



# MULTIFAB

Multi-prefab editing made easy.

Version 1.0.0  
14th September, 2017

<http://chaostheorygames.com/projects/multifab/>

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## Document Version History

**1.0**    19 / 09 / 2017    Initial release for Multifab v1.0.0.

# Overview

**Multifab** is a tool that allows users to manage multiple prefabs at once.

Currently, Unity disables prefab controls when more than one GameObject is selected in the hierarchy, which can make working with large groups of prefabs tedious and repetitive.

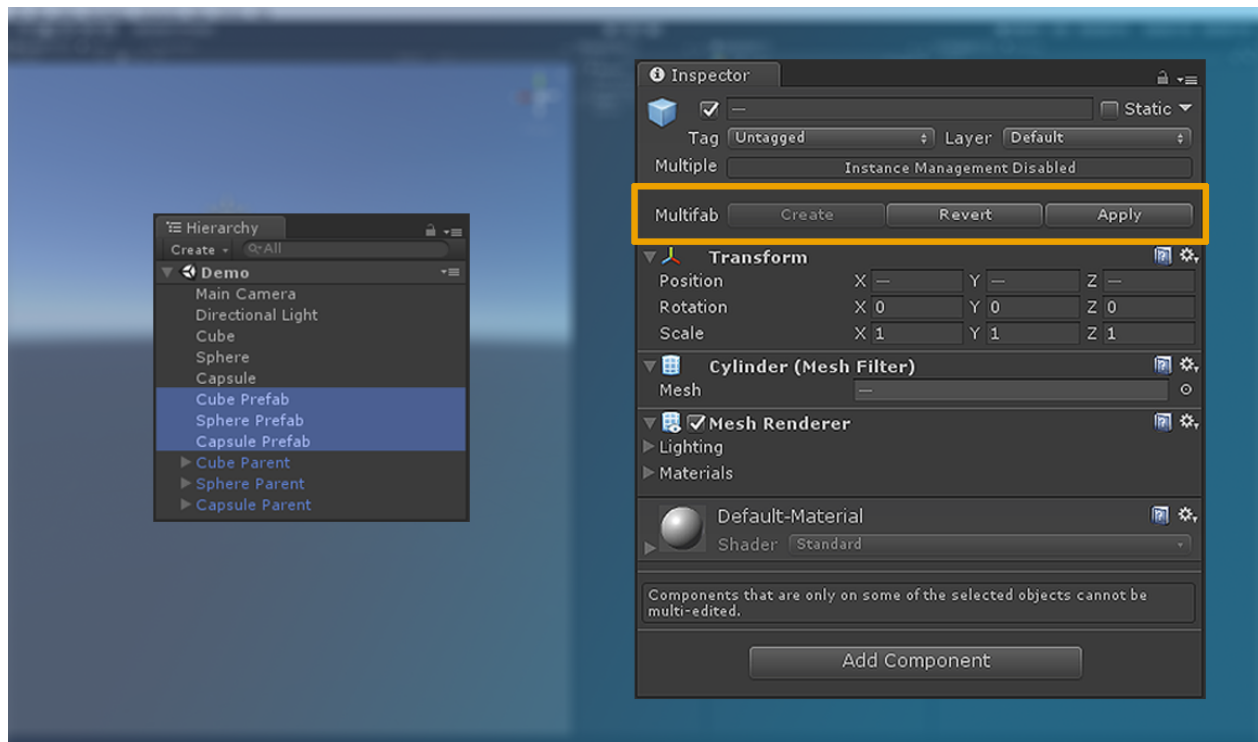
This tool, comprising of a custom editor extension backed up by a menu toolset, is designed to make creating, applying, and reverting multiple prefabs as easy as working with a single prefab.

# Getting Started

**Multifab** comes packaged with a simple demo scene to demonstrate how it works and how it can be used in your own project.

Once you have installed the package, navigate to *Multifab/Demo/Scenes* in the project folder and open *Demo.unity*. The following section will cover how to perform each of the three key features of Multifab's toolset.

