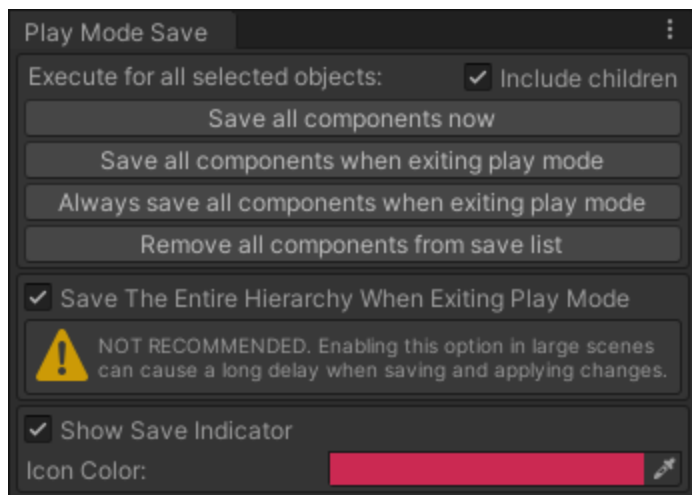


PLAY MODE SAVE



Save Now

1. In **play mode**. Right-click on the component to open the context menu.
2. Click **Save Now** to take a snapshot of the component values at that moment.

Save When Exiting Play Mode

1. In **play mode**. Right-click on the component to open the context menu.
2. Click **Save When Exiting Play Mode** to save all changes after that moment.

Always Save When Exiting Play Mode

1. Right-click on the component to open the context menu.
2. Click **Always Save When Exiting Play Mode** to add the component to the save list. This way you only have to do it once and every time you exit the play mode the component's state is saved. To remove the component from the save list, click **Remove From Save List** on the context menu.

Save Entire GameObjects Hierarchies

1. Select the objects you want to save.
2. Click on the menu item: **Tools > Plugin Master > Play Mode Save**
3. Select one of the options.

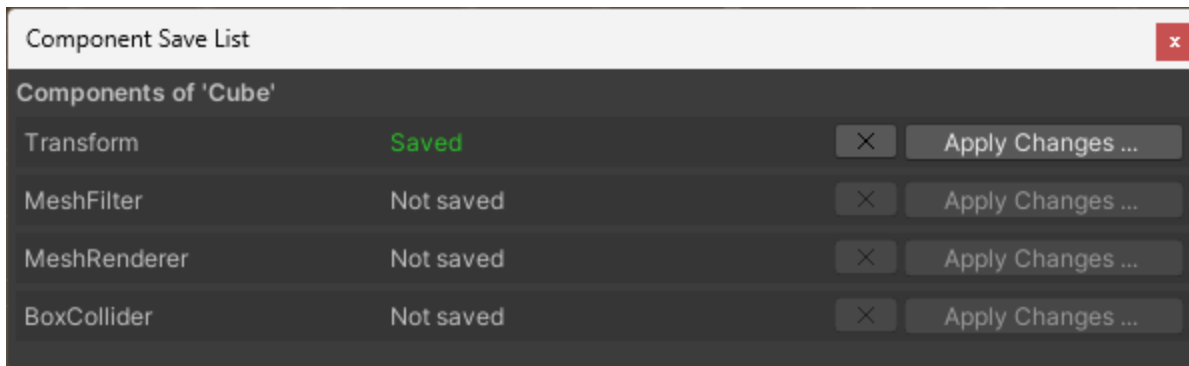
Save The Entire Hierarchy [Not Recommended]

This option is not recommended because in large scenes it can cause a long delay when saving and applying changes. **Try it at your own risk.**

1. Select **Save The Entire Hierarchy When Exiting Play Mode.**
2. Exit play mode.

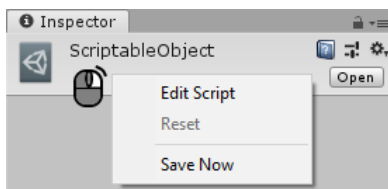
Save Indicator Cube >

After selecting a component to save, an indicator appears in the hierarchy in front of the game object that contains that component. If you click on that indicator, the **Component Save List window** will open, showing which components of that object are being saved and their current save status.



You can disable the indicator or change its color in the PMS window.

Save ScriptableObjects



1. Right-click on the ScriptableObject to open the context menu.
2. Click **Save Now**.

Save Objects Created In Play Mode

If you save components of an object created in play mode when entering **edit mode**, new objects are added to the scene automatically if **auto-apply** is enabled or manually by pressing the **Apply All Changes** button in the Play Mode Save window.

Auto-Apply All Changes

1. In **edit mode**, click on the menu item: **Tools > Plugin Master > Play Mode Save**
2. Select **Auto-Apply All Changes When Exiting Play Mode**.
3. In **play mode**. Right-click on the component to open the context menu.
4. Click **Save Now** or **Save When Exiting Play Mode**.
5. Exit play mode.

Manually Apply changes

1. In **edit mode**, click on the menu item: **Tools > Plugin Master > Play Mode Save**
2. Deselect **Auto-Apply All Changes When Exiting Play Mode**.

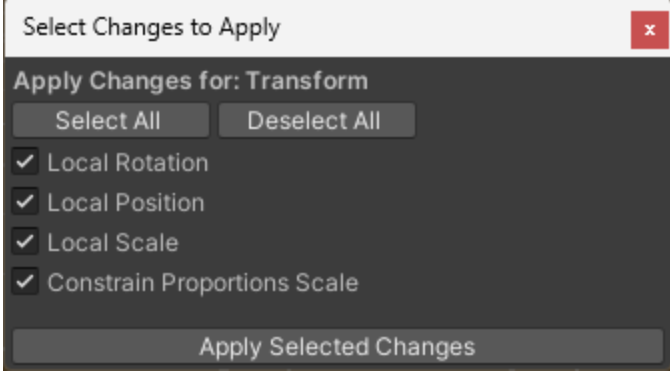
Manually Apply All Changes

1. Exit the play mode.
2. Click on the menu item: **Tools > Plugin Master > Play Mode Save**
3. Click on the button **Apply All Changes**. Applying all changes also instantiates objects created in play mode.

Manually Apply Changes To One Component

1. Exit the play mode.
2. In **Edit mode**. Right-click on the component to open the context menu.
3. Click **Apply Play Mode Changes**.

Manually Apply Changes With Options



This feature allows you to selectively save changes made during Play Mode. Instead of applying all modifications to a component, you can choose specific properties to save.

How to Access

1. Exit the play mode.
2. In **Edit mode**. Right-click on the component to open the context menu.
3. Click **Apply Play Mode Changes With Options**.
4. After opening the **"Select Changes to Apply"** Window, review the list of properties.
5. Check the boxes next to the properties you want to save.
6. Once satisfied, click the **"Apply Selected Changes"** button to save the selected properties and exit the window.

You can also access this feature from the Component Save List window by clicking the "Apply Changes ..." button next to the desired component.

Limitations and Notes

- It only saves changes to serializable components, that is, all unity built-in components, and custom components with serialized fields.
- While Play Mode Save is optimized for performance, applying changes to a large number of components or properties may introduce slight delays.

Support and feedback

Please send your feedback or support requests via the [unity forum](#) or the [discord server](#). I do my very best to reply to all inquiries within 24 hours.

I hope you enjoy using this tool! If you do, would you consider posting an [online review](#)? Your feedback helps me continue providing great products and assists other developers in making confident decisions..