Object Replacer

Descripción

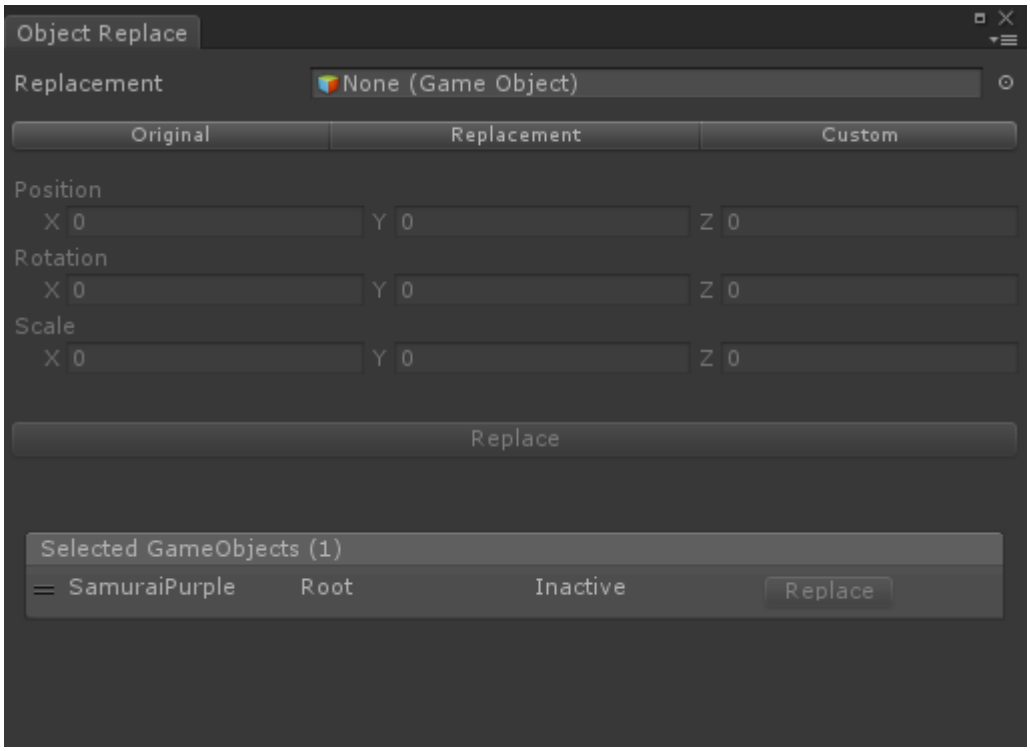


Files: CGFObjectReplacerTool.cs
Path: «CGF/Editor/Tools»
Menu: «Window/Chloroplast Games Framework/Object Replacer Tool»
Asset Store

Description

Tool that allows replace a gameobject on the scene with other gameobject or a prefab.

Reference



- **Replacement –** Replacement gameobject or prefab that replaces the selected gameobject.
- **Transform Replacement –** Original, keep the transform values from original gameobject or prefab. Replacement, use the transform values from replacement gameobject or prefab. Custom, use the values from Position, Rotation and Scale properties.
- **Position –** New position. Only for Custom mode.
- **Rotation –** New rotation. Only for Custom mode.
- **Scale –** New scale. Only for Custom mode.
- **Selected GameObjects –** Selected gameobject list

Use

Drag a gameobject or prefaf into the Replacement property, configure the transform mode and press the Replace button.

You can replace each selected gameobject one by one.