

Quetzacore SO Workbench

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Overview

Quetzacore SO Workbench is a powerful Unity editor tool that provides a centralized environment for managing and organizing your ScriptableObject assets. It allows developers to "pin" references to ScriptableObject-derived assets in a customizable Worktable panel, eliminating the need for constant navigation between different project folders when working with data assets.

Understanding the Terminology

Quetzacore SO Workbench: The name of the overall Unity editor tool itself – your dedicated environment for ScriptableObject management.

Worktable: The customizable panel within the Workbench where you actively "pin" and edit a curated set of ScriptableObjects for a specific task. You can save and load different "Worktables" for different workflows or projects.

Features

3.1 Streamlined ScriptableObject Management

- **ScriptableObject Focus:** Specifically designed for managing ScriptableObject-derived assets
- **Smart Filtering:** Automatically filters and accepts only ScriptableObject assets
- **Reference-Based:** Pinned items are shortcuts to the original assets - your project's folder structure remains unchanged
- **Live Editing:** Selecting a pinned asset shows it in the built-in Inspector for direct editing
- **Undo/Redo in Workbench Inspector:** Properly handles undo/redo for ScriptableObject property changes (which Unity doesn't do automatically), using standard shortcuts (Ctrl+Z, Ctrl+Y, Ctrl+Shift+Z)
- **Asset Persistence:** Ensures changes are saved to disk automatically

3.2 Intuitive Organization & Navigation

- **Unified Asset Panel:** A single, dockable editor window to hold references to ScriptableObject assets
- **Asset Grouping:** Create collapsible groups within the QuetzalCore SO Worktable to organize assets by feature or task
- **Drag-and-Drop Pinning:** Easily add ScriptableObject assets to the Worktable by dragging them from the Project window
- **Drag-and-Drop between Groups:** Easily move assets between groups to help organize your Worktable
- **Context Menu Integration:** Right-click on ScriptableObject assets anywhere in Unity and select "Pin to QuetzalCore SO Worktable"
- **Group Reordering:** Drag the group header drag pad to reorder groups within the Worktable
- **Group Name Editing:** Click directly on group names to edit them with normal text field behavior
- **Expand/Collapse:** Use the checkbox next to group names to show/hide group contents

3.3 Enhanced Workflow & Project Persistence

- **Isolated Undo/Redo:** QuetzalCore SO Workbench inspector has its own undo/redo scope, separate from project-wide operations
- **Worktable System:** Save and load complete worktable configurations for different projects or tasks
- **Worktable Persistence:** All worktables are saved as ScriptableObject assets for version control compatibility
- **SO Workbench Persistence:** Layout and contents are saved and reloaded between Unity sessions
- **SO Workbench Data Persistence:** All SO Workbench data is saved automatically

Installation

For New Users

Via Unity Package Manager (Recommended):

1. Open your project's Package Manager window: **Window** → **Package Manager**
2. Click on **My Assets**
3. Select **SO Workbench** and click Download then Install
4. Or via Unity Asset Store Website:

- Go to **Asset Store website** → **Log in to your account**
 - Click your profile icon then **My Assets**
 - Find **QuetzCore SO Workbench**
 - Click **Download** or **Import**
5. The tool will automatically create necessary folders and settings files
 6. Access the SO Workbench via **Tools** → **QuetzCore SO Workbench** in the Unity menu bar

For Users Upgrading from 1.5.1

⚠ IMPORTANT: If you're upgrading from version 1.5.1 to 1.6.0 or later

Key Points for Upgrading:

- Your data is safe - version 1.6.0+ will automatically recognize all saved worktables from 1.5.1
- You must delete the old **Editor** folder before importing the new version
- Settings and SavedWorktables folders are preserved automatically
- The tool will operate with two folder locations until you optionally clean up (see migration guide for details)

Quick Start

1. Open the QuetzCore SO Workbench window: **Tools** → **QuetzCore SO Workbench**
2. Optionally, create a new group by clicking the **[+] Add Group** button
3. Add assets using **Search**: Click the **Open Search** button or press **CTRL+F** to open the search window
4. Add assets using **Drag & Drop**: Drag ScriptableObject assets from your Project window directly into the specific group you want
5. Click on pinned assets to view and edit them in the built-in Inspector panel
6. Organize your ScriptableObject assets into logical groups for better workflow management
7. Save your worktable configuration using **Save Worktable** for future sessions

Search Functionality

- **Open Search Window:** Click the "Open Search" button in the toolbar or press **CTRL+F**
- **Search Assets:** Type at least 2 characters to search for ScriptableObject assets project-wide
- **Add to SO Worktable:** Click "Add to SO Worktable" button or press **Enter** to add selected asset

Smart Group Assignment:

- **No groups:** Creates "Default Group" automatically
- **One group:** Adds directly to existing group
- **Multiple groups:** Shows group selection popup

Folder Filters: Restrict search to one or more project folders; supports multiple selections

- **Add folders:** Click **Select Folder...** to add; selections are limited to the project **Assets/** folder
- **Include Subfolders:** Toggle to include all descendants of each selected folder
- **Clear Filters:** Resets selected folders and subfolder toggle

