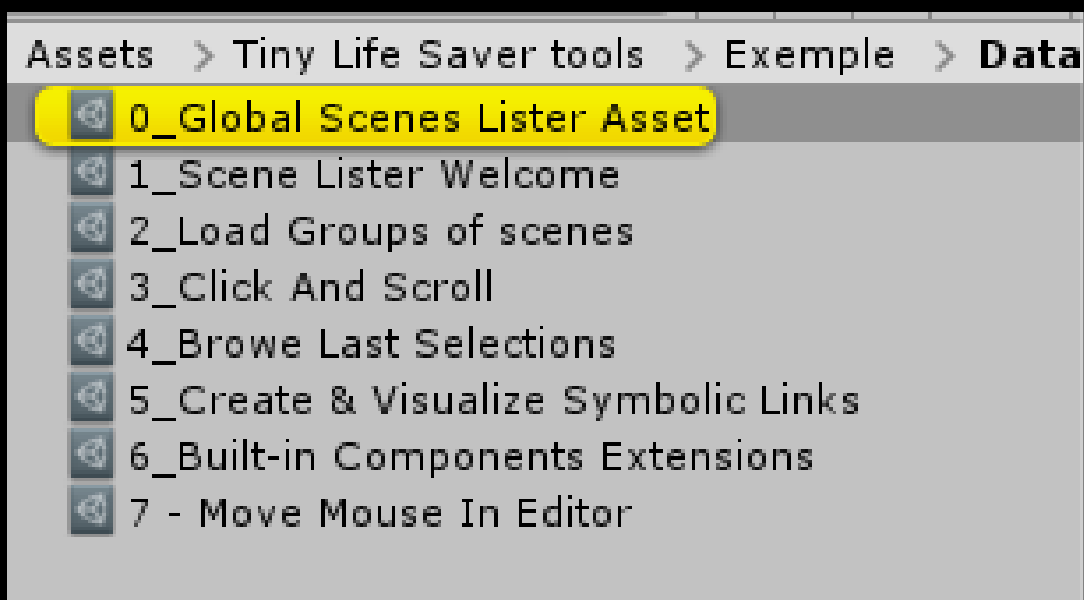
See demo scene right here to see the most important tool of this pack
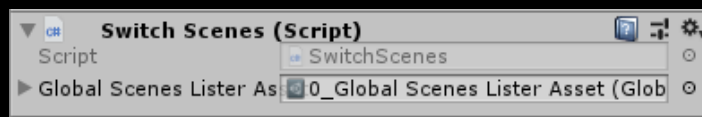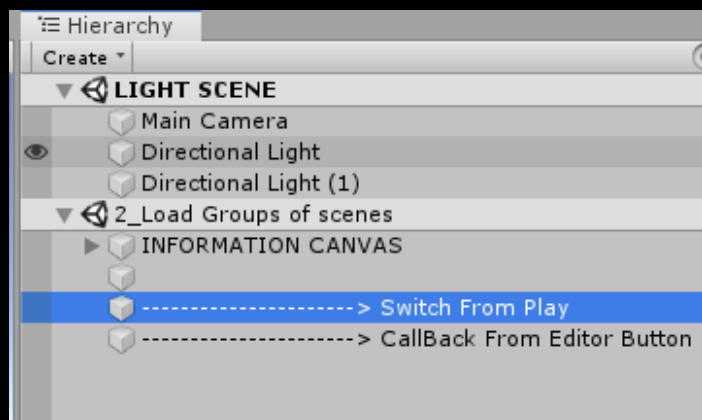
2.1) MULTI SCENE LOADING, RUNTIME & PLAY MODE

This tool allow you to load multiple additive scene together, in play AND in editor quickly.
Clic on « Locate » to see the reference asset

