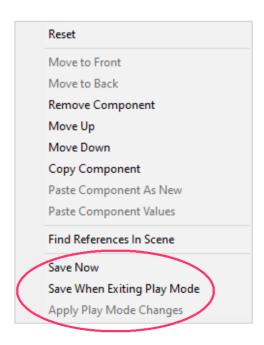


图 PLAY MODE SAVE

This tool allows you to save changes made in play mode.





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.
- Click Save When Exiting Play Mode to save all changes after that moment.

Save ScriptableObjects



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



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 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 When Exiting Play Mode.
- 3. In **play mode**. Right-click on the component to open the context menu.
- 4. Click Save Play Mode Changes or Save When Exiting Play Mode.
- 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 Component

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

Limitations

- It only saves changes to serializable components, that is, all unity built-in components, and custom components with serialized fields.
- It doesn't save objects created in play mode.

Support and feedback

Please send us feedback or ask for support via the <u>unity forum</u>. We do our very best to reply to all inquiries within 24 hours.

We hope you love it! If you do, would you consider posting an <u>online review</u>? This helps us to continue providing great products and helps other developers to make confident decisions.