

# Snaps

## Asset Swap Tool

Version 1.0.0

## Introduction

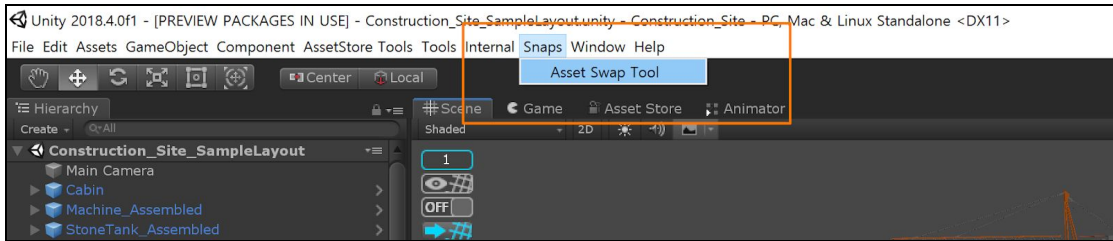
Use the Asset Swap Tool to swap prefabs easily, specifically when you move between prototype and production. When you make your own prototype level using Snaps Prototype assets, you can replace those prefabs with the corresponding Snaps Art/Art HD asset whenever you're ready, with a single click. Restoring Snaps Prototype assets is also supported.

## Requirements

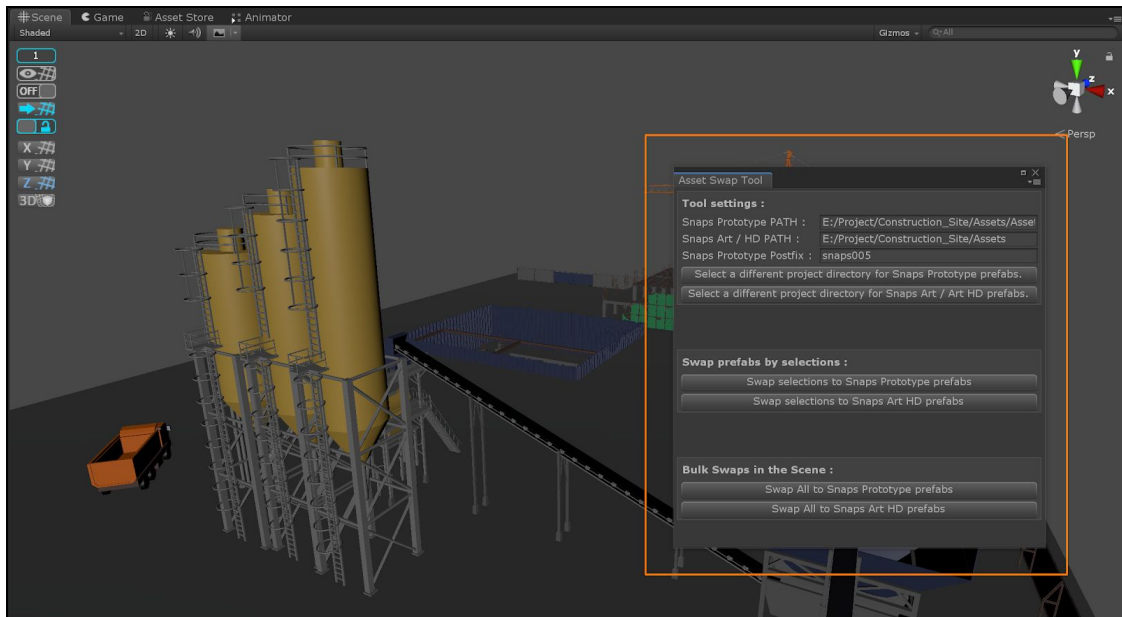
1. Unity Editor 2018.4 or later
2. [High Definition Render Pipeline](#) (HDRP) for [Snaps Art HD](#); or HDRP or Universal Render Pipeline (URP) (formerly [Lightweight Render Pipeline](#), or LWRP) for [Snaps Art](#)
3. [ProBuilder](#) (4.0.5 or later) and [ProGrids](#) (3.0.3 or later)
4. [Snaps Prototype](#) package with a corresponding [Snaps Art](#) or [Snaps Art HD](#) package; for example:
  - 4.1. Office: [Snaps Prototype](#), [Snaps Art](#)
  - 4.2. Construction Site: [Snaps Prototype](#), [Snaps Art HD](#)
  - 4.3. Train Station: [Snaps Prototype](#), [Snaps Art HD](#)
  - 4.4. Asian Residential: [Snaps Prototype](#), [Snaps Art HD](#)
  - 4.5. Buried Memories Volume 2: Serekh: [Snaps Prototype](#), [Snaps Art HD](#)
  - 4.6. Sci-fi / Industrial: [Snaps Prototype](#), [Snaps Art HD by Manufactura K4](#)

