# Place and Replace - Documentation

By CircuitZ

Hi, and thank you for downloading my free object placer and object replacer. They are two separate scripts that don't need to be used together. They both have an editor script to make the Editor UI less cluttered and to control the buttons.

This is a very basic system, but has saved me tons of time when it comes to changing certain things (e.g. the trees in my game were too low-poly and I wanted to update them to a higher poly model, but had already painstakingly placed over 100 trees in different levels. With this I simply put in the tag "Trees", added my new models to the list, and clicked "Replace". And it was done.).
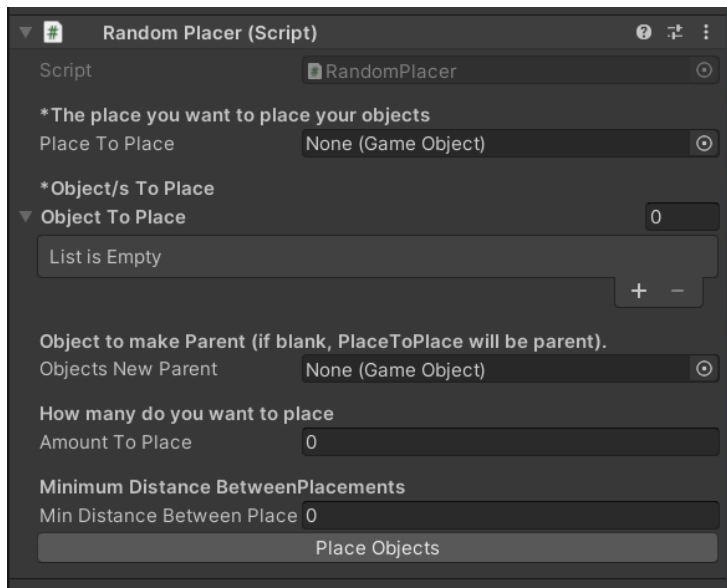
Scripts:
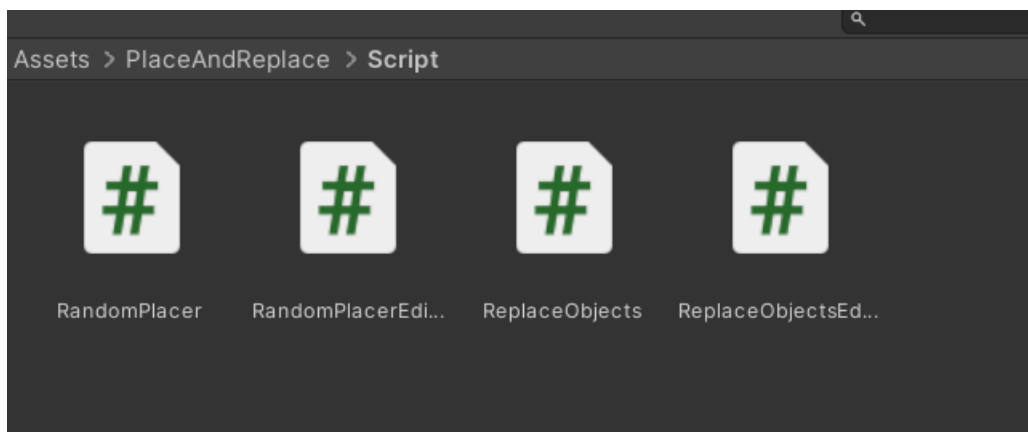
First Script and Editor (Placer):

-Random Placer

-Random Place Editor

1. **Place To Place:** This is where you want your objects placed, e.g. a floor. (It is also the default parent).

2. **Object To Place:** This is where you put the objects you want placed.

3. **Objects New Parent:** This is parent you want the new objects parented too (if left empty, Place To Place will be used).

4. **Amount To Place:** The amount of objects you want placed.

5. **Min Distance Between Objects:** The minimum distance allowed between objects (works only with the other objects being placed – i.e. if 20 objects are placed, and then another 20, the second batch will not take the first batch of objects into this calculation).

