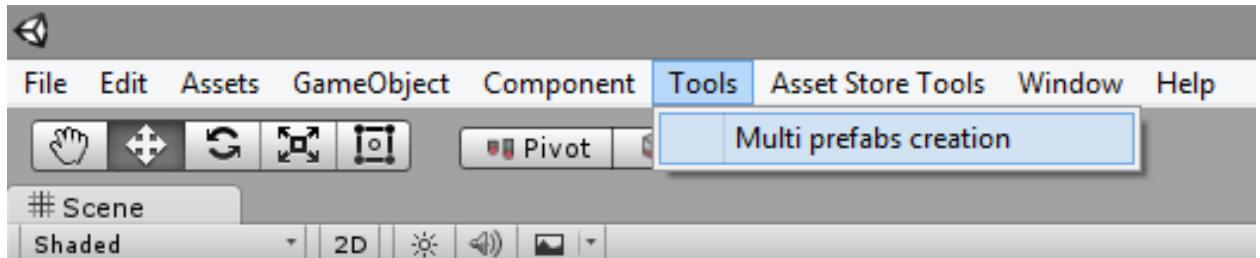
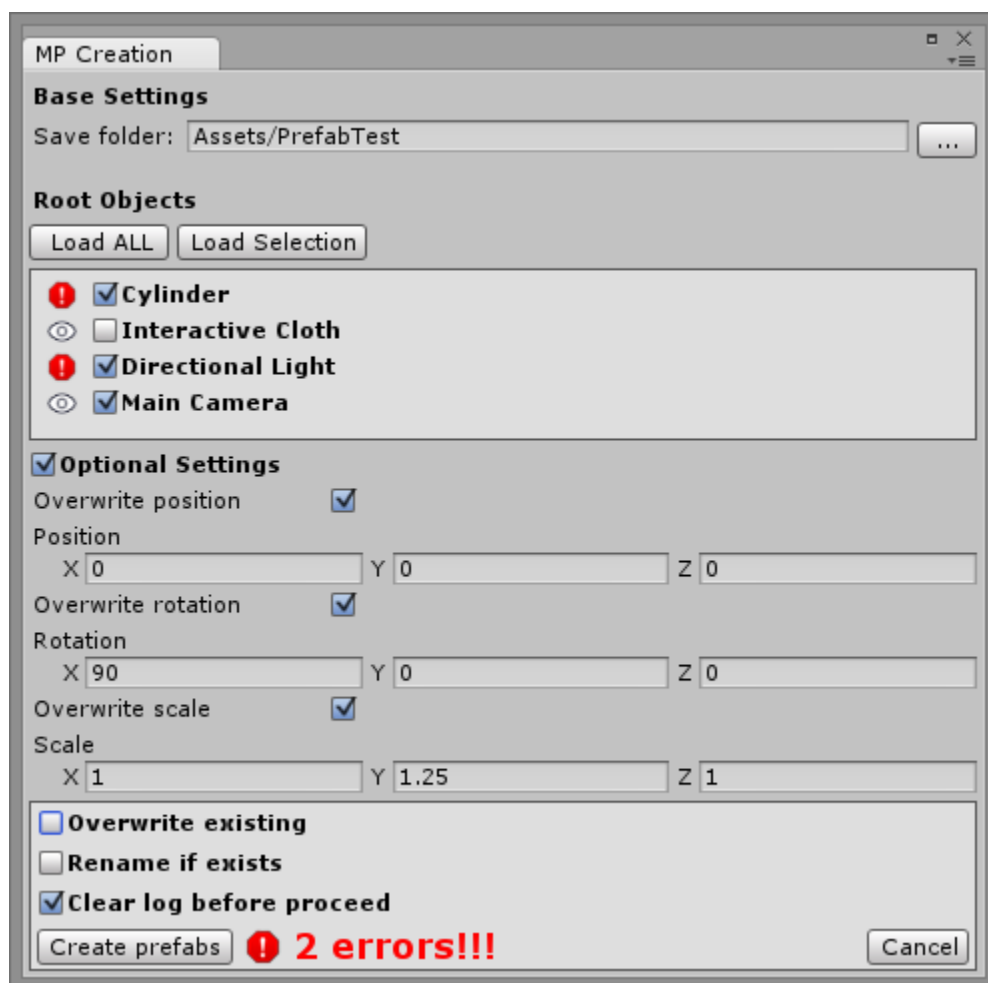


# Multi-Prefabs Creation Tool

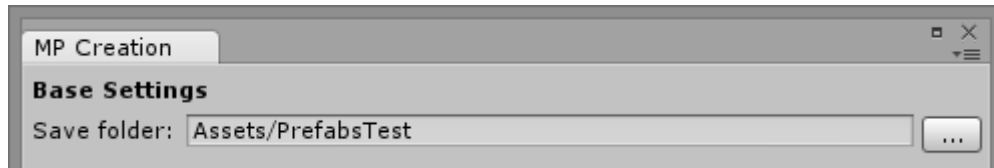
- You can find it in main menu: “Tools/Multi prefabs creation”




## Main tab screen




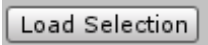
## I. Base setting section:



- Base settings contains current output catalog. For change output catalog click  button and select or create any catalog structure inside your assets project folder. When you select folder script automatically load hierarchy based on you current selected objects (if you select 2 or more objects then script will load only your selection, otherwise script load all you objects from hierarchy ).





