



ObjectMaster 1.4

for Unity3D

Introduction

Where is it?

ObjectMaster can be accessed via the **Edit > ObjectMaster** menu or the **Window > ObjectMaster** window (the window docks nicely to the left side of your Scene view as a toolbar).

What does it do?

ObjectMaster provides you with many tools that make working with objects in Unity faster and easier. It allows you to manipulate objects in Unity in new, productivity increasing ways.

Who made it?

This plugin is made and updated by Ryan Miller ryan@conjuredgraphics.com. Feel free to get in touch if you have any trouble, find any bugs, have suggestions, or just want to say hi!

Tool Reference

Edit > ObjectMaster > Copy

Saves the position, rotation, scale or whole transform of the selection object. You can paste this to another object later. Affected by Local or Global coords setting (explained below).

Edit > ObjectMaster > Paste

Writes the position, rotation, scale or whole transform to the selected objects. Affected by Local or Global coords setting (explained below).

Edit > ObjectMaster > Find and Replace > Names

Searches for gameObject names in your scene that match the search string, and replaces that string with a new one. Works within a selection or the scene itself.

Edit > ObjectMaster > Find and Replace > GameObjects

Searches for gameObjects in your scene by name or tag that match a search string. Objects found by the search are replaced with the "Replace with" object. Works within a selection or the entire scene.

Edit > ObjectMaster > Zero Transforms

This menu contains options to reset transform settings of your select object(s) to default. Default meaning 0,0,0 for position, 0,0,0 for rotation, and 1,1,1 for scale. This operation is performed locally; so an object that is parented under another object will only change its local position.

Edit > ObjectMaster > Snap

Snap options will round values to position them within a whole number grid. Position and Scale will each snap the selected transform's values to the nearest rounded integer. Rotation will snap to the nearest 45 degrees angle on each axis.

Edit > ObjectMaster > Scatter

Works best with a selection of many objects. Scatter will randomly place your objects within a certain distance of a center point. Great for quickly populating a scene with many objects, or whatever random placement you may desire.

Scatter has several forms: Circle, Sphere, Square and Cube. Circle and Square will scatter your objects without changing their height value, while Sphere and Cube will scatter in all three dimensions.

Edit > ObjectMaster > Randomize

Sets random values for Rotations or Scale of your selected objects. For Random Position, see Scatter.

Edit > ObjectMaster > Config > Use Local Coords

Edit > ObjectMaster > Config > Use Global Coords

Switch between using Local or Global coords for the ObjectMaster Copy and Paste tools. Local position is good for copying within a group, while Global position will allow you to copy absolute world position between objects in different hierarchies.

Edit > ObjectMaster > Config > Disable Warnings

Edit > ObjectMaster > Config > Enable Warnings

Some tools will create warnings in the debug log to fill you in on operations that may not have completed successfully. For example, a warning will appear when you use the “Ground” function without any ground to drop objects on to. This setting allows you to change when these warnings appear.

Edit > ObjectMaster > Parent

Edit > ObjectMaster > Unparent

Changes the hierarchy placement of selected object(s). Parent will make your selected objects children of the last selected object. Unparent will make your selected objects children of the scene root.

Edit > ObjectMaster > Group

Selected objects will be parented into a new game object (group). Shortcut CMD+G OSX or CTRL+G Windows.

Edit > ObjectMaster > Bring Near

The reverse of Edit > Find. This will move your selected object(s) to the middle of your scene view.

Edit > ObjectMaster > Buddy

Selected objects will search for their nearest neighbor and move next to each other. Think of 'the buddy system'. Good for arranging props that clump up.

Edit > ObjectMaster > Ground

Selected object will fall downwards to a collider below it. Excellent for placing props perfectly against a ground. Works with any kind of collider ground. The object itself does not need collision in order to become grounded.

Edit > ObjectMaster > Wrap Object

Groups the selected object in a new empty object. Unlike group, Wrap Object will place this new empty object at the same position, rotation, and scale as your original object, leaving your original object at a zero transform inside that new object. Great for wrapping artwork in a gameobject.

Edit > ObjectMaster > Rename Master

A tool for renaming multiple objects in your Hierarchy in an advanced way. Use it to add Prefixes, Suffixes, new Names, and numbering for multiple files. Padding allows you to add leading zeroes (eg: a padding of 4 will turn 50 into 0050), Start number lets you start a sequence at a value other than 0, and Increment by / Step allows you to change the rate at which the sequence increases (eg: a padding of 2 will count 002, 004, 006, and so on).