

Simple Bind

Simple Prefab Editor and Simple Bookmarks

Introduction

Simple Bind includes two editor features that can work with any Prefab in Unity to help speed up the developers work flow. These two editor features are the Simple Prefab Editor and Simple Bookmarks.

The Simple Prefab Editor allows the user to select a Prefab from the Project window and using a simple hot-key create a separate instance of the Prefab within the Scene View that can be edited without interfering with the existing Game Object hierarchy. Multiple Prefab Editor can exist in the Scene at the same time allowing the user to quickly switch between each one to make modifications easily.

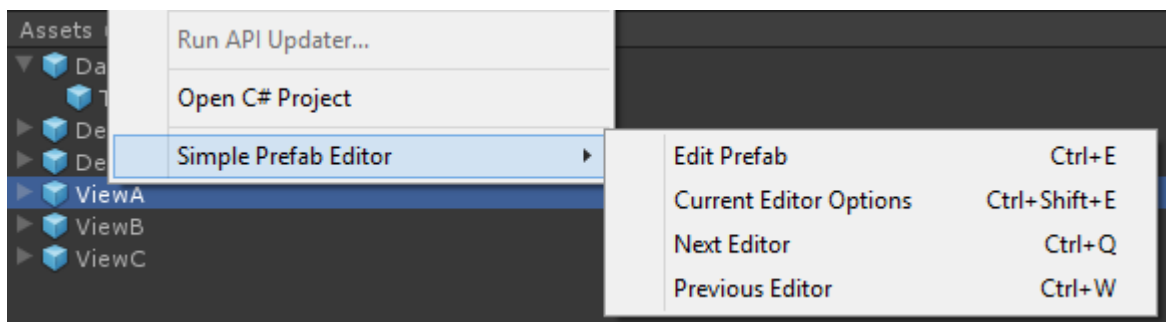
Simple Bookmarks does exactly what the name implies, the user can bookmark Game Object instances within the hierarchy with a specific number, then using the number can quickly switch between the bookmarked instances.

The combination of the Simple Prefab Editor and Simple Bookmarks allows the user to rapidly create multiple Views and switch seamlessly between items in the main camera view and the prefab editors resulting in a more productive development cycle.

Simple Prefab Editor

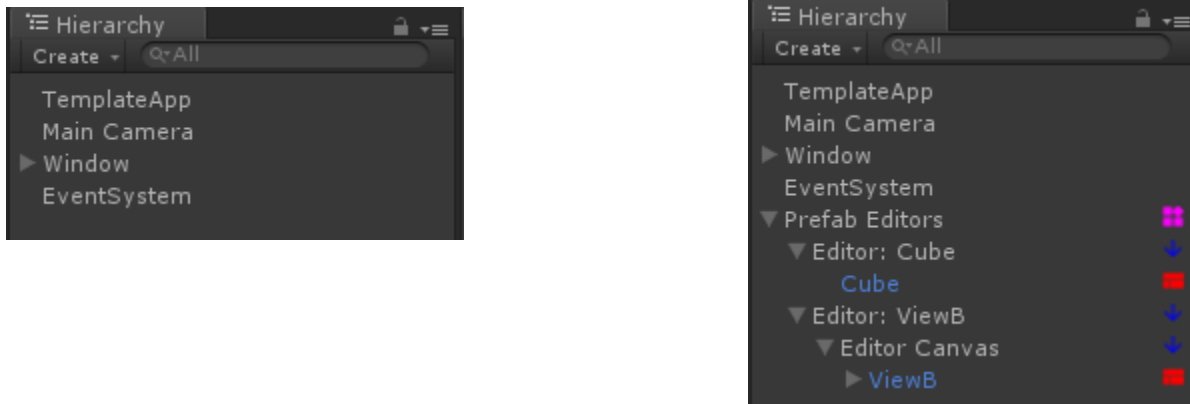
The Simple Prefab Editor can be accessed in one of two ways, either by using the context menus of a Prefab in the Project window or by using the assigned hot-keys.


The image below shows the Simple Prefab Editor context menu along with each option and the assigned hot-key.





By executing the Edit Prefab (Ctrl+E) option a new Prefab Editor will be created for the selected Prefab within the current Scene. When the editor is create the instance of the Prefab will also be selected in the hierarchy and the instance will be brought into view in the Scene (just as if the user double-clicked on the Game Object in the hierarchy).



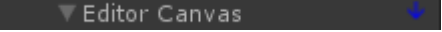
The following image shows a hierarchy before and after adding two Prefab Editors:



When a Prefab Editor is create a parent Game Object is created under which all individual editors will be created. This is indicated in the hierarchy as .