2.2) LOAD GROUP OF SCENE FROM CODE

You have an exemple in the Group 2: from any script containing a reference of the Global Scene Asset Lister, simply call LoadScenesByIndex()
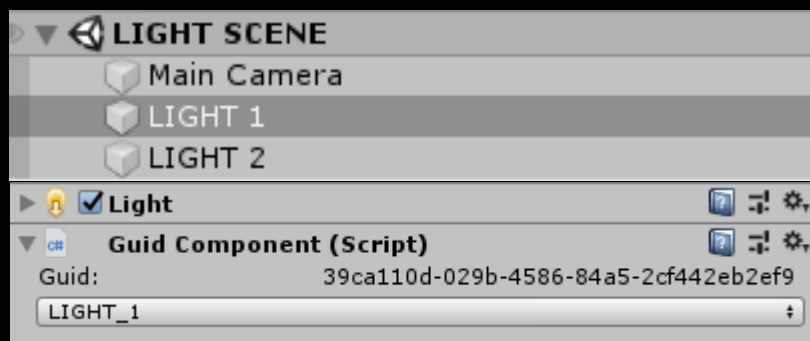


```
'≣ Hierarchy
 Create ▾
   ▼ LIGHT SCENE
       Main Camera
       Directional Light
       Directional Light (1)
   ▼ 2_Load Groups of scenes
     ▶   INFORMATION CANVAS

         --------------------> Switch From Play
         --------------------> CallBack From Editor Button
```

```csharp
/// <summary>
/// open a group of scene
/// </summary>
/// <param name="index"></param>
0 références
public void OpenGroupOfSceneByIndex(int index)
{
    _globalScenesListerAsset.LoadScenesByIndex(index, OnComplete, hardReload: false);
}
```

```
▼ c#  Switch Scenes (Script)
Script                      ⌾ SwitchScenes
▶ Global Scenes Lister As  ⌾0_Global Scenes Lister Asset (Glob
```

# 2.3) KEEP REFERENCE OF A GAMEOBJECT IN OTHER SCENE

Thanks to unity developpers, I have added a nice feature into this tool pack: the possibility to keep gameObject linked in separate scenes

We set an unique GuidComponent in the gameObject we want to keep track of, and assign to it an enum for simplicity of usage in your project
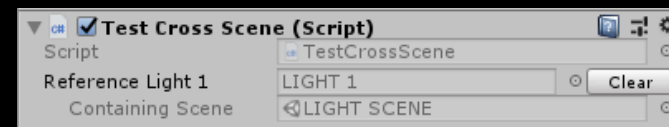
Then in any script in another scene, create a reference of a Guid, and drag & drop it. Unity will keep the link even if scene are closed & re-openned !


```
public enum GuidDescription
{
    NONE = 0,
    LIGHT_1 = 1,
    LIGHT_2 = 2,
}
```
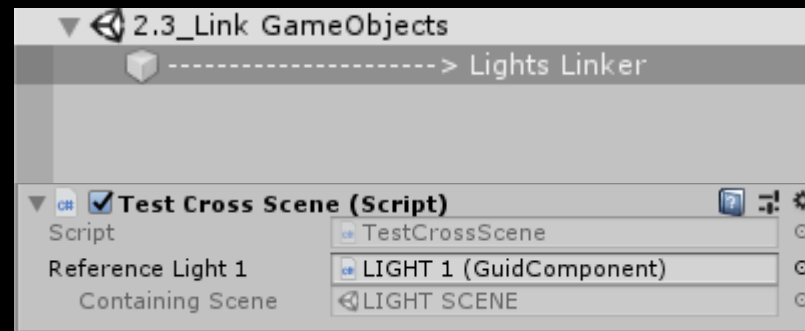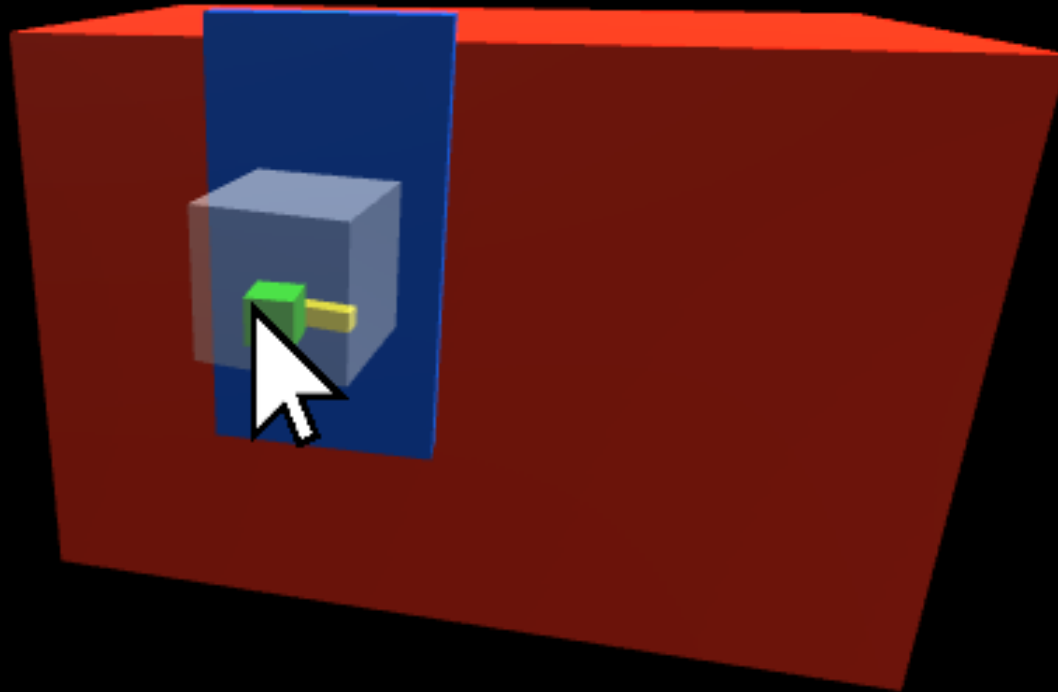
```
[SerializeField]
private GuidReference _referenceLight1 = new GuidReference();
```

