GUID Regenerator Tool

Descripción

Files: CGFGUIDRegeneratorTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Objects/GUID Regenerator"

Description

Tool that allows to regenerating and replacing GUIDs for assets in a Unity project.

Reference

- **Regenerate**
  - **Recursive** – Include assets inside every subfolder of the selected folders.
  - **Replace Old References** – Update serialized project references from each old GUID to its newly generated GUID.
  - **Regenerate** – Assign new GUIDs to the listed assets and optionally update references to their previous GUIDs.
- **Replace**
  - **Current GUID**
  - **Copy** – Copies the regenerated GUID to the clipboard.
  - **New GUID** – GUID that will replace the selected asset's current GUID. It must be unique and contain 32 hexadecimal characters.
  - **Replace** – Replace the selected asset's current GUID with the validated 32-character GUID entered above.

Use

Open the tool from `CGF/Objects/GUID Regenerator` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.