



# Tabs

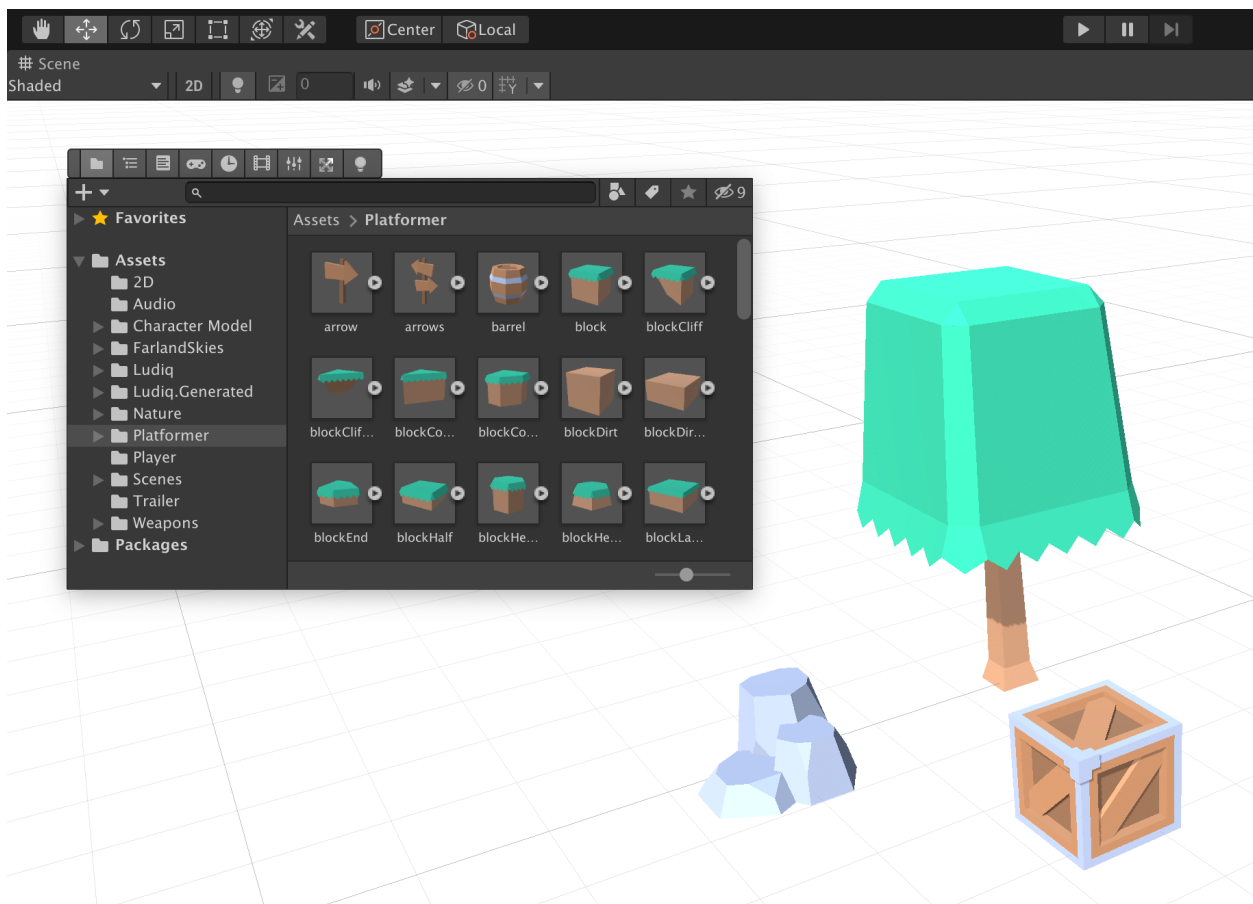
Tabs are a special toolbar shown in the scene view that provides quick access to various editor windows. Tabs are meant to let you work contextually right from the scene with reduced visual obstruction.

[Toggling](#)

[Display](#)

[Moving & Resizing](#)

[Customization](#)



Tabs give you access to editor windows while viewing the scene in full screen.

## Toggling

The windows work exactly how you would expect them to in a regular Unity editor, except only one of them can be open at a time. Click a tab's icon to open or close it.



Shortcut: Hold Alt+Shift+[0-9] to quickly toggle each tab.

## Display

By default, tabs are only shown when the scene view is maximized (full screen), but that can be changed from the Peek preferences to be either always or never displayed.

