



Scene Navigator

flag markers utility

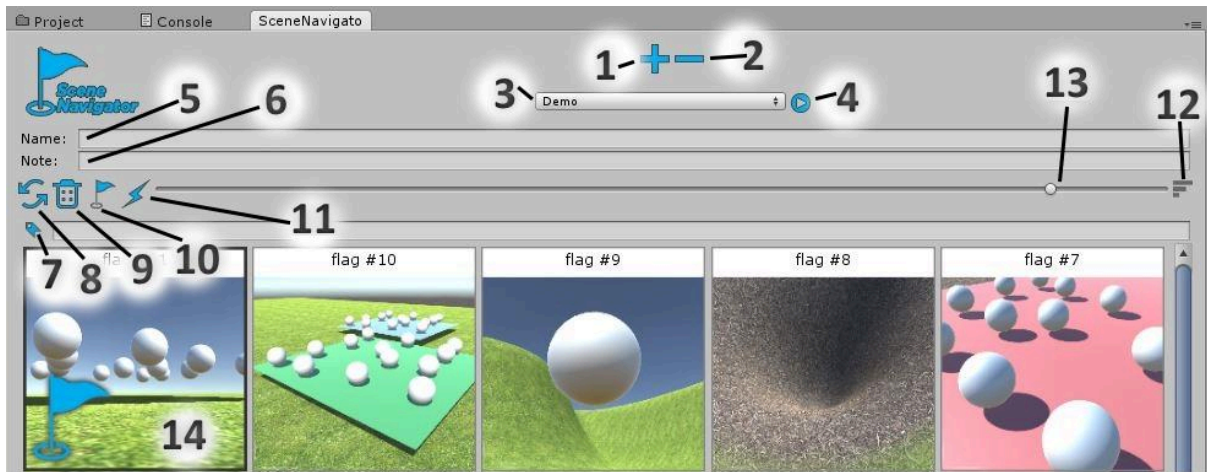
Migration to version 1.5

1. Save your flags data (Flags.asset file in the root of the asset folder) anywhere outside the asset folder
2. Remove the old version of the asset.
3. Install the new version of the asset
4. Replace the Flags.asset file with the previously copied one

Getting started

Import "Scene Navigator - flag markers utility" Asset from the Asset Store to the you Unity Project. You can open the Scene Navigator window by selecting Window->Scene Navigator from the main menu.

Short description of the controls



Description:

- 1) Add a flag. 2) Remove the flag. 3) Choosing the scene to view the flags. 4) Go to the scene without selecting flag.
- 5) Name the new flag. 6) Description of the flag. 7) Tag flag 8) Change the flag.
- 9) Remove all flags in the scene, which is open in the editor. 10) Show / Hide gizmo flag icons in the editor.
- 11) Switching between the last two selected flags. 12) Sort icons in the list of flags.
- 13) The size of the icons in the list of flags. 14) Icon of the flag. Icon with a blue flag - the flag activated.

All the buttons and their actions are related to the scene loaded in the editor.

Add flag

To add a flag, click the button №1 . If you want a custom name, description or tag - enter the information into the appropriate fields before pressing button №1 .

Remove flag

To remove a flag, select it in the list and click button №2 .

Change flag

To change the flag to enter the required fields (name, description, tag) information, select the camera position in the editor. Then click button №8 , and select the icon of the existing flag (for example №14 on image) to change it.

Scene selector

If you added the flags in a few scenes, they will be displayed in the drop-down list №3. When you select a different scene will display a list of flags that belong to the selected scene. Clicking on the flag icon in the editor to load the selected scene and the camera will move to the selected flag. Actions of the buttons is not a scene that is not yet loaded into the editor.

Load scene

To download the selected scenes without going to the flag press button №4 

Remove all scene flags

To remove all flags in the scene, which is displayed in the editor, press button №9 

Hide / Show gizmo flag icons

To show / hide the gizmo flag icons press button №10 

Switch to the last flag

To move to the previously selected flag, click the button №11 

Icons size

The size of the icons in the list of flags you can change the slider №13

Sorting

To change the sorting, click button №12

Tags

To filter flags on the tag, enter its name in the field 

Contacts

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