Each individual editor will be created and named as “Editor: {Prefab Name}”. In our example the two individual editors are  and . Both of these “Editor:” Game Objects are actually new Cameras that are used to view the Prefab instance that will be edited.

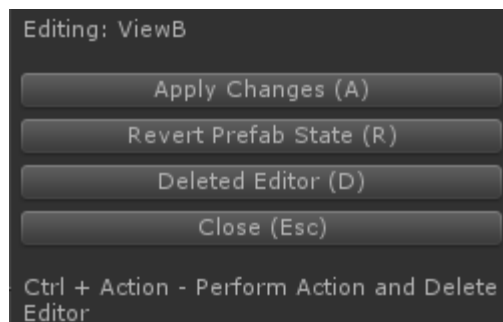
The Simple Prefab Editor can currently create two different types of editors based on whether the Prefab includes a standard Transform or a Rect Transform that requires a Canvas.

In the example above the  uses a standard Transform and exists in world space, therefore no Canvas is needed. However,  uses a Rect Transform and does require a Canvas to be laid out properly. When the editor requires a Canvas an additional Game Object is created, .

At this point the user can use the editor Game Objects as they normally would using the Prefab options in the Inspector or deleting the editors when they are done.

However, Simple Prefab Editor offers several other features to make working with the editors a little easier.

When working in the Prefab Editor the user can execute the Current Editor Options (Ctrl+Shift-E) and the following dialog will appear over the current Scene View:



This dialog informs the user which Prefab is currently being edited and allows the user to perform one of four function by either clicking the button or using the assigned hot-key.

The available functions are:

- Apply Changes (A) – Apply all changes to the Prefab in the same way as using Apply in the Inspector window
- Revert Prefab State (R) – Revert all changes to the Prefab in the same way as using Revert in the Inspector window
- Delete Editor (D) – Delete the current Prefab Editor **without saving any changes!**
- Close (Esc) – Close the dialog without taking any other action

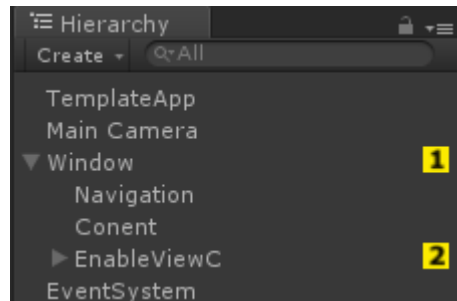
When using either the Apply Changes or Revert Prefab State options the user can hold down the Ctrl key while pressing the corresponding hot-key and the action will be completed followed by the deletion of the Prefab Editor. This allows a quick way to clean up the editor in one step instead of two.

The final Simple Prefab Editor feature is editor switching. Using Ctrl+Q and Ctrl+W the user can quickly switch to the Next or Previous editor.

Simple Bookmarks

Simple Bookmarks allows the user to bookmark any Game Object in the hierarchy by selecting the Game Object then using hot-key combination of Alt+Shift and a number key of 1-9. This allows the user to bookmark up to 9 items within the hierarchy at any time.

In the image below two Game Objects were bookmarked:



The yellow square with the number indicates what number was used to bookmark the item.

To switch to any bookmarked Game Object the user can use the hot-key combination of Alt and the corresponding number. In the example above pressing Alt+1 would select the Window and Alt+2 would select the EnableViewC.

To clear an individual bookmark simply select the GameObject and use Alt+Shift and the assigned number.

To clear all bookmarks the user can use Alt+Shift+0.

If the user assigned the same bookmark number to another Game Object then the bookmark will be removed from the original Game Object.

Under the main Game Object menu in the editor is the following Simple Bookmarks menu that outlines the possible key combinations.

Simple Bookmarks		Goto 1	Alt+1
Set as first sibling	Ctrl+=	Set 1	Alt+Shift+1
Set as last sibling	Ctrl+-	Goto 2	Alt+2
Move To View	Ctrl+Alt+F	Set 2	Alt+Shift+2
Align With View	Ctrl+Shift+F	Goto 3	Alt+3
Align View to Selected		Set 3	Alt+Shift+3
Toggle Active State	Alt+Shift+A	Goto 4	Alt+4
		Set 4	Alt+Shift+4
		Goto 5	Alt+5
		Set 5	Alt+Shift+5
		Goto 6	Alt+6
		Set 6	Alt+Shift+6
		Goto 7	Alt+7
		Set 7	Alt+Shift+7
		Goto 8	Alt+8
		Set 8	Alt+Shift+8
		Goto 9	Alt+9
		Set 9	Alt+Shift+9
		Clear All	Alt+Shift+0