

QuickLaunch Easy

Tired of constantly switching between your level scenes and launch scene? **QuickLaunch Easy** fixes that. It's a simple tool that lets you start playing from any scene you're working on, and when you're done, it takes you right back to where you were.

QuickLaunch Easy is a lightweight workflow power-tool designed for Unity developers. It eliminates the tedious task of manually switching back and forth between your "Level" scenes and your "Initialization/Launch" scene. Now, no matter which level you are currently editing, you can jump straight into the game with a single click and automatically return to where you left off.

Features

Play from anywhere: No more hunting for your launch scene. Just hit the shortcut and you're playing, even if you're deep in some level scene.

Auto-return: When you stop playing, it brings you back to the exact scene you were editing. Your workflow stays intact.

One shortcut for everything: `Ctrl/Cmd + G` starts the game. To stop, you can either press the same shortcut again or use Unity's built-in Play button—whichever you prefer.

Easy setup: Just drag your launch scene into the settings window. That's it.

Scene tracking: Uses Unity's GUID system, so it finds your launch scene even if you move or rename it.

Clean Boot: Temporarily manages "Enter Play Mode Options" to ensure all `Awake` and `Start` logic in your initialization scene runs perfectly every time. Always forces "Reload Domain and Scene" (Full Reload) during QuickLaunch to ensure a clean state. Your original settings are automatically restored when you stop playing.

How to Use

Installation

Import the `QuickLaunchEasy` package into your Unity project.

Setup

Open **Tools > QuickLaunch Easy > Settings**, then drag your launch scene (like `Launch.unity`) into the Launch Scene field.

Usage

Press `Ctrl/Cmd + G` to start playing. To stop the game, you can press the same shortcut again or use Unity's built-in Play button—your choice. You can also use **Tools > QuickLaunch Easy > QuickLaunch** from the menu.

Customizing the Hotkey

You can change the shortcut using Unity's built-in Shortcuts Manager. Go to **Edit > Shortcuts** (Win) or **Unity > Shortcuts** (Mac), then search for "QuickLaunch" and assign your preferred key combination.

Why did I create this?

As a developer, I've been through this tedious process countless times. Having to manually switch to the launch scene to test a feature, and then manually switch back to the level I was just editing, was incredibly frustrating!

I decided to create this tool so that no one has to endure that annoyance anymore. By eliminating these repetitive steps, we can keep our focus where it belongs—on building great games. QuickLaunch Easy is here to accelerate your development process and keep you in the "flow" state.

Enjoy it!

If you find this tool useful, please check out my other assets.