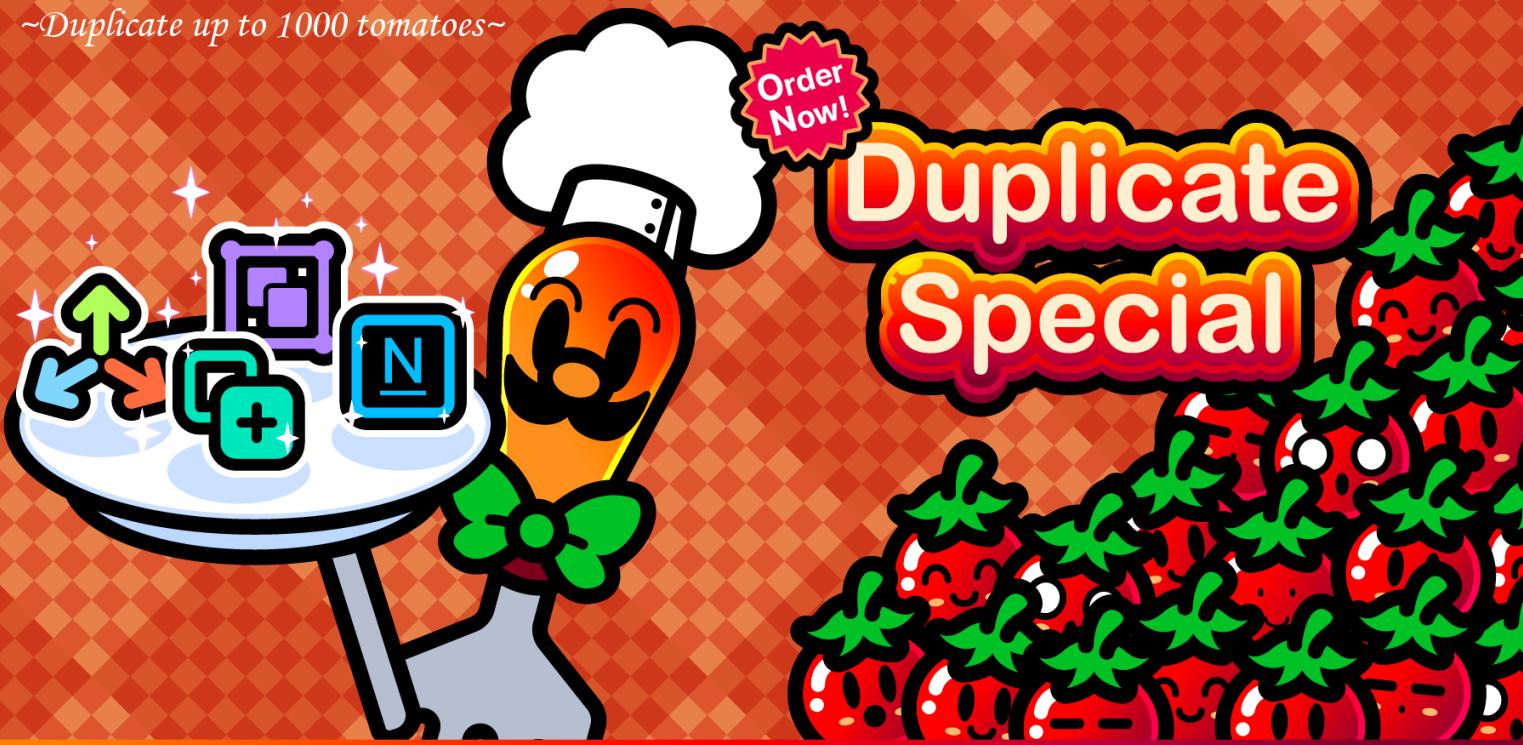


~Duplicate up to 1000 tomatoes~



A special tool for duplicating objects.



Duplicate Special Tool

- 🍪 **Price:** \$20*
- 🍪 **Category:** Tools/Utilities
- 🍪 **License Agreement:** [Standard Unity Asset Store EULA](#)
- 🍪 **License Type:** Extension Asset
- 🍪 **File Size:** 55 MB
- 🍪 **Latest Version:** 1.0
- 🍪 **Original Unity Version(s):** Unity 2020.3.44f1 or higher



For customer support/requests, contact me via email below:

yudell2000@gmail.com

*This is the base price of the asset.

✨Special Menu✨

Click on one of the following items outlined below to quickly go to the desired topic referenced in this document.

 Overview	2
 Import Package	3
 How to Open Editor Window	4
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🍩 Overview

First of all, if you've purchased this asset, I personally want to say thank you for downloading the **Duplicate Special Tool** asset! 😊 Otherwise, the documentation is freely available for users to view through before making a purchase.

Introduction



The **Duplicate Special Tool** is a special tool which provides users simple, but robust options to duplicate GameObjects. The standard Duplicate option is great, but imagine [Ctrl+D]'ing a GameObject 100 times, or even 1000 times? This special tool is cooked to handle duplicating mass groups of GameObjects and providing appetizing features the standard Duplicate cannot. The **Duplicate Special Tool** is not meant to replace the standard Duplicate, but to serve as a nice *complement* to it.