## Apply

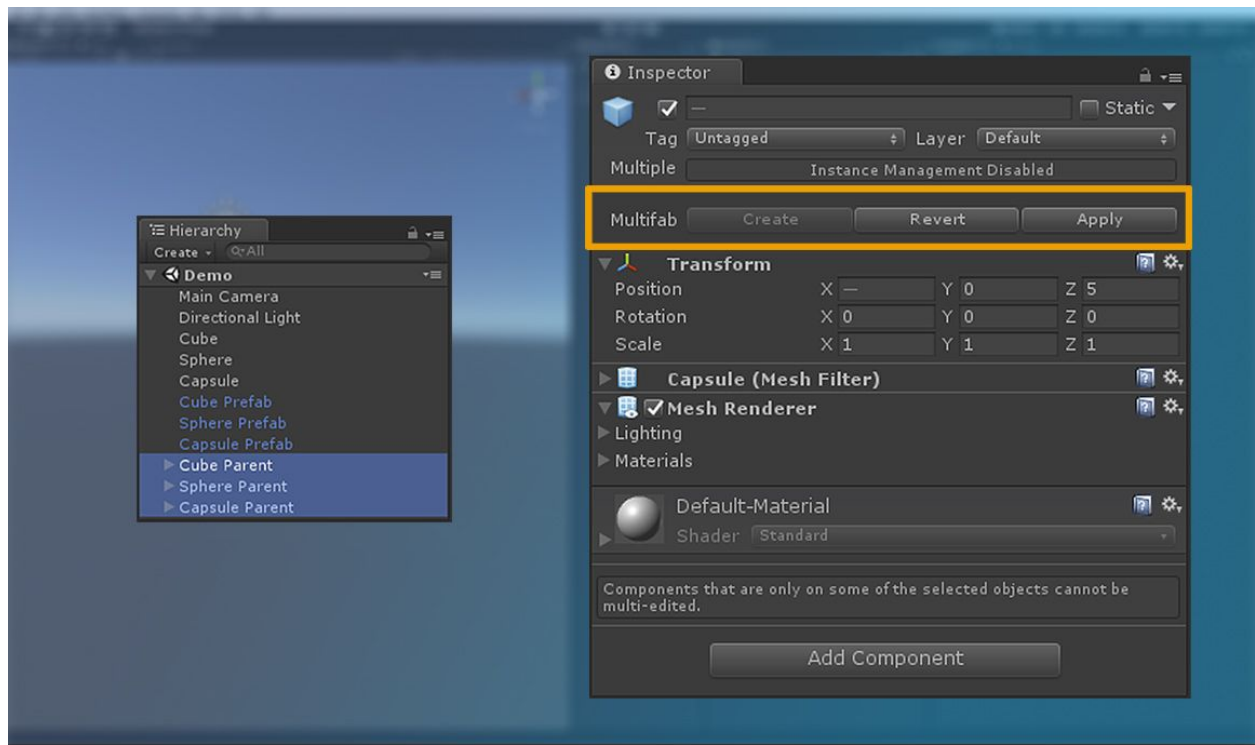


*Multifab in Apply/Revert mode*

1. Select the objects named *Cube Prefab*, *Sphere Prefab* and *Cylinder Prefab* in the Unity hierarchy. The **Revert** and **Apply** buttons will become active on the Multifab control panel in the inspector, as shown above.
2. Change a field on their transform so that they no longer match the stored prefab files.
3. Select **Apply**. Each of the saved prefab files will be updated to match the objects in the scene.
4. Check the prefabs in *Multifab/Demo/Prefabs* to confirm they have been updated.

For detailed information on the behaviour of Apply, check out the section under [Controls](#).

