

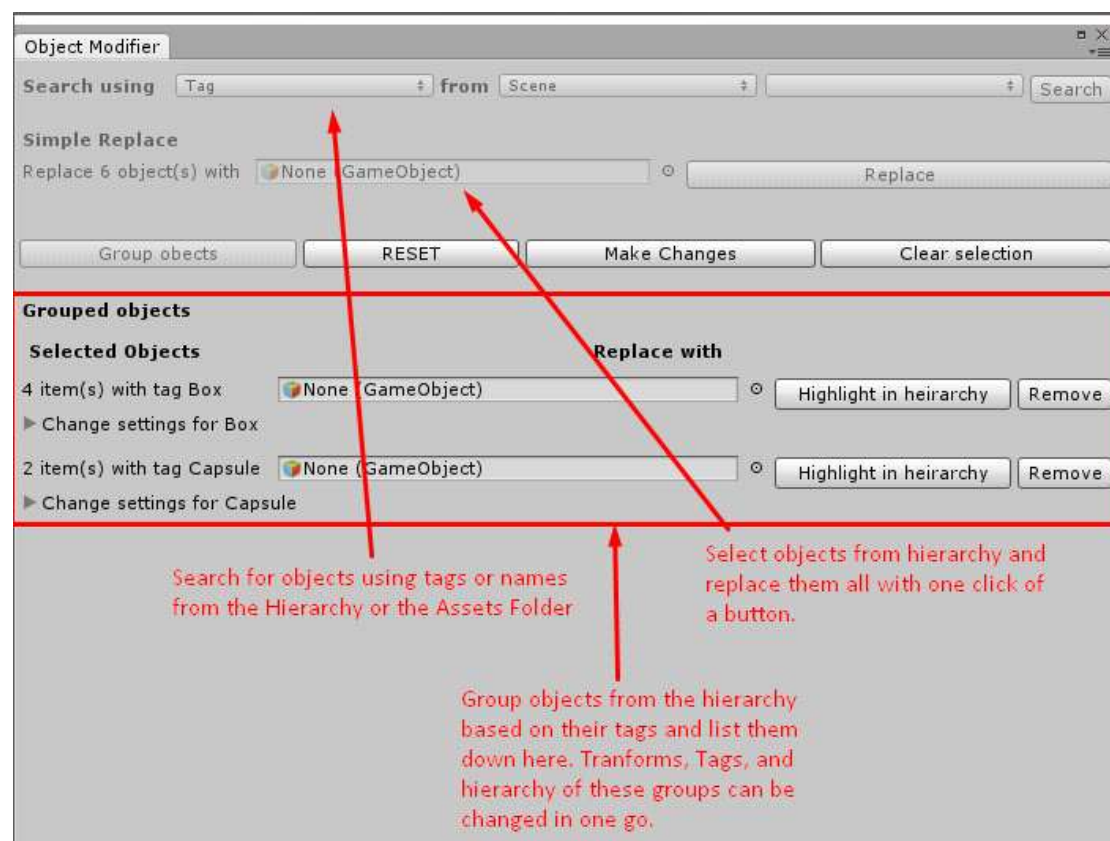
Easy Object Modifier, v1.0.0

Developed by Neosphere Interactive.

About:

Easy Object Modifier is an editor extension that allows you to quickly search, group, and modify objects from the Scene and Project views. In brief, you can do the following :

- Search for objects using tags or names from the hierarchy.
- Search for objects using tags or names from all assets or selected asset folders.
- Replace any number of selected objects from the hierarchy with any Prefab from the Assets in one click.
- Systematically group the search results based on their tags to be easily batch modified or replaced.
- Replace multiple selected objects, modify their transforms, and change their tags all at once.



How to use Easy Object Modifier:

- *Easy Object Modifier* can be accessed by clicking on *GameObject* from the main menu, then navigating to *Easy Object Modifier* or hitting *Ctrl + E* to directly invoke it.
- To search for scene objects by *Tag*, select *Tag* from the *Search Using* dropdown, select *Scene* from the *From* dropdown, select the tag to search for from the last dropdown, and hit *Search*. Objects found will be highlighted in the *Scene* view. At this point, you may choose to group them(*Group Objects* button) or mass replace them(*Simple Replace* section below the search bar) with any prefab from the *Assets* folder.
- To search for objects by *Tag* from the *Assets* folder, select *Tag* from the *Search Using* dropdown, select *Project* from the next dropdown, click on *Select Folders* in the subsequent dialog box. You can now select and add folders from the *Project* folder to search from. Select one or more folders, click on the *Add X items* button next to the second dropdown, select the tag to search for from the last dropdown, and hit *Search*. Objects found will be highlighted in the *Project* view. You may now choose to group(*Group Objects* button) the highlighted objects to list them below the buttons based on their tags at the empty area below the button panel.
- To quickly mass replace objects from the hierarchy; with the tool open, select the ones that need to be replaced, drag and drop any prefab from the *Project* folder to the field in the *Simple Replace Section*(right below the search section of the tool), and hit the *Replace* button.
- Please note that objects from the *Project* folder cannot be replaced using this tool.
- *Group Objects* button lets you group objects based on their tags and list them down in the empty area below. It has foldouts, when collapsed, exposes toggle buttons to *Maintain Transforms* or *Reset Transforms* or *Maintain Hierarchy* of the items of that particular group. Please note that unchecking *Maintain Transforms* lets you specify your new position, rotation, and scale values as **offsets**.
- Click the *Remove* button of each group to remove it from the list.
- Click the *Highlight in Hierarchy* or *Highlight in Project* button to highlight the objects of the group in the *Hierarchy* or the *Project* panel(s).

- The *Reset* button clears out any search results or grouped objects and resets the tool.
- *Clear Selection* button deselects any objects that might have been selected in the hierarchy or the Project view.
- Watch this video <https://youtu.be/BcYdFPYpyRo> for a demonstration of all the steps mentioned above.

Release Notes:

v1.0.0

- Initial Release

If you have any queries or wish to request a feature, send me an email at neosphereinteractive@outlook.com.