



FULLSCREEN EDITOR

Please, perform a clean install, delete all the older files of the plugin before updating to version 2.0.0.

An extension that does what its name says, it puts editor windows in fullscreen mode, simple and easy, useful for recording tutorials, testing in a real gaming environment and tweaking your scene.

Everything is still fully functional in fullscreen.

All public methods and properties are commented.

Source code included.

Leave a review if you liked it, this helps me a lot.

Thanks for using Fullscreen Editor :)

Asset store page: <http://u3d.as/yJA>

Check out my other assets: <http://u3d.as/iYk>

How to Use

Just press the shortcut to fullscreen a window or close it, defaults are F9 for currently focused view, F10 for game view, F11 for scene view and F12 for the main view, these can be changed on the preferences menu.

Contact

Any suggestion, bug report or question feel free to contact me:

samuelschultze@gmail.com

When reporting a bug, please send me the full error that shows up in the console (if there's any) and a screenshot of what happens if you think it might be useful, your Unity version (like this 2017.1.0f4) and your invoice number, so I will know that you bought a legit and unmodified version of the plugin.

Supported Platforms

The extension was designed to work with windows.

Keep in mind that on Mac OSX it's quite buggy due to system limitations, the dock must be set to auto-hide and the window must be maximized, and it still shows a thin bar at the

bottom.

Not tested on Linux.

FAQ

Q: The extension seems to be duplicated, why?

A: You imported the newer version when you had a previous version installed, deleted all the older files and import the plugin again.

Q: How to change the keybindings?

A: Just go to the preferences, change to whatever you want and press "Apply shortcuts", unity will recompile and your new keybindings will be working.

Q: What is this "Show toolbar" preference?

A: It's a setting for hiding or showing the Scene View or GameView toolbar while on fullscreen, the toolbar that contains the Maximize on play, Stats, Mute Audio, etc.

Q: My Unity sometimes flashes when switching Fullscreen, is that normal?

A: It's just the extension saving and loading your Layout, so you don't lose it when going into fullscreen.

Q: Game input is not working properly, what is happening?

A: This is a glitch with older versions of Unity, go to the preferences and enable the "Game View Input Fix" item.

Q: My game fail to compile if I use the extension, how to fix it?

A: The extension must be inside the "Editor" folder because it uses editor only API.

Known Issues

- Won't work properly if using different screen scales with multiple monitors on Windows.
- Mac support isn't good at all due to system limitations.
- Input may not work properly on older versions of Unity, there's a workaround for this on the preferences menu.

Change Log

Version 2.0.3:

- Fix preferences shortcut.

Version 2.0.2:

- Performance improvements.

Version 2.0.1:

- Unity 2018.1 support.
- Fixed layout bug when leaving fullscreen windows open at editor exit.
- New preference item for disabling notifications.
- New button on preferences menu to allow faster bug report or feature request.

Version 2.0.0:

- New settings page on preferences window.
- Feature to easily change the shortcuts for toggling fullscreen on/off.
- More options for dealing with multiple screens and multiple fullscreen views.
- Show/hide toolbar now works while a fullscreen view is open.
- No flashing screens when opening/closing game view.
- Fixed the "Failed to destroy split view" error.
- Fixed "Fullscreen on Play" on newer Unity versions.
- Fixed game view focus when changing fullscreen.

Version 1.1.2:

- Fixed a crash when trying to close a fullscreen window after closing Unity and opening it again.

Version 1.1.1:

- Experimental Mac OSX support.
- Fixed a bug where using Input while on playmode would give wrong values.
- Fixed a `NullReferenceException` using fullscreen on play.

Version 1.1.0:

- Added an option to fullscreen the window currently under the mouse.
- Added a MenuItem for hiding the toolbar of GameView and SceneView.
- Added a MenuItem for fullscreen on play, so it will fullscreen GameView every time you run your game.
- Fixed a bug of GameView losing focus when it's over other GameView.

Current version was tested on

- Unity 5.3.0f4
- Unity 5.4.0f3
- Unity 5.5.0f3
- Unity 5.6.0f3
- Unity 2017.1.0f3

- Unity 2017.2.0f3
- Unity 2017.3.0f2
- Unity 2018.1.0b2
- Unity 2018.2.2f1

Keep on creating those awesome games :)