# Revert

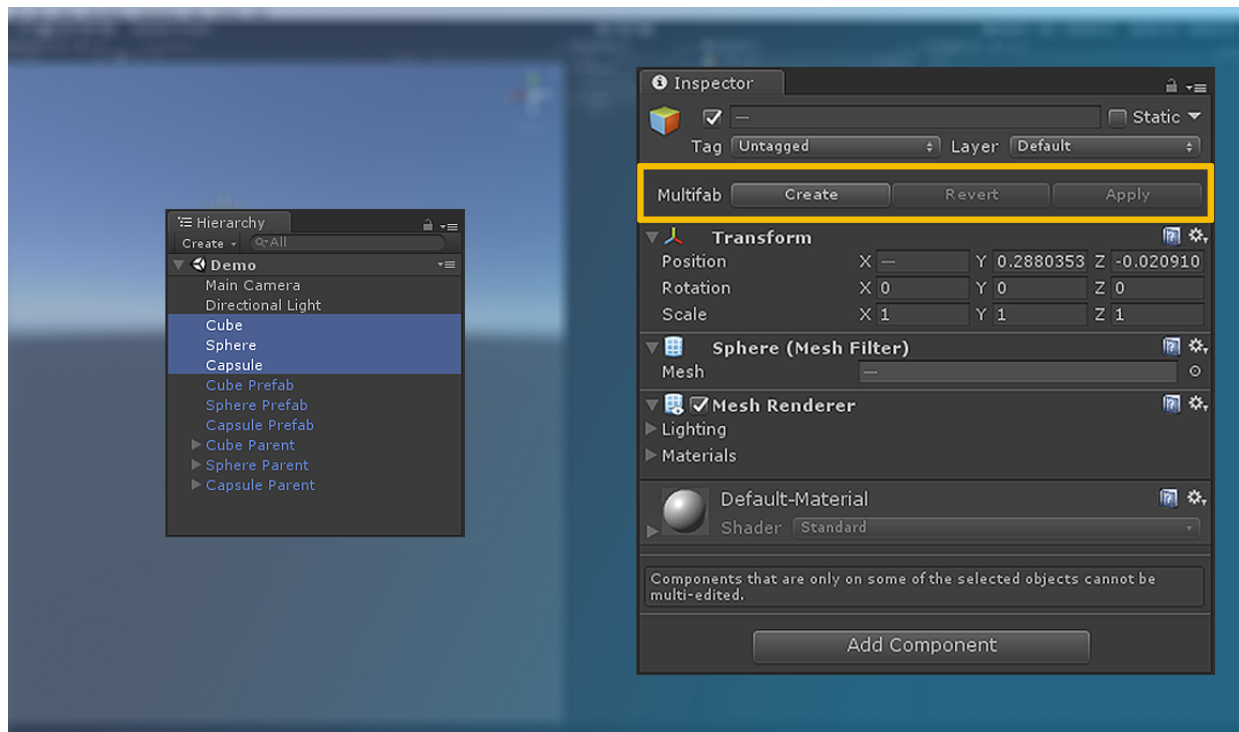


*Multifab in Apply/Revert mode*

1. Select the object in the scene named *Cube Parent*, which has two child gameobjects.
2. Expand the object so you can view its children, then delete either of the child objects. You will be warned that this action is going to break the prefab instance, select "Continue".
3. Select the objects named *Cube Parent*, *Sphere Parent* and *Capsule Parent*. You should see the Multifab **Apply** and **Revert** buttons become active in the Inspector.
4. Select **Revert** and a warning message will appear, select **Yes** to revert the prefabs to their original state.
5. The prefab links will be restored. You will also note that the child object you previously deleted has been restored.

For detailed information on the behaviour of Revert, check out the section under [Controls](#).