## Get started

1. Import the Snaps Art or Snaps Art HD asset pack and corresponding Snaps Prototype pack with ProBuilder/ProGrids.
2. Make sure HDRP or URP is installed. (The appropriate render pipeline is installed automatically when you import a Snaps Art or Snaps Art HD asset pack.)
3. Import the "Snaps | Asset Swap Tool" package.
4. Run "Snaps" -> "Asset Swap Tool" in the Unity menu bar.

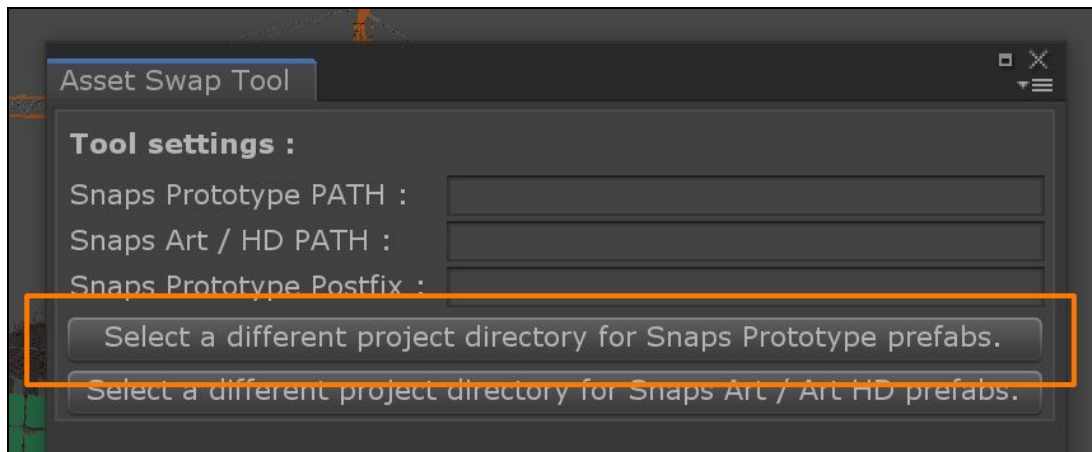


5. If you can see the tool menu shown in the below image, you are ready to start.



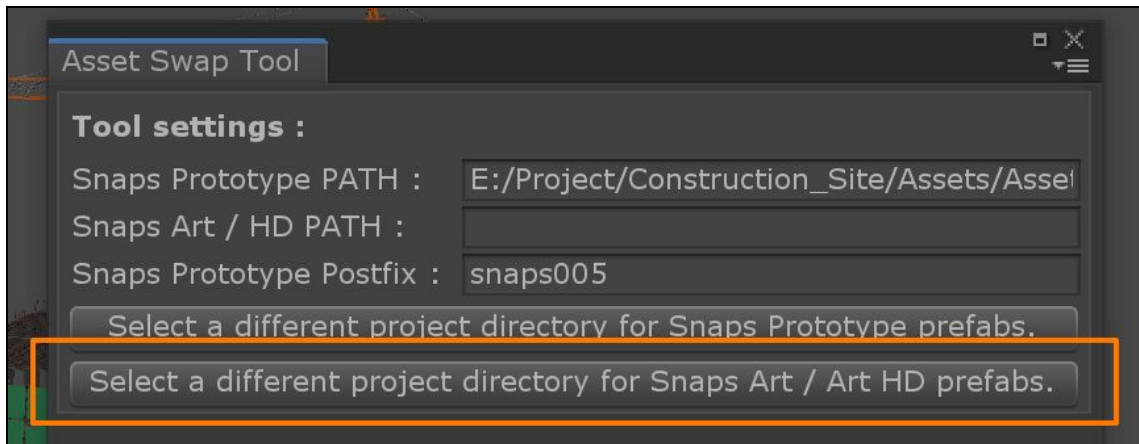