Second Script and Editor (Replacer):

-Replace Objects

-Replace Objects Editor

The replacer works by getting the objects by their **tag** and then swapping them with the new objects chosen. For this reason, there is also a function to change all the tags of the children in a parent.
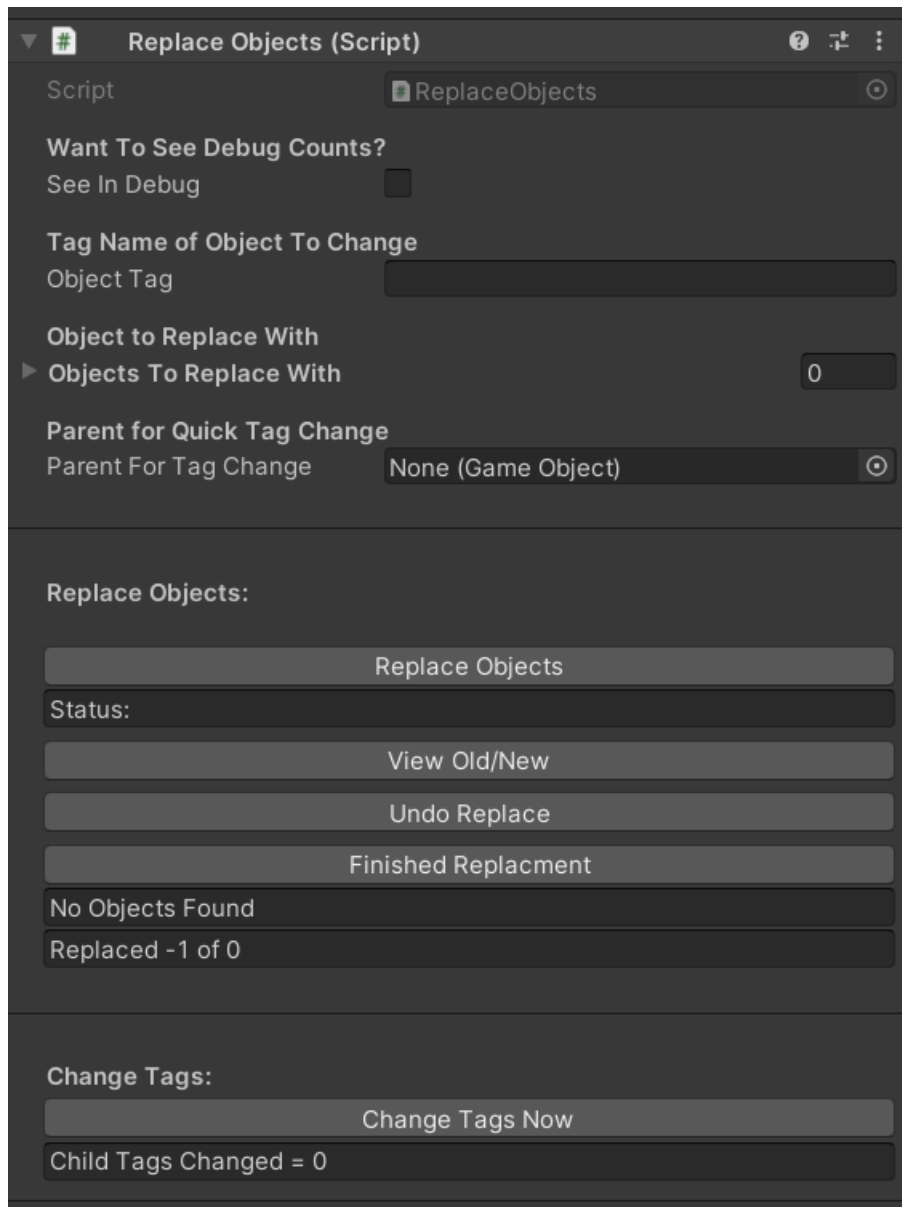
1. **Want To See Debug Counts:** Allowing this will fill your console with the counts of objects changed.

2. **Object Tag:** This is the tag name of the objects you want to change e.g, if you put "Trees" in there, it will find all the objects with the tag "Trees".

You can also use this space for the tag you want to change objects too (see number ? below).

3. **Objects To Replace With:** These are the new objects you want to replace the old ones with.

4. **Parent for Quick Tag Change:** If you want to change the tags, place the parent of the children to change here, enter the tag you want into Number 2, and then hit "Change Tags Now".

(Buttons)

5. **Replace Objects:** If no objects have the tag given in Number 2, than nothing will happen. Also, if you previously made a change, and forgot to hit "Finished Replacement", this will not run.

6. **View Old/New:** This allows you to swap between the old items and the new ones placed.

7. **Undo Replace:** This will cancel the replacement process.

8. **Finished Replacement:** This saves the change, and deletes the old objects. Without hitting this, the old objects will only be deactivated, not changed, and you won't be able to run another replacement until clicked.

9. **Change Tags Now:** This allows you to change the tags of a parent's child object. The new tag you want is selected in Number 2, and the parent in Number 4.

(Remember, when a replacement is done, the new objects will have their prefab tags, so if you click this after the change, you will change the tags again).