# Create



*Multifab in Create mode*

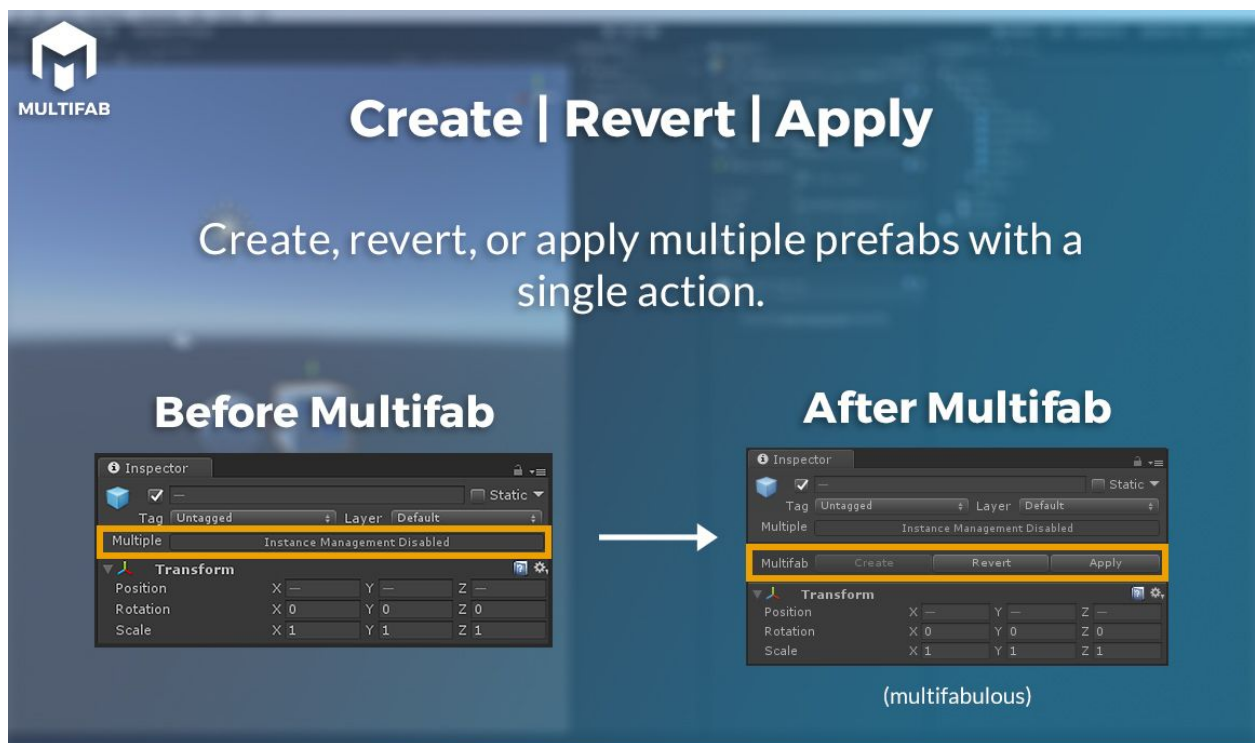
1. Select the 3 objects named *Cube*, *Sphere* and *Capsule*. None of these objects have been made into prefabs. You should see the Multifab widget appear in the Inspector, as shown above.
2. Click **Create**, making sure the 3 scene objects are still selected.
3. Use the file dialog to select where you want to save the prefabs. For the demo you can save them in *Multifab/Demo/Prefabs*.
4. Pick **Select Folder** in the dialog when you are ready. Your newly created prefabs will now be in the folder you selected!

For detailed information on the behaviour of Create, check out the section under [Controls](#).