File Structure

```

Assets/QuetzCore/SO Workbench/
├── Editor/
│   ├── Data/
│   │   ├── WorkbenchData.cs           # ScriptableObject for workspace data
│   │   └── WorktableData.cs          # ScriptableObject for saved worktables
│   ├── UI/
│   │   ├── QuetzCoreSOWorkbench.uxml # Main window layout
│   │   ├── QuetzCoreSOWorkbench.uss  # Styling definitions
│   │   ├── WorkspaceAssetItem.uxml   # Asset item template
│   │   └── WorkspaceGroupItem.uxml   # Group item template
│   ├── Dialogs/
│   │   ├── LoadWorktableDialog.cs    # Load worktable dialog
│   │   └── SaveWorktableDialog.cs    # Save worktable dialog
│   ├── QuetzCoreSOWorkbench.cs       # Main editor window implementation
│   └── WorktableManager.cs           # Worktable management utilities
├── Settings/                         # Runtime-created settings folder
├── SavedWorktables/                  # Runtime-created worktable storage
├── Documentation/
│   ├── README.md                    # This file
│   └── MIGRATION_1.5.1_to_1.6.0.md  # Upgrade guide for existing users
└── package.json                     # UPM package manifest

```

Usage Guide

8.1 Creating Groups

- Click **[+] Add Group** to create a new asset group
- Groups are **collapsible** and help organize related assets
- Each group maintains its own list of pinned objects
- **Group Name Editing:** Click directly on group names to edit them with normal text field behavior
- **Expand/Collapse:** Use the checkbox next to group names to show/hide group contents
- **Best Practice:** Create groups by feature, task, or category (e.g., "Character Stats", "Items", "Abilities")

8.2 Pinning ScriptableObject Assets

Method 1: Drag & Drop

- Drag ScriptableObject assets from Project window directly into a specific group

Method 2: Context Menu

- Right-click ScriptableObject assets in the Project or Inspector window and select "Pin to QuetzCore SO Worktable"
- **Smart Group Selection:** Automatically handles different scenarios:
 - **No Groups:** Creates a "Default Group" and pins assets directly
 - **One Group:** Pins assets directly to the existing group
 - **Multiple Groups:** Shows a popup window with all available groups

- **Group Selection Window:** Displays all groups with a prominent "Create New Group" option
- **User-Friendly Interface:** Clean, scrollable list with clear group names and cancel option

Important Filtering:

- **Only ScriptableObject-derived assets can be pinned.** Other asset types (prefabs, textures, scripts, etc.) will be automatically filtered out
- **Precise Targeting:** Each group has its own exclusive drop zone that matches its visual boundaries exactly
- **Multi-Group Support:** Successfully target any group (Group1, Group2, Group3, etc.) even when multiple groups are expanded
- **Dynamic Drop Zones:** Drop zones automatically adjust based on group content and expand/collapse state

Organizing Between Groups:

- **Drag-and-Drop between Groups:** Keep your worktable organized with an intuitive drag-and-drop between groups feature
- Drag an asset to a different group to move it
- A **green outline** indicates a valid drop target

8.3 Managing Assets

- **Select Assets:** Click on any pinned asset to view it in the built-in Inspector panel
- **Remove Assets:** Use the **[X]** button next to assets to unpin them
- **Clear Worktable:** Use **Clear Worktable** to remove all groups and assets from the worktable (with confirmation dialog)
- **Reorder Assets:** Click and drag an asset item up or down within a group to change its position
- **Move Between Groups:** Drag an asset over another group; a **green outline** indicates a valid drop target
- **Visual Feedback:** The dragged asset shows a subtle indicator during drag operations

8.4 Undo/Redo in Workbench Inspector

- **ScriptableObject Support:** Properly handles undo/redo for ScriptableObject property changes (which Unity doesn't do automatically)
- **Standard Shortcuts:** Use the following keyboard shortcuts as normal:
 - **Ctrl+Z** - Undo
 - **Ctrl+Y** or **Ctrl+Shift+Z** - Redo
- **Isolated Scope:** Undo/Redo is scoped to the Workbench Inspector, separate from project-wide undo history

8.5 Worktable Management

- **Save Worktable:** Save current worktable configuration with a custom name and description via **Save Worktable** button
- **Load Worktable:** Load previously saved worktable configurations via **Load Worktable** button
- **Worktable Persistence:** All worktables are saved as ScriptableObject assets for version control compatibility

- **Automatic Layout Persistence:** The Quetzacore SO Workbench layout persists between Unity sessions
- **Multiple Configurations:** Save different worktables for different features or tasks in your project

8.6 SO Workbench Persistence

- **Automatic Saving:** All SO Workbench data is automatically saved to **Assets/Quetzacore/SO Workbench/Settings/WorkbenchData.asset**
- **Session Persistence:** Your SO Workbench layout persists between Unity sessions
- **Version Control:** The SO Workbench data integrates with Unity's version control systems (Git, Perforce, etc.)

Technical Details

- **Unity Version:** Compatible with Unity 2022.3.52f1 and later (tested with Unity 6)
- **Dependencies:** Only uses Unity's built-in **UnityEngine** and **UnityEditor** APIs
- **Performance:** Lightweight implementation with minimal memory footprint
- **Data Storage:** Uses **ScriptableObject** for reliable serialization and version control compatibility
- **Package Type:** Embedded UPM Package
- **Package Size:** < 1MB
- **No External Dependencies:** Works out-of-the-box with no additional plugins required

Support Resources

- **Email:** support@vighorusgames.com
- **Reddit:** <https://www.reddit.com/r/Quetzacore/>
- **1.5.1 to 1.6.0 Migration Information:** See [MIGRATION_1.5.1_to_1.6.0.md](#)

This tool is designed to be self-contained and requires no external dependencies.

License

This tool is provided as-is for use in Unity projects. Please refer to your Asset Store license for usage terms and conditions.

Version Information

Property	Value
Version	1.6.0
Package Name	com.vighorusgames.scriptableObjectworkbench
Package Type	UPM Package
Size	< 1MB
Compatibility	Unity 2022.3.52f1 and later (confirmed working with Unity 6)

Property	Value
Dependencies	None (Unity built-in only)

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