

# Scene Bookmarks

An Editor Extension For Unity



# Overview

SceneBookmarks is an editor extension designed to make it a little easier to navigate to commonly focussed on areas within your scenes, be that a large level with or just to quickly snap between a key game area and your UI objects in a 2D view.

Each bookmark stores data about the scene view camera, like position, rotation, size etc. These values are then used to return the scene view camera to that exact state whenever you want.

Bookmarks can also be scene-specific loading the appropriate scene if not already active when viewed. The method of loading scenes can also be controlled in the settings.

In any scene-view you can then access the SceneBookmarks menu and select a bookmark, this will revert the scene view camera settings to those of the bookmark inside that scene-view.

## Settings

All settings for SceneBookmarks can be accessed via the SceneBookmarks menu in your scene view, or from the SceneBookmarks preferences tab in the unity preferences window “*Edit > Preferences*” The following settings are currently available.

Setting	Comments
<b>Button Position</b>	Controls the location of the SceneBookmarks button within your scene view.
<b>Button Size</b>	Changes the size of the SceneBookmarks button within the scene-view.
<b>Open Mode</b>	Loading a bookmark associated with a scene that is not currently loaded, SceneBookmarks will attempt to load that scene. This setting controls how that open request is made. You can read more about this on the Unity documentation page: <a href="https://docs.unity3d.com/ScriptReference/SceneManagement.OpenSceneMode.html">https://docs.unity3d.com/ScriptReference/SceneManagement.OpenSceneMode.html</a>
<b>Use Tween</b>	If true, scene view will smoothly transition from its current view, to the desired bookmark view. If false, this transition will be immediate.
<b>Shortcuts</b>	
<b>Enable Shortcuts</b>	Enables the in-view quick shortcut bookmarks.
<b>Shortcut Count</b>	Number of quick shortcut buttons.
<b>Colour Code Shortcuts</b>	If true, quick shortcut buttons will be tinted to indicate if you are in scene-specific mode or not.
<b>Scene Specific</b>	Colour used to tint quick shortcut buttons when in scene-specific mode.
<b>Non Scene Specific</b>	Colour used to tint quick shortcut buttons when not in scene-specific mode.

# Editor Tools

You will want to locate your SceneBookmarks button, this button is drawn into any open scene view and by default will be positioned in the top left. This menu provides access to all key features of SceneBookmarks and also provides quick access to most of the settings that are available in the preferences window via the “*Settings*” sub-menu.

## Creating Bookmarks

1. Open the SceneBookmarks menu.
2. Select “*Create Bookmark > From CurrentView*”
3. In the dialog box enter a name for this bookmark.
4. Select if you want the bookmark to be scene specific.
5. Click “*Confirm*”

## Selecting Bookmarks

1. Open the SceneBookmarks menu.
2. Select “*Goto Bookmark*”
3. Locate the scene you wish to access a bookmark for.
4. Select the bookmark from this final sub-menu.

## Removing Bookmarks

1. Open the SceneBookmarks menu.
2. Select “*Remove Bookmark*”
3. Locate the scene you wish to access a bookmark for.
4. Select the bookmark from this final sub-menu.

## Quick Shortcuts

To create a quick-shortcut bookmark, simply hold down the Control key, and left click on one of the quick-shortcut buttons. This will create a bookmark for the current view and assign it to that button, overriding any existing shortcut at that index.

To remove a quick-shortcut bookmark, simply hold down the Control key, and right click on one of the quick-shortcut buttons.

**NOTE:** Shortcuts in scene-specific mode and non scene-specific mode are independant, actions performed will only apply to the currently active.

**Eg:** If SceneA is the currently active scene, removing/adding shortcuts will not affect the shortcuts created for SceneB or the shortcuts created for the non scene-specific mode.

# Script Control

These methods are part of the BookmarkCollection class and as such, can be used with both SceneViewBookmarks and BookmarkShortcuts Instances, the latter being associated with the quick-shortcut bookmarks.

## CreatNewBookmark

Param Type	Name	Comment
<i>string</i>	name	The name for the bookmark.
<i>Vector3</i>	position	Camera position of the bookmark in world space.
<i>Vector3</i>	eulerAngles	Camera rotation in euler angles, also in world space.
<i>float</i>	size	The size for the camera (controls the “zoom” in perspective and orthographic size on orthographic bookmarks, ideal values may vary based on your requirements).
<i>bool</i>	orthographic	True to have the bookmark set the SceneView to orthographic projection, false for perspective.
<i>bool</i>	is2D	True to have the bookmark set the SceneView to use 2D mode, false for standard 3D mode.
<i>Scene</i>	scene	<b>(Optional)</b> If not specified the bookmark will be associated with the currently active scene.