## How to use the Asset Swap Tool

1. In the tool, click "Select a different project directory for Snaps Prototype prefabs", and then select the target path that contains the prefabs to be swapped. This step gives you a full list of the prefab assets available to swap.

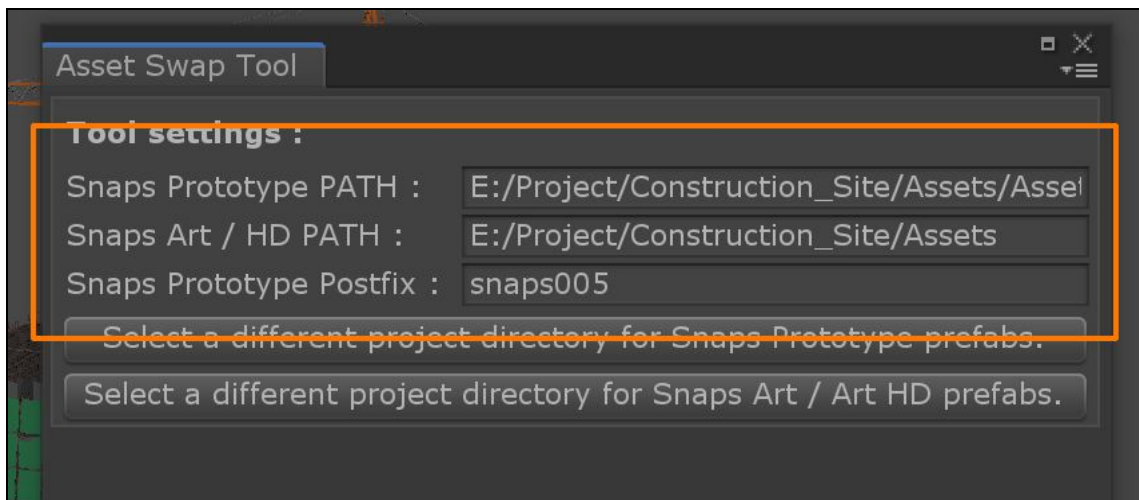


NOTE: Some of the Snaps Prototype assets use ProBuilder vertex shaders and do not work with HDRP or URP. ProBuilder built-in shaders will automatically be replaced with HDRP or URP shaders, depending on the rendering pipeline you are working with.

