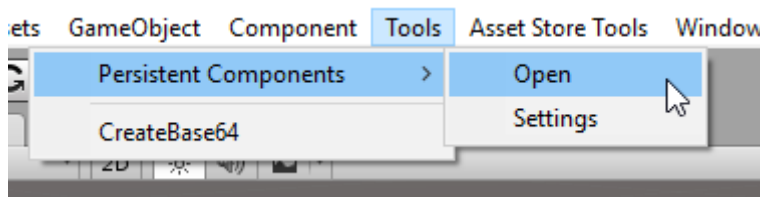# Persistent Components

Thank you for purchasing Persistent Components!

This editor plugin allows you to keep values from selected components when exiting PlayMode.

Please rate our product on the Unity Asset Store if you like it!

Start Persistent Components

To open the window navigate to Tools -> Persistent Components -> Open.

Mark a component as persistent

There are multiple ways to mark a component as "persistent":

1. Drag the Component into the dark-grey area of the persistent components window
2. Drag the GameObject of that component into the dark-grey area (will add all components from that GameObject)
3. Right click in the Hierarchy-window and select "make persistent"
4. Right click in the Inspector-window on a component to toggle its persistent state
5. Click the gear on the top right edge of the component in the Inspector-window to toggle its persistent state
6. Use the "make persistent" button in the custom inspector

To 6.:
For some scripts (the ones which are not using a custom inspector) you will see a bar below the component title in the Inspector. Press "Make Persistent" to mark the component as persistent. Read more about custom inspectors here: http://docs.unity3d.com/Manual/editor-CustomEditors.html
You can disable the component bars in the settings.

To remove a component from the list, just press the red 'x'.

Settings

To open the settings window, navigate to Tools -> Persistent Components -> Settings.

"show custom inspector"
Here you can enable / disable the Inspector-bar (custom inspector).

Support: support@brokenvector.net

"components stay persistent"
If you disable this setting, after exiting PlayMode all components marked as persistent, will be unmarked.