

Script Reference for Easy Object Modifier, v1.0.0

Developed by Neosphere Interactive.

```
public GameObject[] ObjectsToReplaceTable
```

The array used for creating individual groups of object fields after the highlighted objects in the scene or project folder are grouped by clicking the *Group Objects* button.

```
public GameObject ObjectToReplace
```

The variable object field that holds the object field for the *Simple Replace Section*.

```
private List<Transform> selectedObjectTransforms
```

The variable that collects transforms of objects selected in the Scene or the Project view.

```
private Dictionary<int, List<GameObject>> groupedObjectsTable
```

A dictionary that contains the key-value pair of a entire group of objects. Example, group of objects with the tag 'Sphere' will have an index and a table of gameobjects with that tag paired up in the dictionary.

```
private Dictionary<string, int> objectInfoTable
```

A dictionary that holds the number of items per tag in a group. This dictionary is also used to fill up the labels for the groups.

```
private List<string> labelTable
```

A table where the labels are created by looping through the elements of the objectInfoTable dictionary.

```
void GetObjectTransforms()
```

Extracts transforms of TopLevel, non-prefab items from the hierarchy panel and stores them in selectedObjectTransforms.

```
void ClearSelection(bool clearSelectedObjects = true, bool  
fromProject = false)
```

Function that gets called when the *Reset* button is clicked.

```
void ExtractIntoGroups(bool groupUntaggedItems = false, bool  
fromProject = false, bool groupChildren = false)
```

Function that gets called when the *Group Objects* button is clicked.

```
void InitChanges()
```

Function that gets called when *Make Changes* button is clicked.

```
void MakeChange(Transform item, int index)
```

Called from within *InitChanges()*. Responsible for making the actual changes to the objects.

```
void OnGUI()
```

The built-in Monobehaviour function that draws the GUI on the editor window every frame. When this solution is opened using Visual Studio, you will find that this function has been neatly divided into regions in the same order that they appear in the Editor Window. The regions are Search Bar, Simple Replace, Buttons, Help Boxes, and Group Objects. It also contains the code that executes when the *Search* button of the search bar, or the *Replace* button from the *Simple Replace Section*, or the *Highlight in Hierarchy* or *Remove* buttons from the *Grouped Objects Section* are clicked!

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