



Replacer

The Replacer tool lets you to quickly replace one or more objects in your scene and by any other prefab or primitive. This speeds up mass changes to a scene, encouraging rapid iterations and experimentation in level design.

Search

The replacer tool uses the same search menu as the creator tool.

Transform

The new object will maintain the previous object's position and rotation, but not the scale.

From the Context Menu

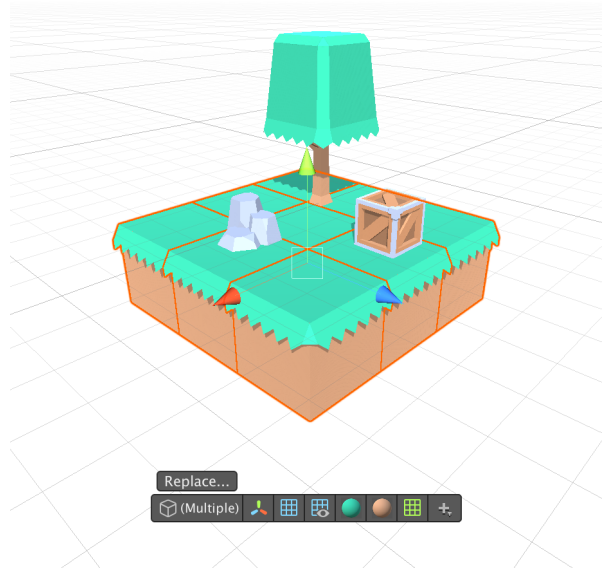
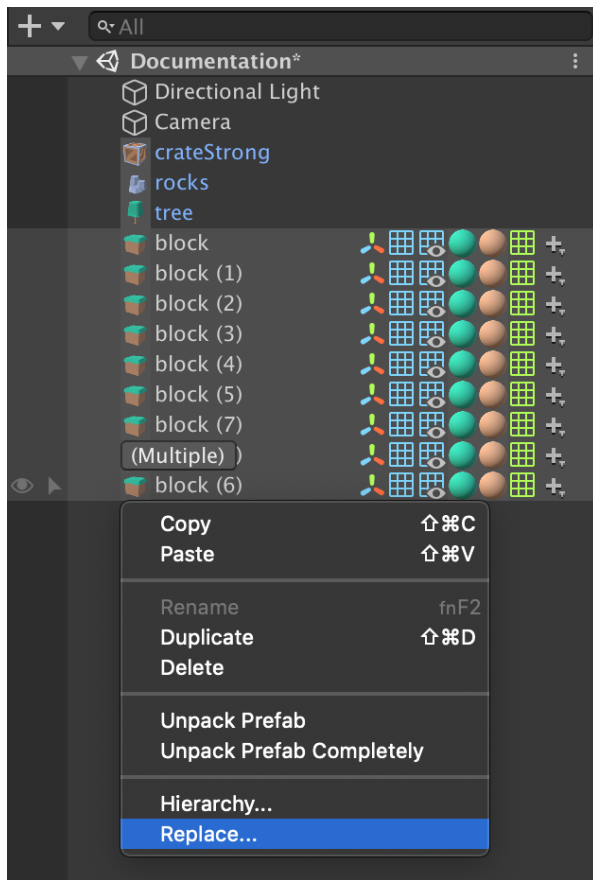
You can replace one or more objects from the Game Object tool's context menu, either in the scene or hierarchy.

From the Scene Toolbar

You can also bring up the replacer menu for the selection in the scene view by holding Ctrl+Shift (Cmd+Shift) and clicking on the Game Object tool's button.

Mass Replace

You can replace multiple objects at once by selecting all of them before opening the replacer.



Hold Ctrl+Shift (Cmd+Shift on Mac) while clicking the first tool in the toolbar to replace.