If the Light scene is missing, it will show that, and wait until the scene is back again:

3) CLIC & SCROLL

Navigation tool: Clic once on a gameObject (in the scene view), and hold CTRL + Scroll Wheel to navigate back & forward
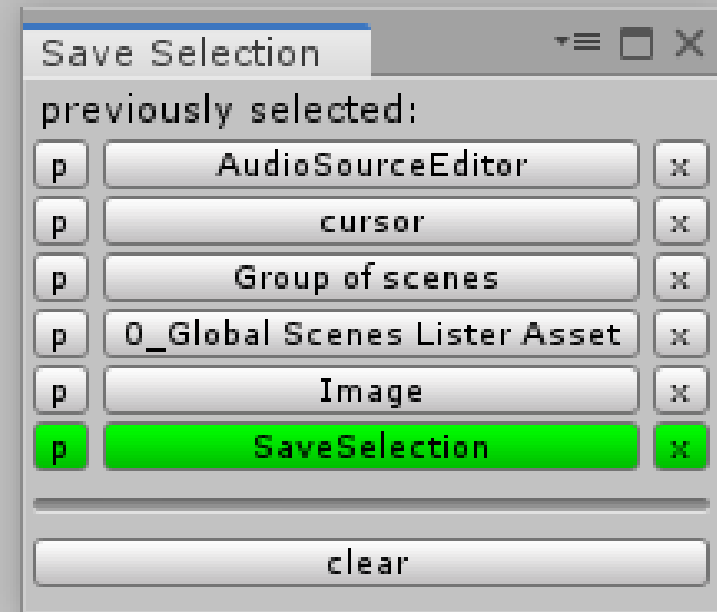
4) SAVE LAST SELECTION