## II. Objects section:



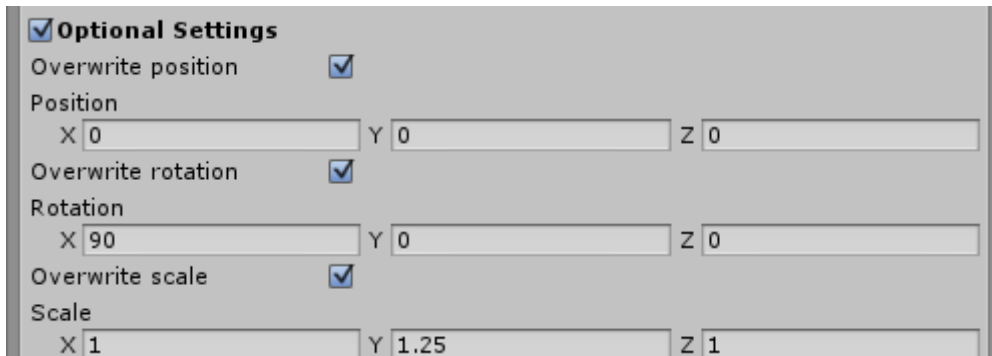
- Press  button for load ALL SCENE objects from hierarchy.
- Press  button for load ONLY SELECTED objects from hierarchy.

## Loaded objects contains ONLY ROOT OBJECTS



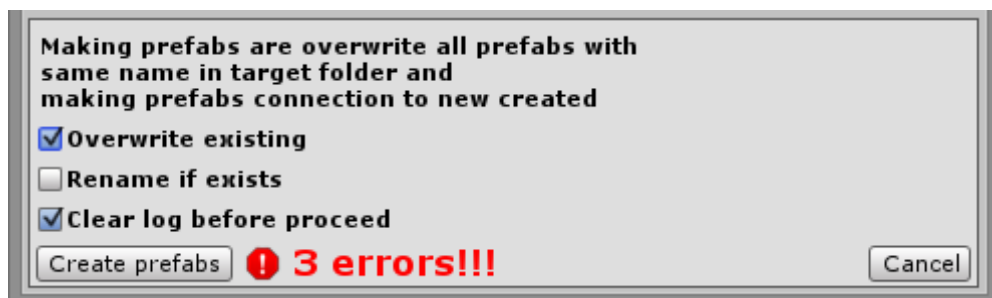
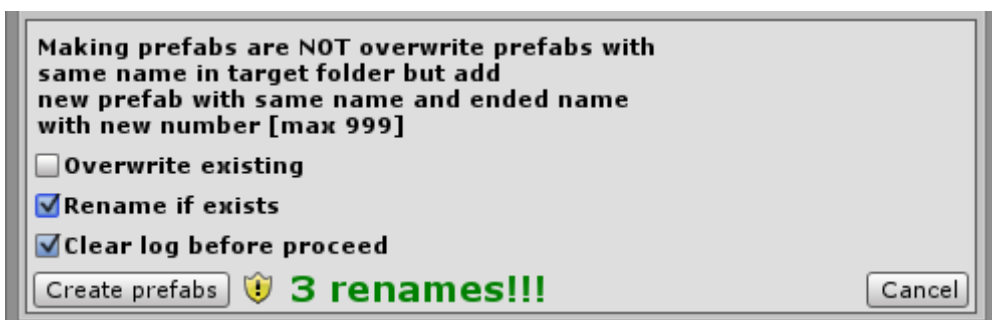
- Exclamation  icon informing you about error occurred while creating output prefabs, you can click to this icon for ping base object in hierarchy view.
- Shield  icon informing you about renames while generating prefabs.
- Eye  icon can be used for pinging base object in hierarchy view.
- Use  checkboxes for enable or disable prefab creation for this object.

### III. Optional settings section



- You can enable or disable optional overwriting output prefabs “Transform” component.
- Just use checkboxes and input needing values ( scene objects not affected by this overwriting, only output prefabs ).

### IV. Main controls section

## CAUTION MESSAGES

Making prefabs are overwrite all prefabs with same name in target folder and making prefabs connection to new created.

**All old prefab connections will be lost!**

- This message showed only if ☒ **Overwrite existing** mode enabled. If you disable this caution message will hide.

Making prefabs are replace all prefabs with same name in target folder and **NOT making prefabs connection to updated**, but making connection to new created.




**All old(replaced) prefab connections will be updated by name matching algorithm!**

- This message showed only if ☒ **Overwrite existing** and ☒ **Replace prefabs by name (create unexists)** modes enabled.

Making prefabs are NOT overwrite prefabs with same name in target folder but add new prefab with same name and ended name with new number [max 999]

☐ **Overwrite existing**

☒ **Rename if exists**

- This message showed only if ☒ **Rename if exists** mode enabled. If you disable this caution message will hide.
- Select ☒ **Clear log before proceed** if you want clear log for view all errors only from this script.
- Press  button for creating prefabs, if you not select target directory, you will show "Select target directory dialog".
- This message  **2 errors!!!** informing you about last errors.
- This message  **3 renames!!!** informing you about object renames.
- This message  **1 updates!!!** informing you about object updates.