## GotoBookmark

Type	Name	Comment
<i>string</i>	scenePath	The scene path that the bookmark is associated with.
<i>string</i>	bookmarkName	The name of the bookmark.
<i>SceneView</i>	sceneView	The scene view to which the bookmark should be applied to.

Type	Name	Comment
<i>CamBookmark</i>	bookmark	Reference to the desired bookmark.
<i>SceneView</i>	sceneView	The scene view to which the bookmark should be applied to.

Type	Name	Comment
<i>string</i>	scenePath	The scene path that the bookmark is associated with.  <i>NOTE: If calling this yourself, you can specify any valid scene path regardless of if the bookmark was created for that scene.</i>
<i>CamBookmark</i>	bookmark	The bookmark to view.
<i>SceneView</i>	sceneView	The scene view to which the bookmark should be applied to.

## RemoveBookmark

Type	Name	Comment
<i>string</i>	scenePath	The scene path that the bookmark is associated with.
<i>string</i>	bookmarkName	The name of the bookmark.

Type	Name	Comment
<i>CamBookmark</i>	bookmark	The bookmark to remove.

## FindBookmark

Type	Name	Comment
<i>Scene</i>	scene	The Scene this bookmark was associated with, or null for non scene-specific bookmarks.
<i>string</i>	name	The name of the bookmark.

Type	Name	Comment
<i>string</i>	scenePath	The scene path that the bookmark is associated with.
<i>string</i>	name	The name of the bookmark.

## Events

If connecting SceneBookmarks to any of your own editor scripts, you can subscribe to a number of events that may be of interest. These come in two forms, Bookmark events, and Shortcut events, all accessed via the SceneBookmarkEvents class.

### onBookmarkCreated, onBookmarkRemoved

Type	Name	Comment
<i>string</i>	scenePath	The scene path that the bookmark is associated with.
<i>CamBookmark</i>	bookmark	The bookmark in question..

### onShortcutCreated, onShortcutRemoved

Type	Name	Comment
<i>string</i>	scenePath	The scene path that the bookmark is associated with.
<i>CamBookmark</i>	bookmark	The bookmark in question..
<i>int</i>	shortcutIndex	The index that the shortcut was created at (0-7)

# Asset Control

There is no fancy editor for the bookmarks asset, just a good old fashioned standard inspector. This means that you can use all the normal tricks to duplicate items, remove items, etc. And you can manually tweak and of the values that control each of the bookmarks in the system.

By default the bookmarks asset can be located at the following paths:

*“Assets/Plugins/SceneBookmarks/Generated/Bookmarks.asset”*

*“Assets/Plugins/SceneBookmarks/Generated/Shortcuts.asset”*

However at any time you can locate it by using the SceneBookmarks menu inside the scene view which provides *“Edit Bookmarks”* and *“Edit Shortcuts”* options which will select and ping the relevant asset for you.

## Plugin Relocation

The plugin has been updated to meet current guidelines for extensions in unity and as such is placed by default at *“Assets/Plugins/SceneBookmarks”*. However if you wish to relocate the plugin then follow these steps:

1. Move the SceneBookmarks folder to the new location you want it to be in.
2. Open up the SceneBookmarksSettings.cs file.
3. Locate the variable declaration for PLUGIN\_DIR, this should be on line 11.
4. Update this path to represent the new root location of the plugin.
5. Save changes.

**NOTE:** Between moving the plugin files and updating the PLUGIN\_DIR variable, the SceneBookmarks button may display incorrectly, and use of the SceneBookmarks features may result in unexpected behaviour, however once you've updated the variable and Unity reloads the changes, all should be back in working order.

## Scene Association

Bookmarks are associated with specific scenes based on the scene path, this is the path within the project to the scene.unity file eg: *“Assets/Game/Scenes/MyScene.unity”*.

If you generate bookmarks associated to a specific scene, and that scene is subsequently renamed, relocated, or deleted. Those bookmarks will fail to function correctly. In this case you have the following options:

1. Restore the scene to its location and name as it was when the bookmarks were created.
2. Select the Bookmarks asset, right click on the scene-group and remove that item and all its associated bookmarks from the collection.
3. Select the Bookmarks asset, locate the group for the scene in question, and update the Scene Path variable to properly reflect the new scenes path. This can be done using the *“find”* button next to the scene path variable which will open up an open file dialog for scene selection.

**NOTE:** Modifying the scene path variable can also be used to duplicate a group of bookmarks and then assign them to another scene, or migrate bookmarks from one scene to another.

# About / Contact

If you have any issues with the use of this extension, have a feature request, bug report, or general feedback, please do not hesitate to get in touch with me at the email address listed below. Please note that these assets are developed outside my normal day job and so whilst I will try to respond to all raised issues as soon as possible, there may be some delays, I apologise for any inconvenience this may cause.

**Email:** [assets@fatwednesday.co.uk](mailto:assets@fatwednesday.co.uk)