

Clip CopyPaste

Introduction

The Clip CopyPaste tool is aimed at helping teams to collaborate remotely as well as solo devs that have multiple projects on their own machine.

This tool allows the user to right click any UnityEngine.Object or entire GameObjects and copy its values to the system clipboard, which can in turn be pasted via a right click command into a matching object on a different project or on a different machine!

Setup

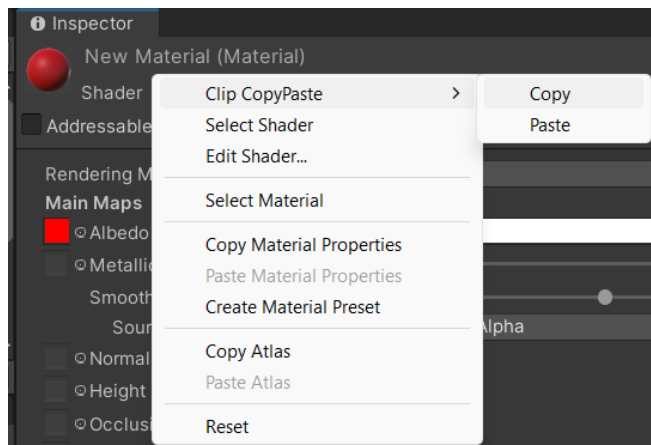
The Clip CopyPaste requires the official Newtonsoft Json package to work, it can be added by name on the Package Manager under **com.unity.nuget.newtonsoft-json**.

Accessing

The Clip CopyPaste can be accessed by right clicking any object and on the context menu going to **Clip CopyPaste / Copy** or **Clip CopyPaste / Paste**.

Using

UnityEngine.Objects



Copy

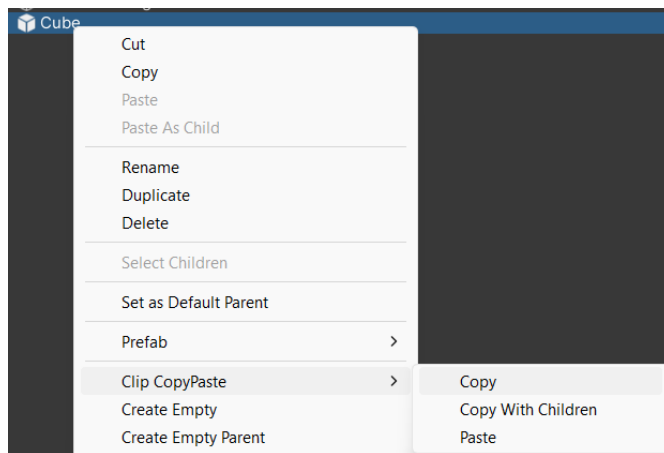
By right clicking an object, the **Clip CopyPaste / Copy** menu item can be accessed.

This action will copy the object data into your system clipboard, which can then be pasted into any text editor or chat to be shared with team members.

Paste

While an object data is on the system clipboard, either by copying it directly or by having copied the data from a chat, right click the target object and perform the action at **Clip CopyPaste / Paste**.

GameObjects



Copy

By right clicking a GameObject, the **Clip CopyPaste/Copy** and **Clip CopyPaste/Copy With Children** menu actions can be accessed.

The **Copy** action will copy the GameObject settings as well as all of its components.

The **Copy With Children** action will copy the GameObject similar to the simple Copy action, but will also include all of the Selected GameObject's children data.

Paste

While a GameObject data is on the system clipboard, either by copying it directly or by having copied the data from a chat, right click the target GameObject and perform the action at **Clip CopyPaste / Paste** to override all the data on the target and its components and its children if the data was copied with children.

This action will also try to add any missing components, but will log errors in case a Component's type cannot be found.