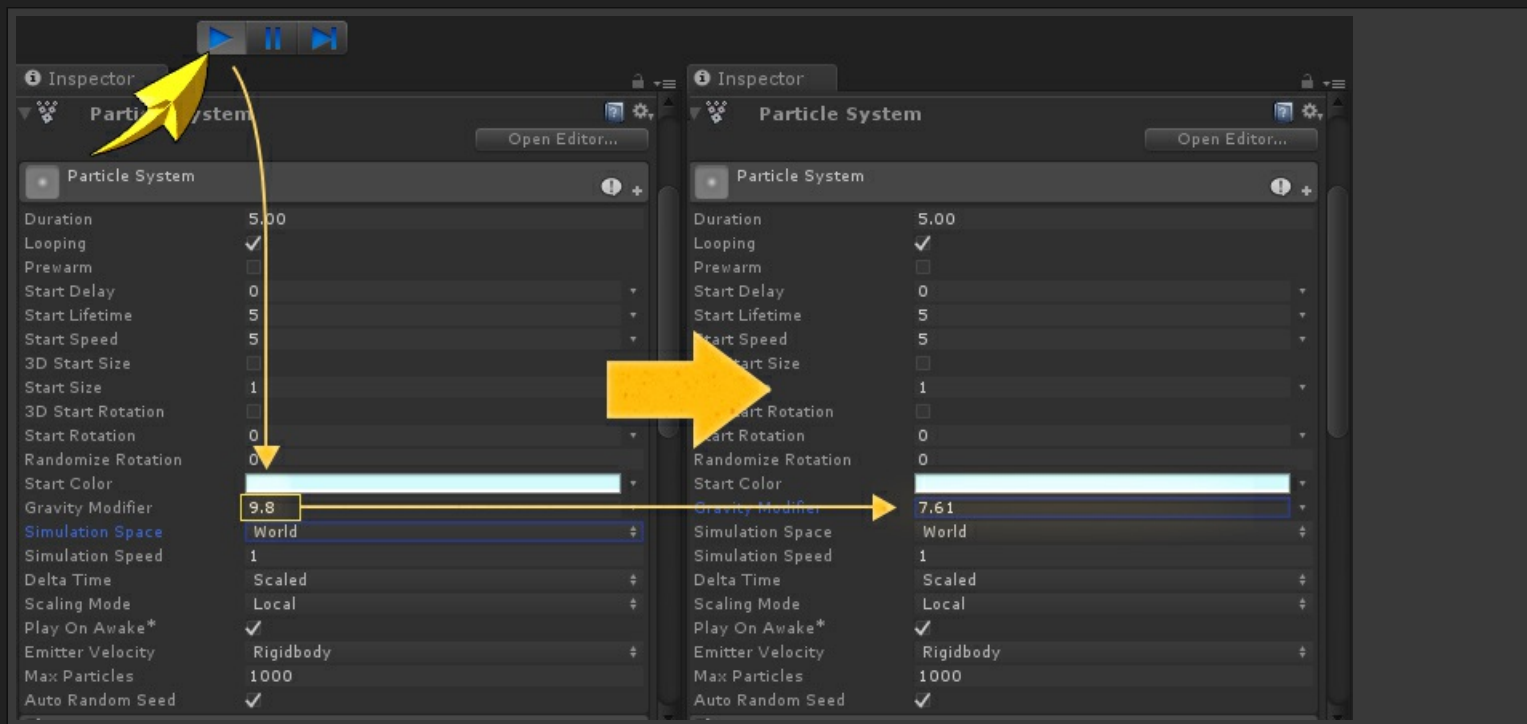This is a fixed component, you can not change the position of this component.

This module allows you to save changes made during the game. You only need to mark the objects or scripts in hierarchy window.

When you change the parameters of the marked objects during the game.

All changed settings will be saved after the PlayMode has stopped.

Objects marked directly during the PlayMode will only mark for one session.

To mark all object's components, left-click on the right icon. To mark all object's components and all child's components, hold down 'CTRL' and left-click on the right icon.