This tool allow you to quickly browse the previous selected files. It save the selection even after closing unity, and switching scene
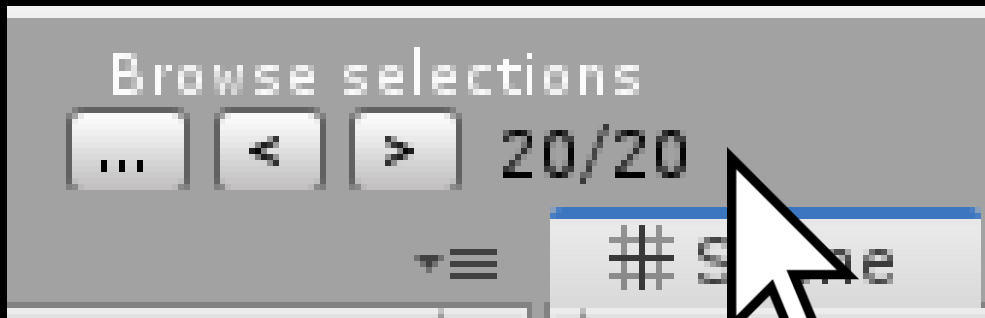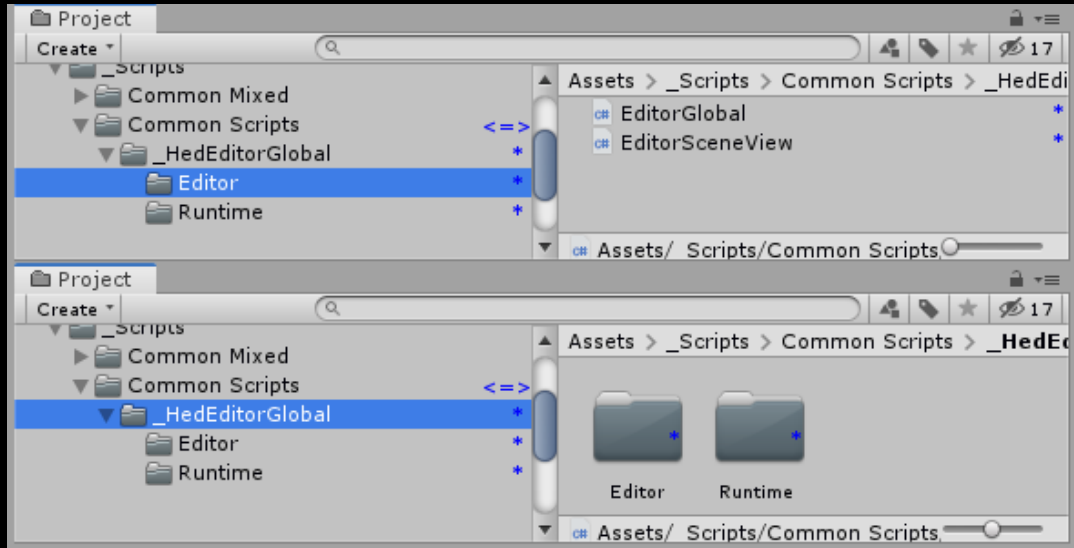

PRO TIP: scroll up/Down
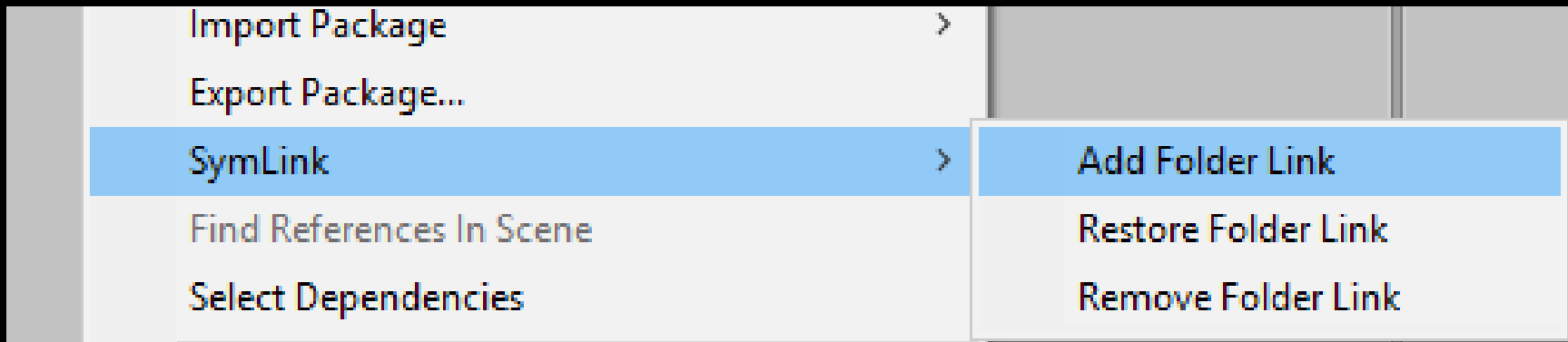with the mouse over
Like that 🠉

