

Uni Tabs — Dock Any Application

RIGHT IN THE UNITY UI

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Video overview and tutorial: [\[YOUTUBE_LINK_HERE\]](#)

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I. Quick Start

UniTabs hosts an external Windows application — Chrome, Photoshop, Spotify, Discord, a terminal, or any program with a window — inside a Unity Editor tab. Drag the tab anywhere in your layout. The application follows it.

Dock your first application in four steps

1. Open **Tools** → **UniTabsV3** → **Attach Application...**
2. The picker opens. Type a few letters of the application's name in the search bar, or scroll the **Running applications** list.
3. Click **Attach** next to the application you want.
4. The application appears as a Unity tab. Drag it next to your Scene, Game, or Inspector view.

That's everything. No project setup, no save files, no manifests.

II. The Application Picker

The picker has four ways to attach an application. Use whichever is fastest for what you want.

Search bar (top)

Filters every section below by application name or window title. An empty bar shows everything. The **Refresh** button rebuilds the running-process list — useful if you just launched a new application outside Unity and want it to appear.

Running applications

Lists every running process that has a visible (or minimized) window. Search filters this list by both process name and window title. Click **Attach** next to any entry.

Use this when the application you want is already running.

Recent

Up to eight recently attached applications. Click **Attach** to launch and dock the same application again — UniTabs looks up a running instance first and only launches a fresh process if none exists.

Use this when you've docked the application before and want to do it again.

Pinned to taskbar

Reads the applications you've pinned to your Windows taskbar. Click **Attach** to launch and dock.

Use this when you want to dock something that isn't running yet but is pinned to your taskbar.

Other ways to attach (foldout)

- **Browse...** — pick any `.exe` from disk. UniTabs launches it and docks it.
- **Process ID** — type a Windows PID and click **Attach**. Useful when an application's window title is empty, or when several instances of the same application are running and you need a specific one.

III. Working with Docks

Moving and resizing

A dock is a normal Unity tab. Drag it to any group, resize the panel by dragging its edges, save it as part of a Unity layout. The docked application follows.

Multiple docks

Open as many as you want. Each dock owns a single application; they don't fight for the same window. If you accidentally attach the same application twice (e.g., from a duplicate-by-drag), the newer dock takes ownership and the older one closes itself.

Closing a dock

Closing the dock tab releases the application back to a normal foreground window. **The application is not killed** — it just stops being constrained by the Unity tab.

Tab titles

Each dock's tab title is the application's process name (e.g., `chrome`, `Photoshop`, `Spotify`).

IV. Persistence

UniTabs remembers what's docked in each Unity layout. **There is no save file to manage and no per-project setup.**

What survives automatically

- **Script recompiles** — the dock reattaches to the same running application after every recompile or package import.
- **Play mode** — the docked application stays attached when you press Play, and again when you exit Play.
- **Closing and reopening Unity** — UniTabs first tries to find the original process. If it's gone, it falls back to any running process with a matching name. If none exists, it launches the application fresh from the saved path.
- **Saved Unity layouts (Window → Layouts → Save Layout...)** — your docks come back when the layout reloads.

What happens when you quit Unity

UniTabs releases each docked application back to a normal foreground window before Unity exits. Your applications are not closed.

V. Tips

- Dock a browser next to your Scene view for instant access to Unity docs, Stack Overflow, and asset reference images.
- Dock a music app as a thin tab in the corner for ambient music without alt-tabbing.
- Dock a chat app (Discord, Slack) for team workflow without losing focus on Unity.
- Resize the dock to be very thin to use it as a sidebar reference (e.g., a code snippet you keep glancing at).
- The **Refresh** button in the picker is useful when launching new applications mid-session — the running list is captured when the picker opens, not live.
- **Process ID** is your escape hatch when the picker can't tell two windows apart. Find a PID in Task Manager (Details tab) or with `tasklist` in PowerShell.

VI. Known Limitations

- **Windows only.** UniTabs uses Win32 window-management APIs. macOS and Linux are not supported.
- **Editor only.** Nothing from this asset is included in player builds.
- **DPI scaling.** Dock alignment is tuned for 100% Windows display scaling and a typical title-bar height. At fractional DPI (125%, 150%) the docked window may sit a few pixels off. Multi-monitor setups are supported.

- **One window per dock.** UniTabs attaches a single top-level window per dock. Applications that spawn separate top-level windows (some IDE multi-window setups) only have their main window docked.

VII. Troubleshooting

The docked application isn't visible / is stuck off-screen

1. Click the dock tab. UniTabs re-applies the correct geometry on focus.
2. If the application is minimized, restore it from the taskbar.
3. Switch to a non-UniTabs Unity layout, then back. This forces a full reattach.

The dock tab is empty

UniTabs auto-detects when the docked process exits and closes the dock. If the application comes back (e.g., you relaunched Chrome), open the picker again and re-attach it.

The application isn't following the tab

Docks recover from transient issues within a few seconds. If a dock seems permanently stuck, close it and re-attach.

Multiple instances of the same application

Use **Other ways to attach** → **Process ID** with the specific instance's PID. Find the PID in Task Manager (Details tab) or with `tasklist` in PowerShell.

"Application failed to start" after reopening Unity

The saved executable path no longer exists — the application was probably uninstalled or moved. Close the dock and attach the application again from its new location.

The picker doesn't show an application I expect to see

Only applications with visible (or minimized) windows appear in the **Running applications** list. Background services and headless processes are excluded by design — they have no window to dock. Click **Refresh** if you launched the application after opening the picker.

The picker's "Pinned to taskbar" section is empty

UniTabs reads from `%APPDATA%\Microsoft\Internet Explorer\Quick Launch\User Pinned\TaskBar`. If that folder is empty or inaccessible, the section is omitted. Use **Browse** to attach a specific `.exe` instead.

VIII. What's New in v3.0

v3.0 is a near-total rewrite. If you're upgrading from v2.1, here's what's new:

- **Single unified picker** replaces four legacy menu items.
 - **Search-filterable list** of running applications, with window titles.
 - **Recents and taskbar shortcuts** for one-click re-attach.
 - **Survives Play mode and script recompile** automatically — no `mainTabRegistry` save file to manage.
 - **Multi-process applications** (Chrome, Edge, Electron) attach to the correct main window.
 - **No more focus oscillation.** The infinite show/hide loop that locked up Edge in older versions is fixed.
 - **Auto-restore for minimized windows** on attach.
 - **Self-healing.** Transient Win32 issues recover automatically.
 - **Clean release.** Closing a dock returns the application to a normal foreground window.
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Support

Email support@botwirestudios.com with:

- Your Unity version
- Your Windows version and DPI scaling setting (100% / 125% / etc.)
- The application you're trying to dock
- Steps to reproduce the issue

If UniTabs has saved you time, an honest review on the Asset Store helps a lot.