Object Replacer Tool

Descripción

Files: CGFObjectReplacerTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Objects/Object Replacer"

Description

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

Reference

- **Replacement** – Prefab or GameObject instantiated in place of every selected object.
- **Original** – Use each original object's position, rotation and scale for its replacement.
- **Replacement** – Use the replacement object's authored position, rotation and scale.
- **Custom** – Use the position, rotation and scale entered below.
- **Position** – World position assigned to every replacement when Custom transform mode is selected.
- **Rotation** – World rotation in Euler angles assigned to every replacement when Custom transform mode is selected.
- **Scale** – Local scale assigned to every replacement when Custom transform mode is selected.
- **Replace** – Replace only this selected GameObject with an instance of the replacement prefab, preserving children and the chosen transform values.
- **Replace** – Replace every selected GameObject with an instance of the replacement prefab, preserving children and the chosen transform values.

Use

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