5) QUICK SYMBOLIC LINK PUSHABLE IN GIT

This tool allow you to have external files linked to your unity project, and pushable in git !

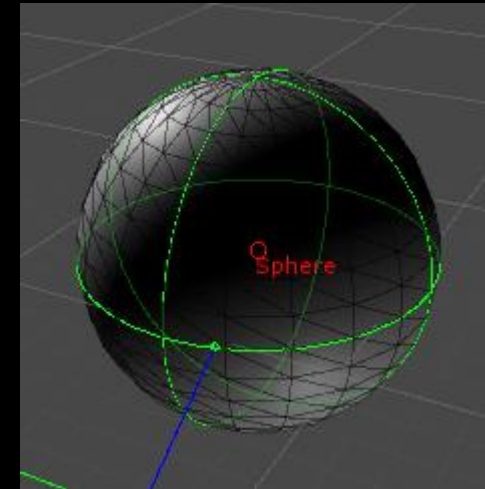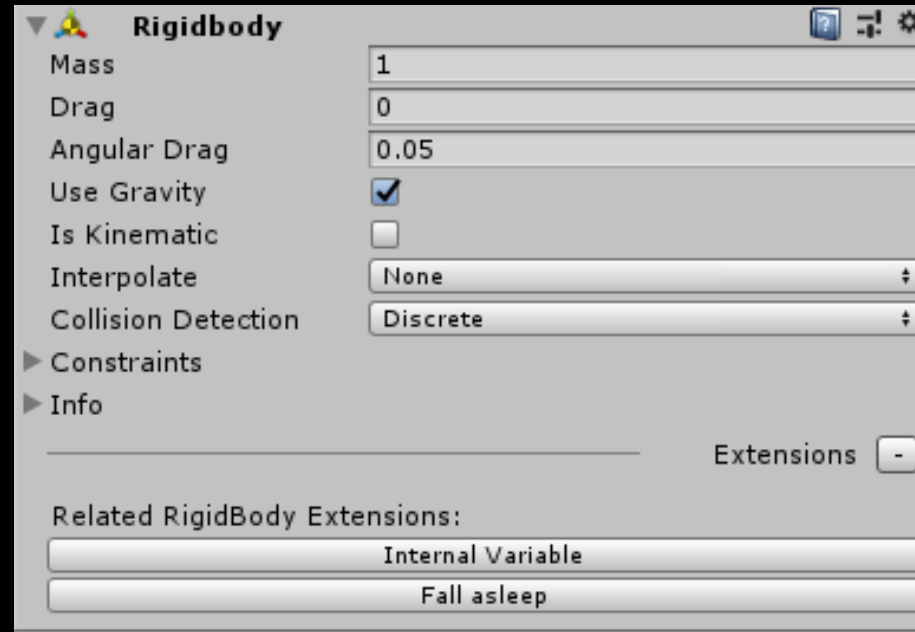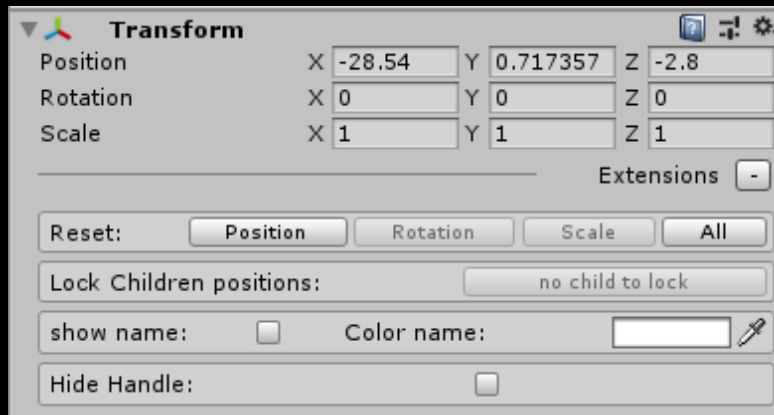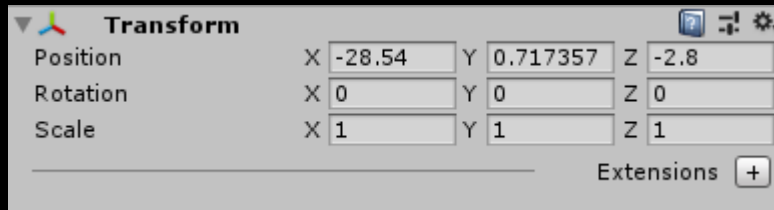Simply Right Clic on a folder > SymLink to access the 3 options.

