How to use:

Just go to Window > Editor Plus and click on the Hotbar Window.
A new window is created and can be dragged anywhere into your workspace.

Window: Hotbar

The Hotbar allows linking any kind of object from anywhere without changing
their location for convenient access. Simply drag and drop them from the
project view (or History window)*into the Hotbar window to create a link.
The Hotbar can be opened multiple times for multiple Hotbar windows.

*If in possession
of the Editor Plus suite

Left Click - Select object in inspector
Doubleclick - Directly open objects (p.Ex. Open script in IDE, 3d object in
3D package, open PDF in viewer etc)
Right Click - Remove from Hotbar
Drag & Drop as you would expect from Unity.

⚙ The context menu offers options for saving profiles, changing the icon,
text sizes and more.

> ! Hotbar profiles save based on name, make sure to use unique names when using multiple.

The Hotbar can be **upgraded** towards the full **Editor PLUS** extension suite, offering
History, Favorites, Shortcuts and convenient access to Unity GameObjects, bringing you
the most convenient and time efficient way of working with Unity. Give it a try!

If you enjoy **The Hotbar**, please consider giving us a rating :)
More interest means we can add more polish and features to the asset.
We would also be happy to hear your suggestions for future updates, write us!

Have fun!

- FF

Our other assets and support:
www.flowfiregames.com