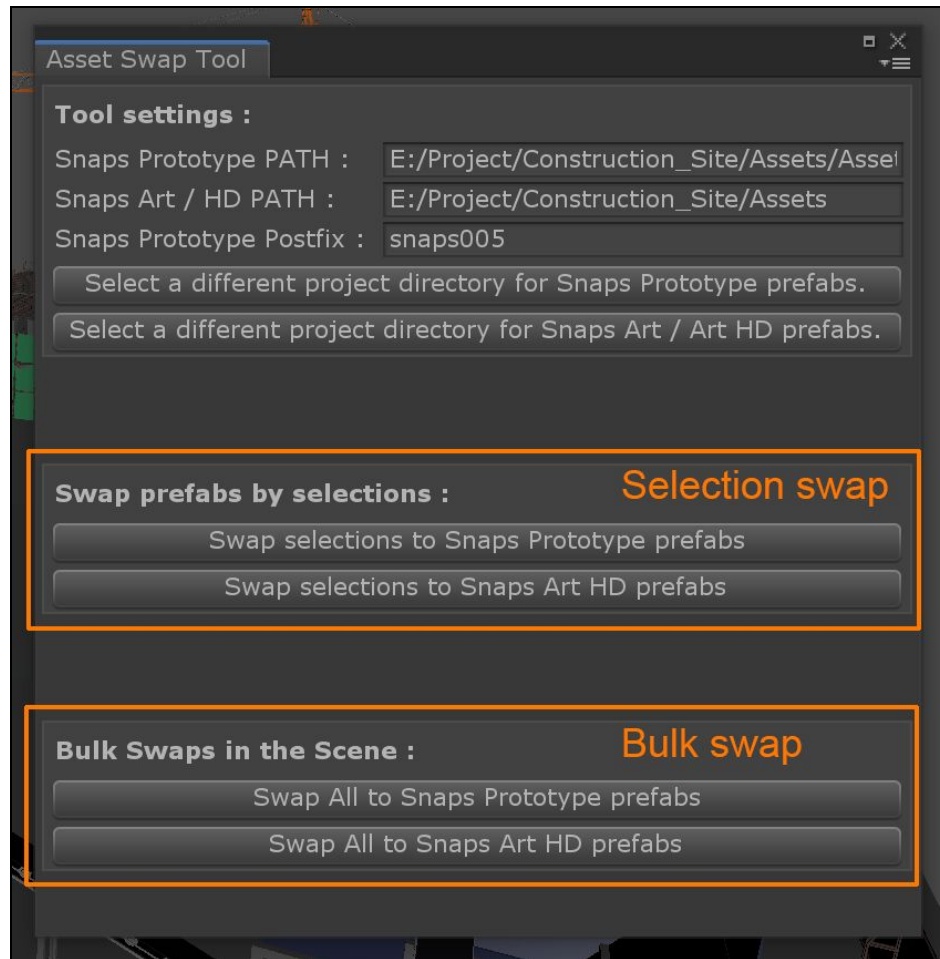
2. Click “Select a different project directory for Snaps Art / Art HD prefabs”, and then select the path that contains Snaps Art or Snaps Art HD prefab assets.



3. If you see fields with values automatically inserted, and if there are no other problems with your settings, the other tool buttons will be enabled. Now you are ready to swap objects in the scene.



4. This tool works in two modes: Selection swap, where you can individually select the assets to swap, and Bulk swap, where you can swap all the assets at once.

