

Prefab Manager Tool

Descripción

Files: [CGFPrefabManagerTool.cs](#)

Path: "CGF/Editor/Tools"

Menu: "CGF/Objects/Prefab Manager"

Description

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

Reference

- **Prefabs**
 - **Select** – Select the highlighted prefab instance in the Hierarchy or Project window.
 - **Open** – Open the highlighted prefab asset in Prefab Mode.
 - **Toggle Fold**
 - **All** – Toggle the expanded state of every prefab entry in the tree.
 - **Root** – Toggle only the root prefab entries in the tree.
 - **Show Children items** – Include nested child objects when previewing the overrides of the selected prefab instance.
- **Preview**
 - **Overrides**
- **Revert** – Remove this instance-only component and restore the source prefab structure.
- **Apply** – Add this instance-only component to the source prefab asset and keep it on the instance.
- **Revert** – Restore this removed component on the prefab instance without changing the source prefab asset.
- **Apply** – Remove this component from the source prefab asset so the removal becomes the prefab default.
- **Revert** – Discard this component's instance overrides and restore the values from the source prefab.
- **Apply** – Copy this component's overridden values to the source prefab asset, then clear the instance override.

Use

Open the tool from CGF/Objects/Prefab Manager in the Unity editor.
Use the controls listed in Reference to configure the window workflow.