To mark a separate component, left-click on the left icon. To mark a separate component of the object and its children, hold down 'CTRL' and left-click on the left icon.
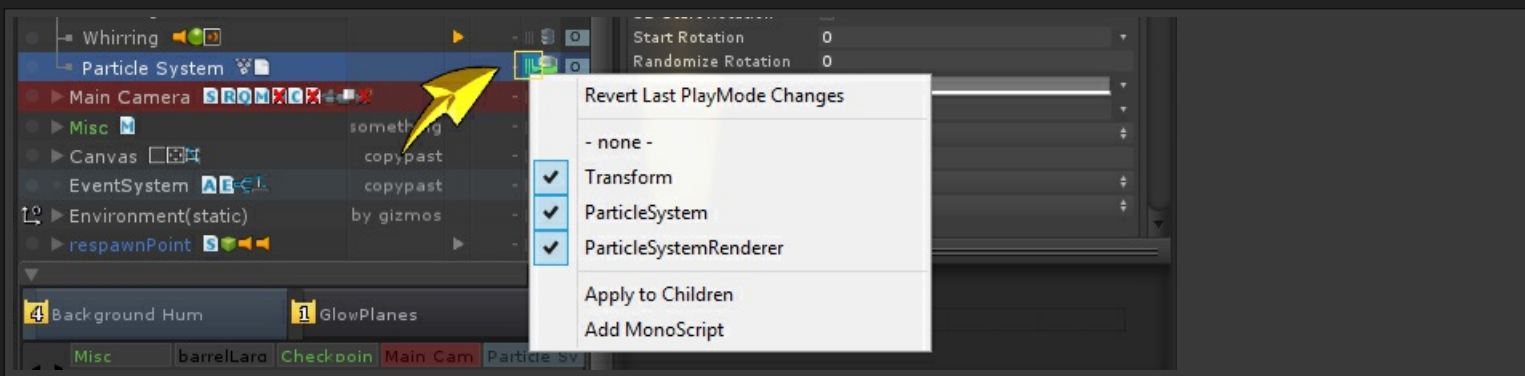
You can also use the context menu in inspector window.

Revert Last PlayMode Changes	Revert the changed variables of the selected objects to the state before the PlayMode mode starts. You can use a undo function to Revert the state of all objects to the previous state
…	Mark/Unmark components from the Data Keeper
Apply to Children	Applies a selection for all child
Add MonoScript	You can add a script from ProjectView that will automatically save the data, regardless of marked components

Auto Keeper automatically persist variables for the selected scripts, regardless of marked components. To add a script, drag it to the settings window.
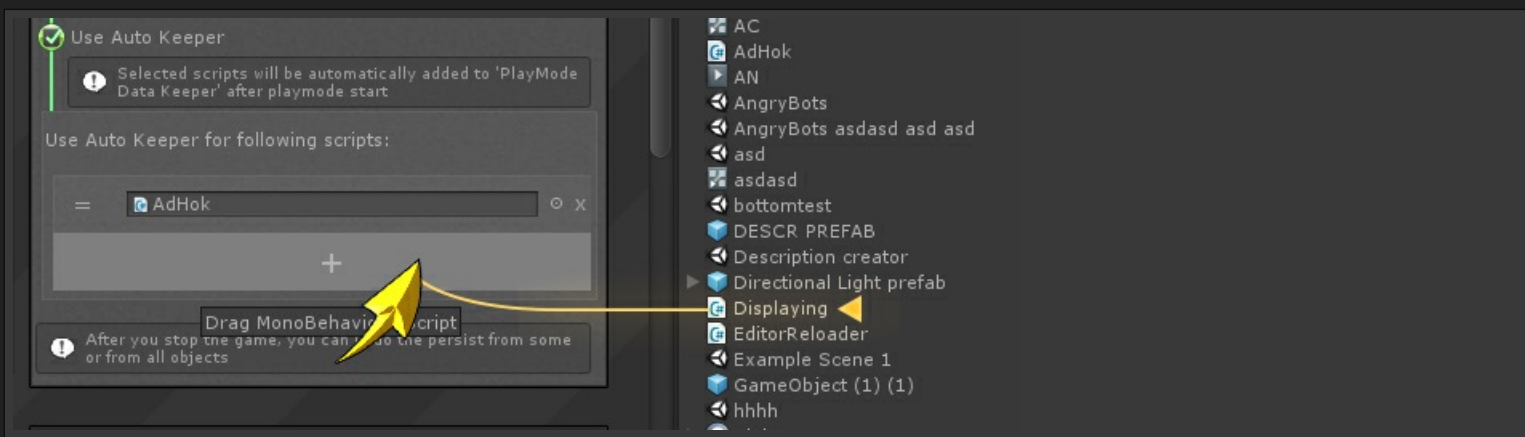
The added scripts will be marked with the label "auto" in the hierarchy window.

If you want to temporarily turn off the module, you do not need to worry about losing marked components, after turning on all marked components will be restored.

To open the search window, right-click on a any icons of module.