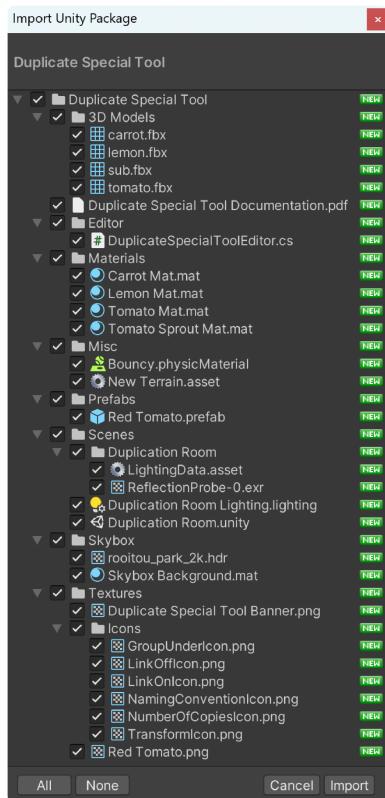
If you enjoy this asset or have any helpful feedback, give your compliments to the chef and please like 👍, comment💬, and rate⭐ this asset on the Unity Asset Store.



Import Package

If you want to learn more on how to import Asset Store Packages in general, check out this link: <https://docs.unity3d.com/Manual/upm-ui-import.html>

1. Upon importing this asset, the Import Unity Package window will pop up, which displays all the items already checked in the package.



2. Click **Import!**
3. Before moving on, make sure the Duplicate Special Tool folder is imported directly under the Assets folder. This is so the custom banner and icons seen in the editor window are properly displayed.

Note: Moving the imported folder somewhere other than the Asset folder will not display the custom banner and icons in the editor window, but the editor window itself will work just fine.

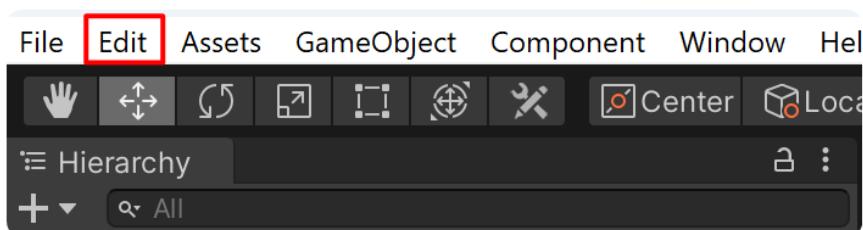


How to Open Editor Window

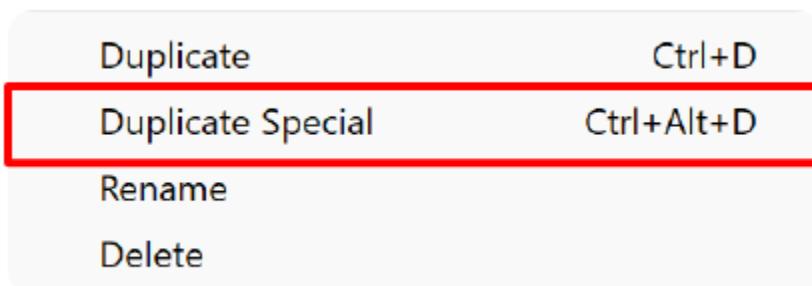
There are three (3) methods to open the Duplicate Special Tool editor window.