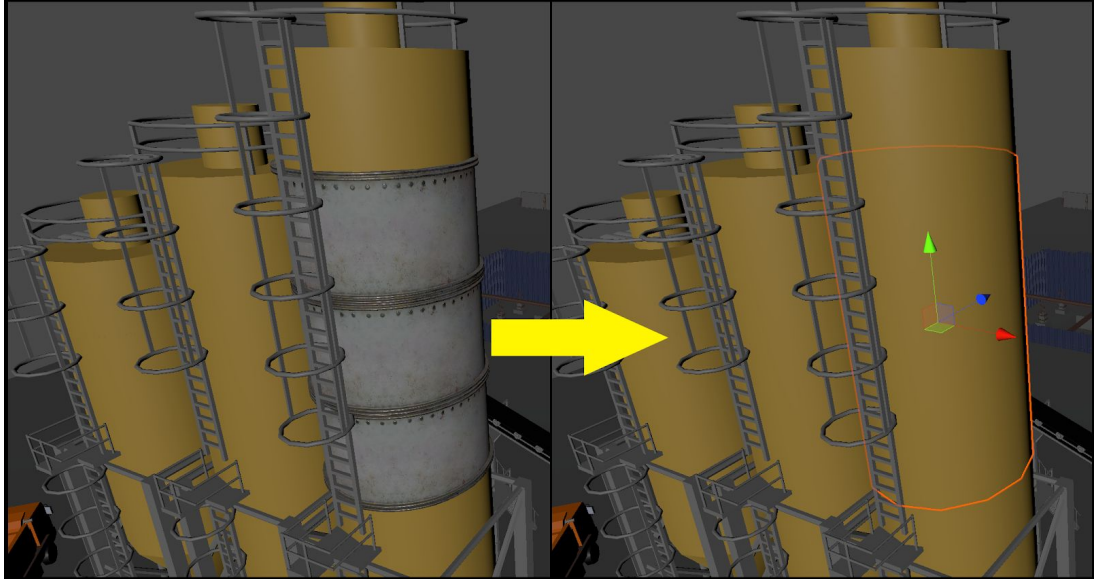


4.1. Selection swap: Only the selected Snaps prefabs are swapped.

4.1.1. Swap selections to Snaps Prototype prefabs:

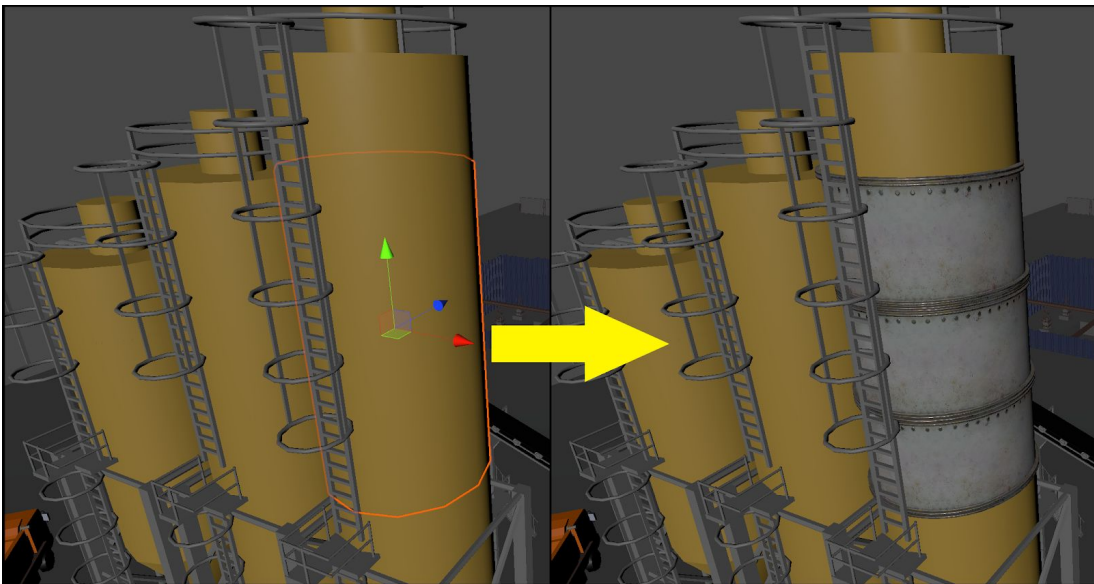
Select Snaps Art or Art HD prefabs in the scene and then click "Swap selections to Snaps Prototype prefabs" to swap them with corresponding Snaps Prototype prefabs.





#### 4.1.2. Swap selections to Snaps Art HD or Snaps Art prefabs:

Select Snaps Prototype prefabs in the scene and then click “Swap selections to Snaps Art HD prefabs” to swap them with corresponding Snaps Art HD prefabs.



#### 4.2. Bulk swap: All Snaps prefabs in the scene are swapped.

##### 4.2.1. Swap All to Snaps Prototype prefabs:

Click this button to swap all of the Snaps Art HD or Snaps Art prefabs in the scene with Snaps Prototype prefabs with the same names.



#### 4.2.2. Swap All to Snaps Art HD prefabs:

Click this button to swap all of the Snaps Prototype prefabs in the scene with Snaps Art HD prefabs with the same names.