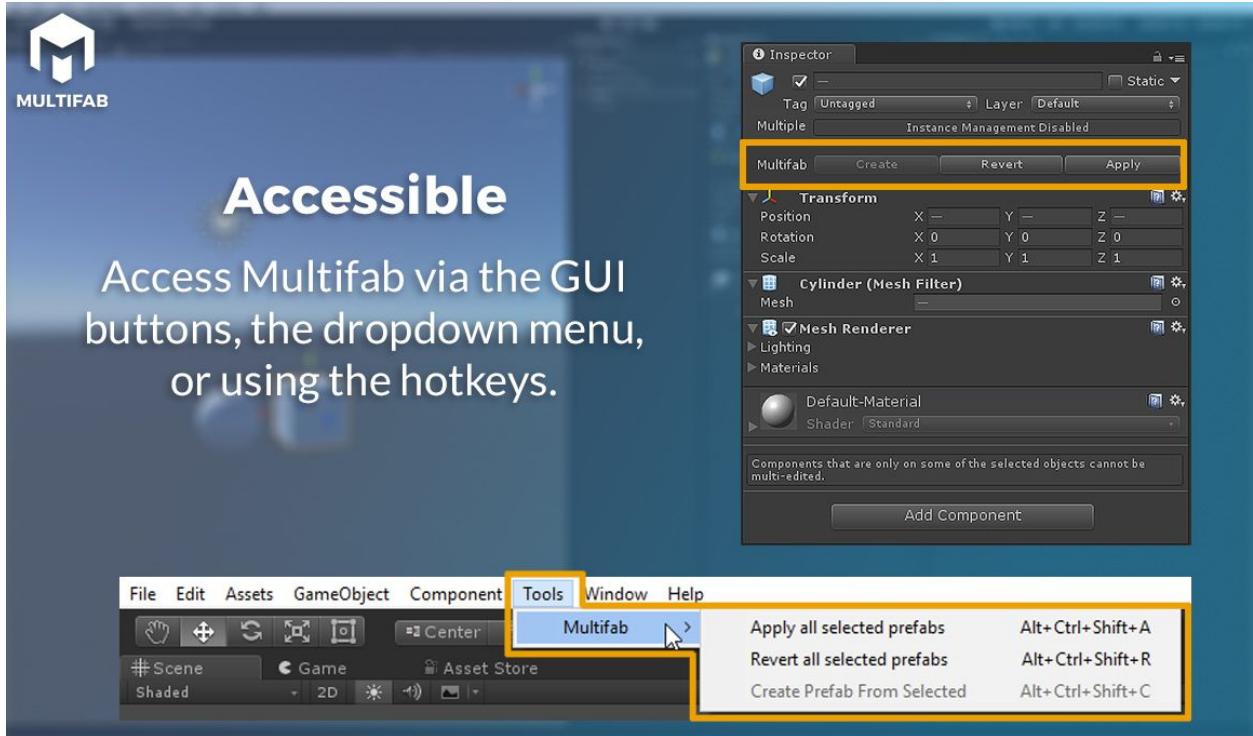
# Controls

Multifab currently has three main tools: **Apply**, **Revert** and **Create**. Each of these tools are represented in both the editor extension and the menu toolbar (see below). The tools are only intended to work with multiple object selections and will be hidden when less than 2 GameObjects are selected in the hierarchy.

When active, the Multifab widget will appear on any GameObject under Unity's existing controls. For any group of selected GameObjects, only the relevant tools will be active. The following shows what the widget looks like when multiple existing prefabs have been selected.



*Multifab editor extension with a set of prefabs selected.*



All tools are also accessible in the "Tools > Multifab" menu.

## Apply

**Shortcut:** Alt+Ctrl+Shift+A

**Menu:** Tools/Multifab/Apply Selected Prefabs

The Apply button uses Unity's built-in [PrefabUtility.ReplacePrefab\(\)](#) function and applies it to all prefabs currently selected in the hierarchy. When finished, a message in the Inspector will display the amount of prefabs that were successfully applied.

The apply tool will only be enabled if all of the selected items in the hierarchy are either existing prefabs or disconnected prefab instances.

