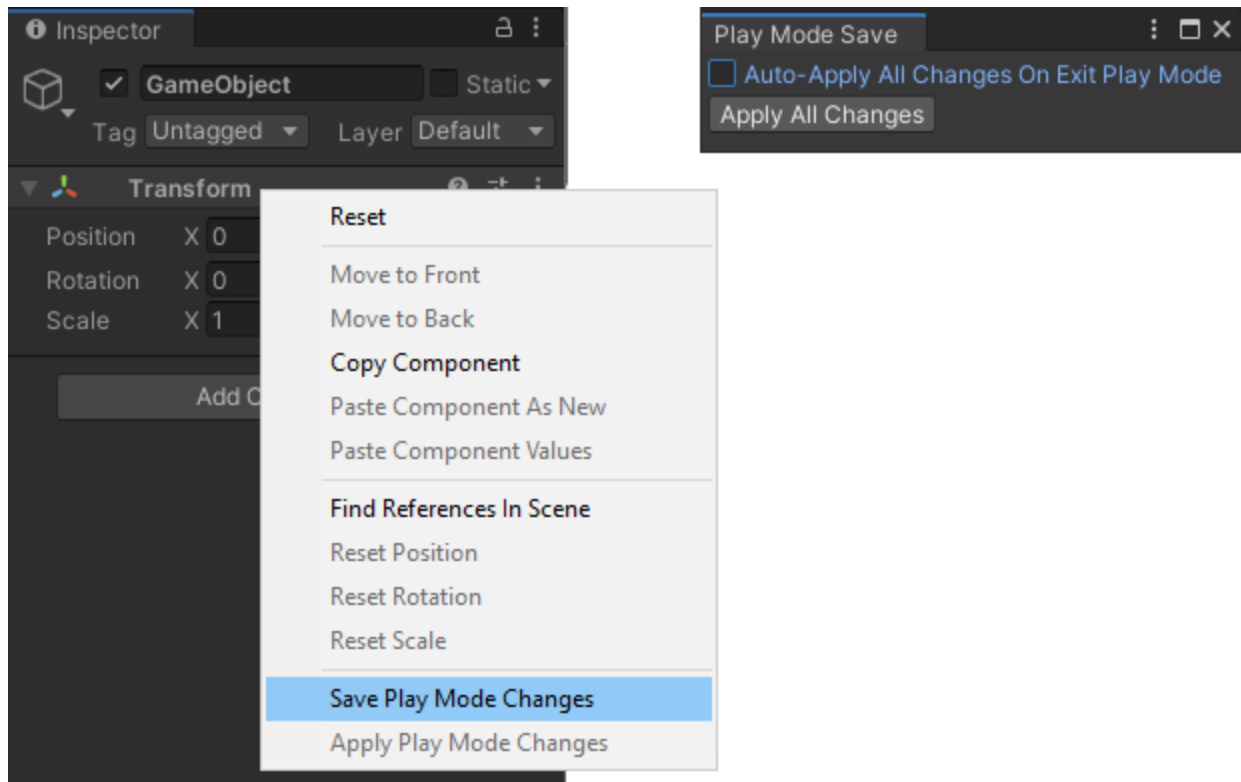


## PLAY MODE SAVE

This tool allows you to save position, rotation and scale changes while in play mode.



## 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 On Exit Play Mode**.
3. In **play mode**. Right-click on the transform component to open the context menu.
4. Click **Save Play Mode Changes**.
5. Exit the play mode.

## Manually Apply All Changes

1. In **edit mode**, click on the menu item: **Tools > Plugin Master > Play Mode Save**
2. Deselect **Auto-Apply All Changes On Exit Play Mode**.
3. In **play mode**. Right-click on the transform component to open the context menu.
4. Click **Save Play Mode Changes**.
5. Exit the play mode.
6. Click on the menu item: **Tools > Plugin Master > Play Mode Save**
7. Click on the button **Apply All Changes**.

## Manually Apply Changes To One Object

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

## Limitations

- It only saves changes to the transform component, that is, local position, local rotation, and local scale.
- It doesn't save objects created in play mode.

## Support and feedback

Please send us feedback or ask for support via the [unity forum](#). We do our very best to reply to all inquiries within 24 hours.