## Moving & Resizing

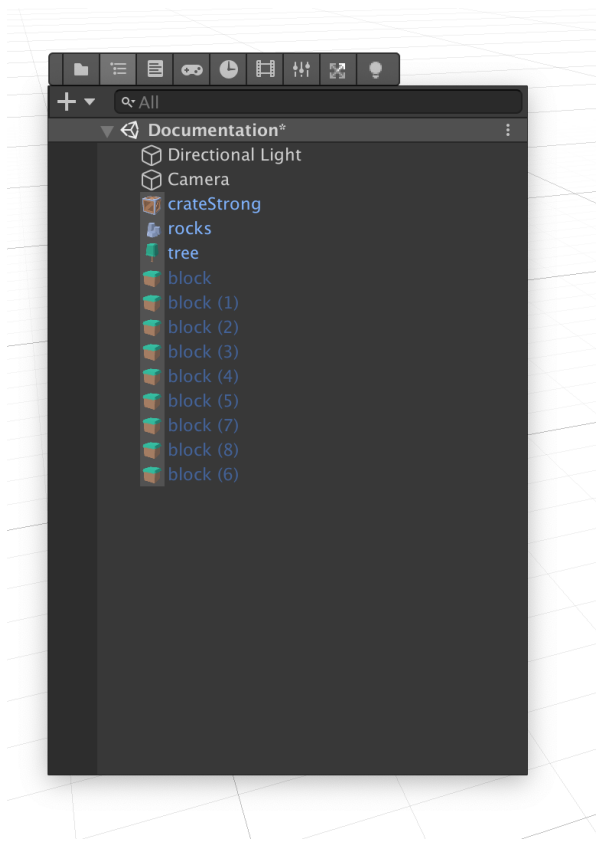
Tabs can be opened in two ways: Popup (left-click) and Pinned (right-click).

- Popup tabs are non-resizable and follow the location of the tab strip.
- Pinned tabs are resizable and movable anywhere on the screen.

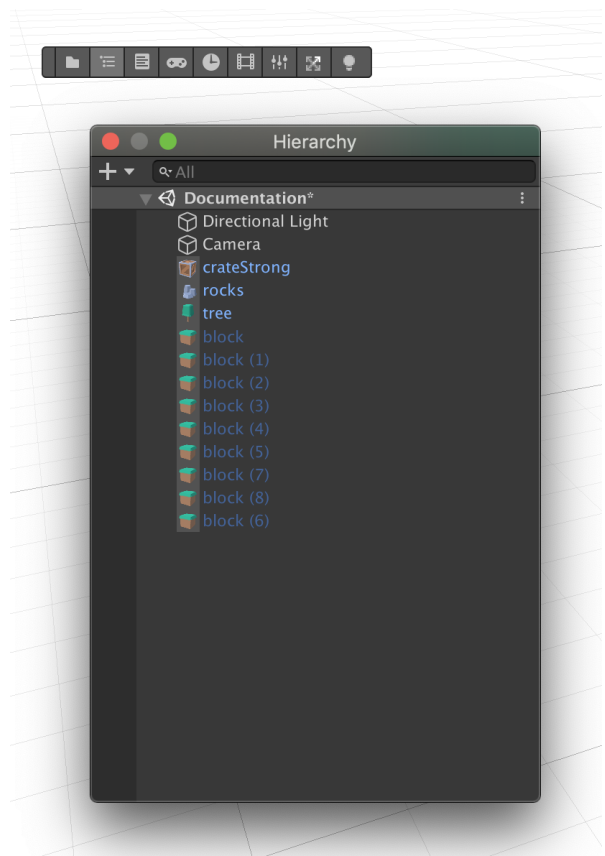
Popup tabs will remember the last size you assigned to them when opened as pinned.



Tip: You can configure tabs to open as Pinned by default from the preferences.



A popup hierarchy tab

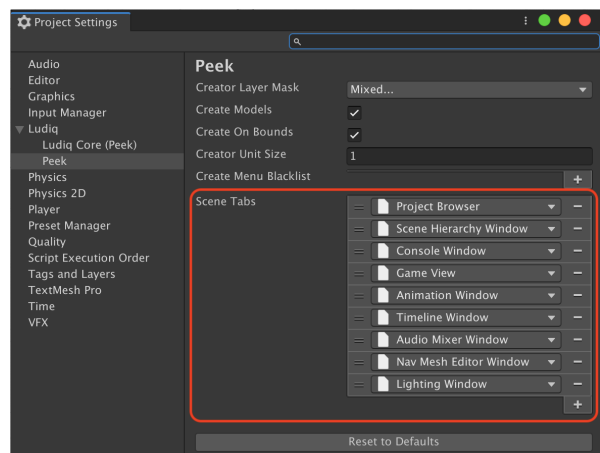


A pinned hierarchy tab

## Customization

By default, the following tabs are shown:

1. Project
2. Hierarchy
3. Console
4. Game
5. Animation
6. Timeline
7. Audio Mixer



Configure your tabs from the project settings

## 8. Navigation

## 9. Lighting

You have full control over the windows that are shown as tabs. To add, remove or reorder your tabs, go to `Edit > Project Settings > Ludiq > Peek > Scene Tabs`.

The dropdown list lets you pick any window type derived from `EditorWindow`. Tabs are saved as a project setting, so your configuration in one project will not carry on to the next. This lets you create tab strips that are best suited to each Unity project.



Not all editor windows were created with tabbed display in mind. Some windows might exhibit unexpected behaviour when toggled as a tab, especially if coming from a third-party plugin.