## Revert

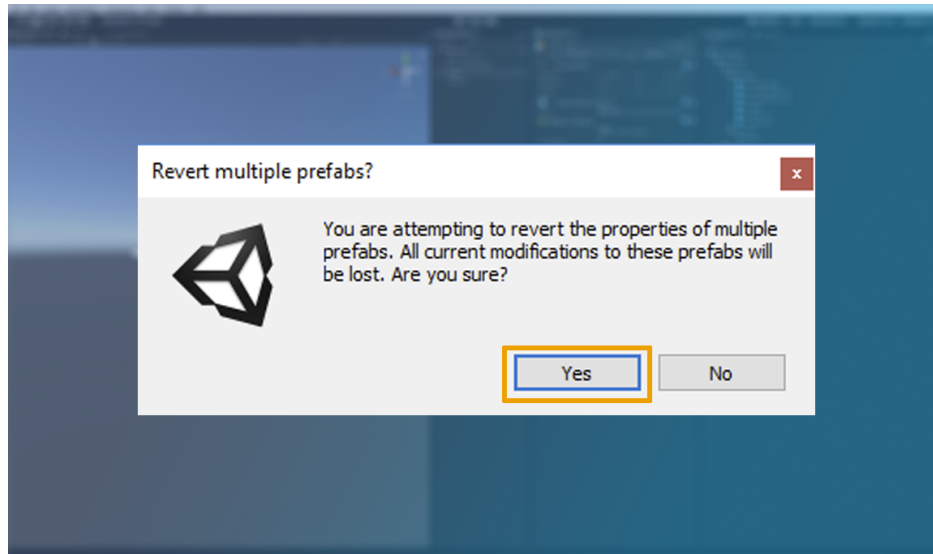
**Shortcut:** Alt+Ctrl+Shift+R

**Menu:** Tools/Multifab/Revert Selected Prefabs

The Revert button uses Unity's built-in [PrefabUtility.RevertPrefabInstance\(\)](#) function and applies it to all prefabs currently selected in the hierarchy. When finished, a message in the Inspector will



display the amount of prefabs that were successfully reverted. Performing a revert with Multifab will trigger a warning prompt before it executes. It is important to consider that reverting a prefab causes any work upon it since the last apply to be irreversibly lost.



*The warning shown prior to reverting.*

This button will only be enabled if all of the selected items in the hierarchy are either existing prefabs or disconnected prefab instances.

## Create

**Shortcut:** Alt+Ctrl+Shift+C

**Menu:** Tools/Multifab/Create Selected Prefabs

The Create button aims to turn all of the selected items from the hierarchy into prefabs. A save dialog will prompt where you want to save the new prefabs, and then converts selected GameObjects into prefabs in the target folder.

If, after selecting multiple GameObjects, you find that the create button is disabled, check that none of the objects are already prefabs, and that you don't have any other objects selected.

An invalid selection of objects will prevent the toolset from entering Create mode. Create mode will only be enabled when all selected items are not currently prefabs of any state (active, disconnected, missing, etc).

If you select multiple objects with the same name and create prefabs from them, Multifab will rename the duplicates with a trailing number. This is in line with the default unity prefab behaviour.

## Warnings

Below are some of the circumstances you may see in the editor when your current selection doesn't align with Multifab, along with their possible causes:

### Multifab controls are not visible

- You have only selected a single object in the scene hierarchy. Multifab only works on more than one prefab. For single prefab controls, use the Unity built-in prefab extension.
- You are selecting objects from the project scene. You must select objects only from the scene hierarchy.

### “Can't mix prefabs and GameObjects.”

- You have selected at least one prefab and one object that is not a prefab. None of the tools (Apply, Revert or Create) apply to your entire selection. Ensure that you either select prefabs together or no prefabs at all.

### “Can't select GameObjects from the same tree.”

- You have selected both a parent and the child of that parent somewhere in the hierarchy. Due to Unity's missing support for nested prefabs, Multifab cannot be sure if you want to treat the two objects as the same prefab or different. To help get around this, collapse all your prefabs before selecting other objects.

### “Revert Cancelled”

- When the revert warning appeared, you selected “No”. This is expected behaviour, you know what you did.

# Support

If you are having any trouble using Multifab or have a suggestion, please contact [support@chaostheorygames.com](mailto:support@chaostheorygames.com). We are happy to help and are always looking for ways to improve and expand the Multifab feature set.

We hope your experience is multifabulous!

## Changelog

A complete set of changes can be found within the Multifab release notes at *Multifab/Readme.txt*.