



# **User Guide**

Version 1.1

## Summary

**Beyond Duplicate** will automatically rename duplicated GameObjects without the '(X)'. It will also automatically increment the duplicated GameObject's last digit if it ends with one.

Finally, it lets users register to a callback when a GameObject has been duplicated. Users can then rename it as they want!

## Setup

No setup required.

## How to Use

### *Main Feature*

As soon as you'll duplicate using Copy/Paste (Ctrl+C/Ctrl+V) or Duplicate (Ctrl+D) on a GameObject in a scene, the duplicated object will have the '(X)' removed automatically.

**\*By default, this feature is enabled. If you want to turn it off, please check the ['Preferences'](#) section below**

### *Auto-Increment Digit*

There is also the option to automatically increment the last digit of a duplicated GameObject's name if its name ends with a digit.

**\*By default, this feature is enabled. If you want to turn it off, please check the ['Preferences'](#) section below**

### *Enable with Prefabs*

You can enable the feature when a prefab is dragged and dropped in the scene.

**\*By default, this feature is enabled. If you want to turn it off, please check the ['Preferences'](#) section below**

### *OnGameObjectDuplicated Callback*

You can also hook a method to be notified when a GameObject has been duplicated (Editor Only).

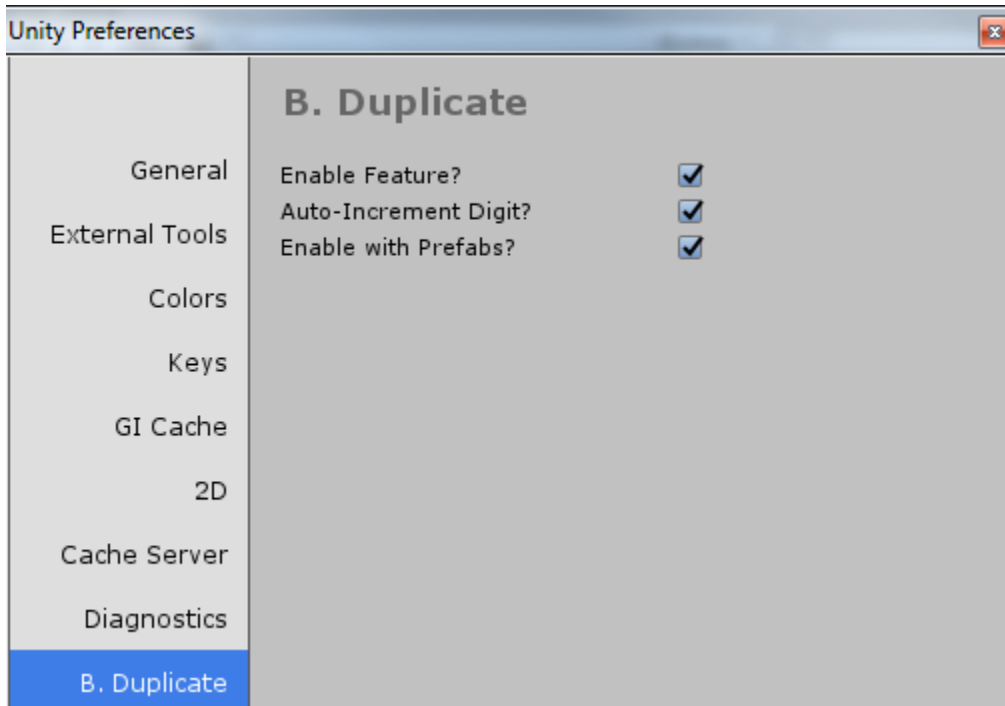
All you need to do is:

```
BeyondDuplicate.OnGameObjectDuplicated += MyFunction;
```

```
private static void MyFunction(GameObject Duplicate)
{
    Debug.Log(Duplicate.name);
}
```

## Preferences

You can enable/disable features by going in '**Edit/Preferences/Beyond Duplicate**'



## Contact Us

For any feedback, suggestions or comments, please use the following email:

[contact@beyondfunstudio.com](mailto:contact@beyondfunstudio.com)