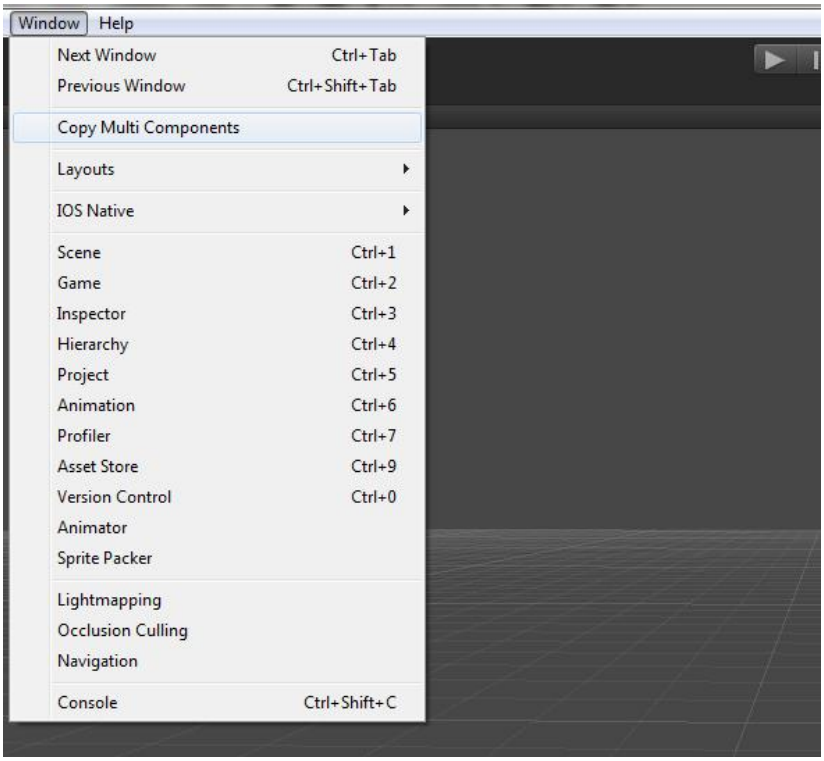
Copy Components Gui

Copy Components GUI is also Part of "Soup Tools", which consist of other helpfull tools as well and will be updated in the future.

Soup Tools Link:

When Copy Multi Components is Installed, you can launch the GUI from Windows / Copy Multi Components:



Copy Components, from one object to multiple other objects at the same time, with a button press.

1: Simply add one GameObject, to the CopyFrom field and all of it's Components will be exposed in the list below.

2: Use the Checkboxes to choose, which components shoud be copied.

3: Add Target Objects

4: Choose Copy Options:

> 4.1: **All Components** - This option will copy all components, without checking if the target object allready have the Component that is being copied. So if the **Source Object** have "**Box Collider**" and **Target** object have "**Box Collider**", another **Box Collider** will be added to the **Target** and it will have 2, after the Copy.
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> 4.2: **Only New** - With this option, the tool will check the **Components** of every **Target** object and if some **Source Components**, allready exists in a **Target** object, that **Component** will **NOT** be copied. This give you the ability to avoid copying **Component**, that allready **Exists** in a **Target** Object.
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> 4.3: **Only Values** - With this option, you can copy only the values from the **Components**, that exists on both "**Source**" and "**Target**" objects. So if **Source** object have **Box Collider** and **Target** object have **Box Collider**, the **Values** from **Source** will be copied to **Target**. For the rest of the **Components**, that does not exist, in **Target** object, **Copying** will be skipped.

5: Press **Copy Components**

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