

Duplicate Objects with Lightmap README

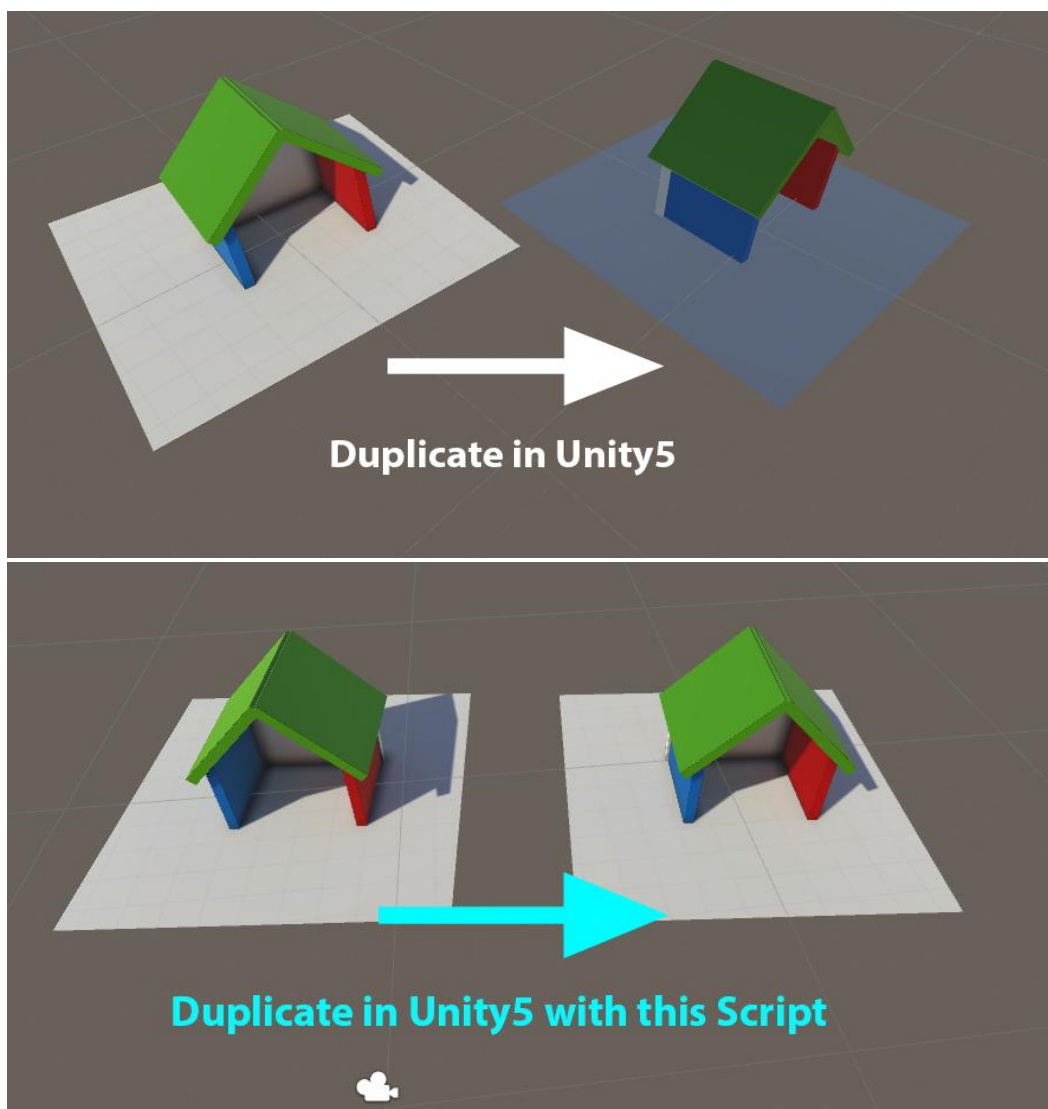
1. What's it for?

In Unity 4, you could easily duplicate Baked Lightmapped Objects and they would still share their Lightmap with the original and save lightmap texture size. In Unity 5 however, if you try to duplicate a lightmapped object, the duplicate won't have any lightmapping.

For example, if you have a model of a house, you can bake it once and duplicate it using the same lightmap for all houses in your scene. It's also handy if you just want to bake AO in models that you frequently use in your level.

With this Plugin, you can duplicate lightmapped objects with CTRL + SHIFT + D and reuse them – they keep the original objects lightmap, so you can easily save on the lightmap size and don't have to rebake all the time.

When you re-bake your original GameObject, all the duplicates will also have the new lightmap information.



2. How to use

To duplicate Gameobjects with this Script:

Select the objects you want to duplicate with the lightmapping and press

CTRL + SHIFT + D

Alternatively, go to the Menu

Edit → Duplicate Objects with Lightmap → Duplicate with Baked Lightmap Connection

NOTE: Only active GameObjects will have a lightmap when duplicated. You can turn off any GameObjects you want to duplicate but don't want to have a lightmap connection when copying them.

When you enter and leave Play-Mode, only your original lightmapped object will show the lightmap, so you know which one is the right one for lightmapping.

NOTE: If you enter PlayMode again, everything will have the correct lightmaps again. If you want to reenable all Lightmaps in Editor-Mode, just press:

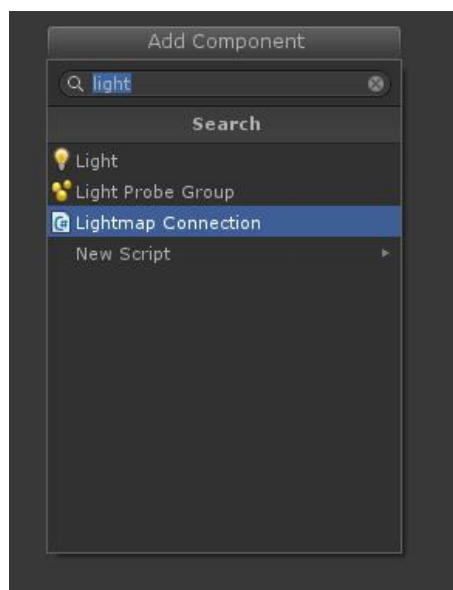
CTRL + SHIFT + R

Or use the menu:

Edit → Duplicate Objects with Lightmap → Reset Lightmap Display in Editor after PlayMode

If you already have a Gameobject that you didn't duplicate with this script, you can still assign another objects lightmap to it:

Select the duplicate GameObject with the MeshRenderer Component and add the **LightmapConnection** – script to it.



Connect the original GameObject in the “Connected Renderer” slot and press CTRL-SHIFT-R to update the Lightmap View in Editor mode.

3. Contact & Support

If you wish to contact me or need any help, email me at mail@christianholzer.com

I plan to update these scripts with more functionality in the coming weeks, if you have ideas or requests feel free to write me.