See more: http://www.belfiore.ovh/devlogs/symlink/symlink.php

6) BUILT-IN COMPONENTS EXTENSION

I provide you with a simple way to add anything you want to the built-in component of unity ! With a non-intrusive UX.
(see AudioSourceEditor for the most basic exemple)

PRO TIP: tick "Show Name"
To permanently see
The name of the gameObject !

See more:

http://www.belfiore.ovh/devlogs/components-extension/components-extension.php

7) CHANGE THE MOUSE POSITION BY CODE IN EDITOR (ONLY FOR TOOL PURPOSE)

It is often useful in some tools to relocate the mouse position to a given place. This quick article show how to move the cursor of the window's mouse in editor. (**only in editor, and for window**).
You can:
  - Save the mouse position
  - Move the mouse to a given x ; y position
  - Move the mouse to the previously saved position

MoveMouseEditor.Sampl...

Save Mouse Position

Load previously saved position
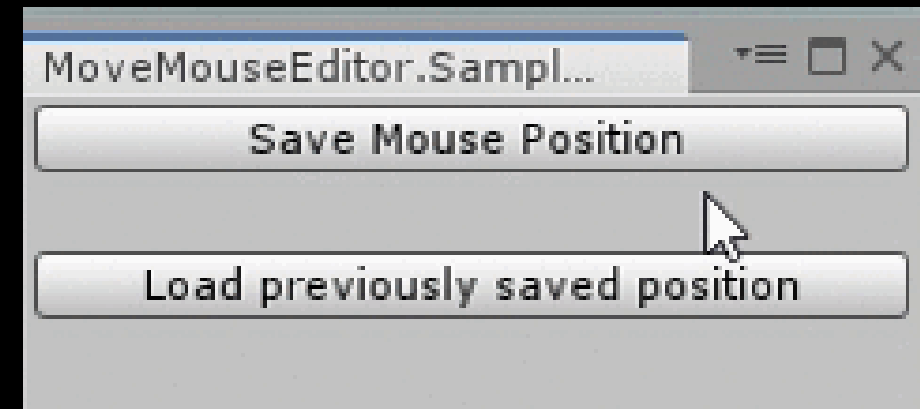
8) TAKE SCREENSHOTS OF AN EDITORWINDOW

Press CTRL+ALT+S with an EditorWindow focused (exemple: the gameView, of the profiler), to save a screenShot

9) CHANGE TIMESCALE EASLY

Quickly change timeScale
while testing your game !