

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 [unity forum](#). 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 [online review](#)? This helps us to continue providing great products and helps other developers to make confident decisions.