1. Open via Edit

1. Go to **Edit → Duplicate Special**.

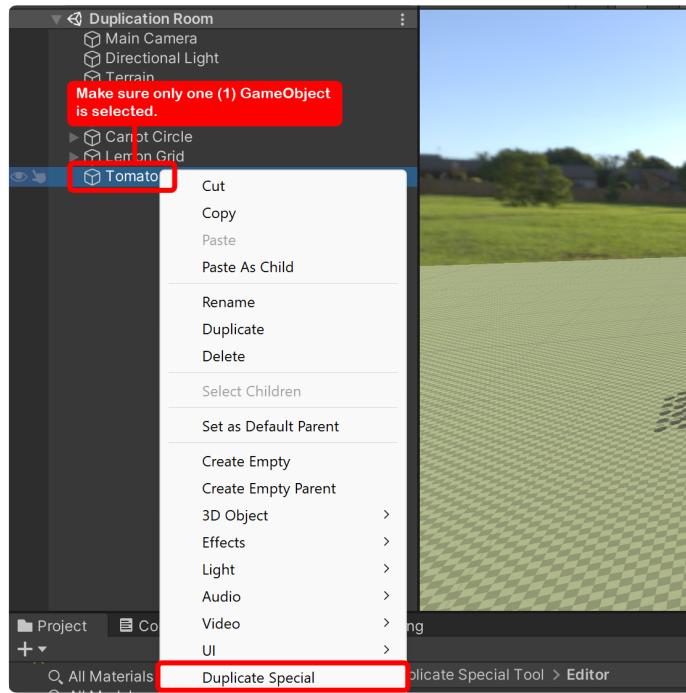


2. Click **Duplicate Special**. It is conveniently located under the standard **Duplicate**.



2. Open via GameObject

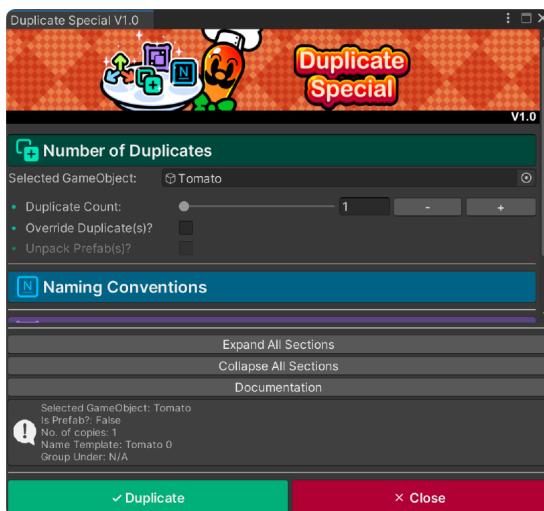
1. Select **one (1) GameObject** in the Hierarchy window.
2. Right-click on the selected GameObject to open a context menu seen below.
3. Click **Duplicate Special**.



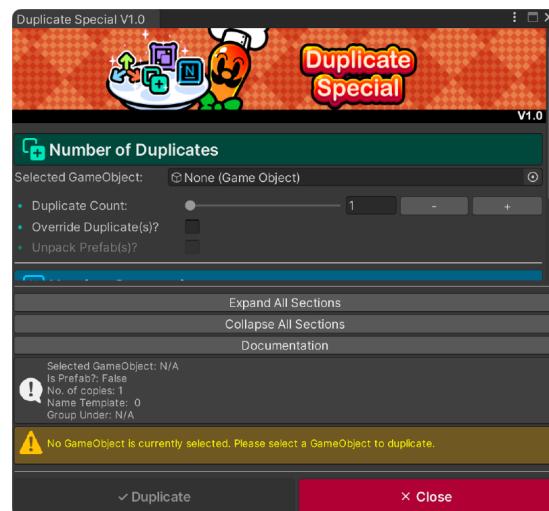
3. Open via Hotkey [Ctrl/Cmd + Alt + D]

1. Select **one (1) GameObject** in the Hierarchy window. (Optional)
2. Press the hotkey **Ctrl+Alt+D (Windows)** or **Cmd+Alt+D (MacOSX)**.

Once you perform one (1) the three (3) methods correctly, the editor window will pop up. The editor window should look like one of the figures below.



Editor Window
(Default)



Editor Window
(Empty Selected GameObject)

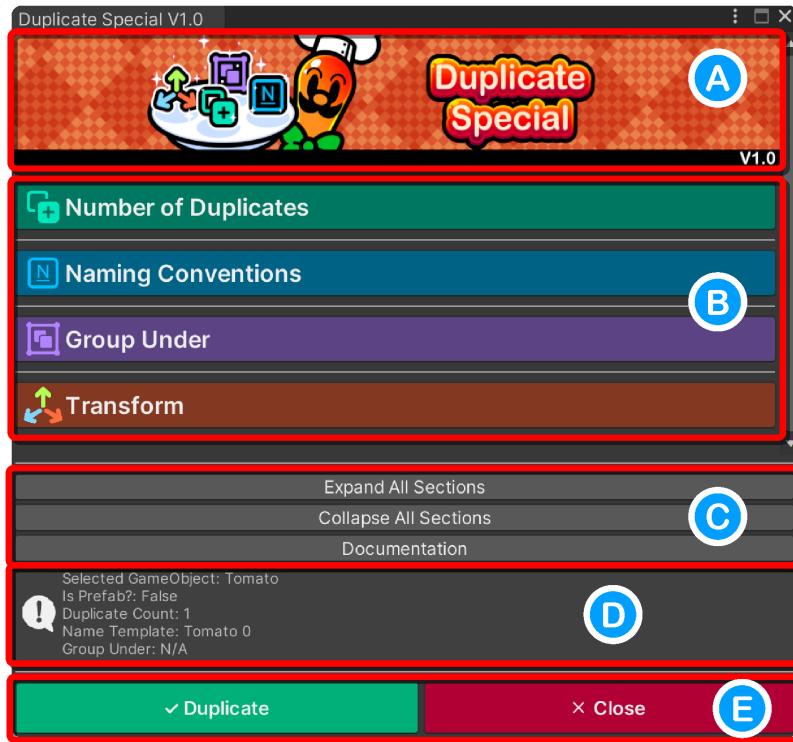
If your editor window looks like the figure on the right, it means you haven't selected a GameObject to create multiple duplicates of. Fill in the **Selected GameObject** field to enable the **[✓ Duplicate]** button.

 **Tip:** When you open the Duplicate Special Tool editor window with a GameObject already selected, it will automatically fill the **Selected GameObject** field with the selected GameObject at your convenience. This tip is also mentioned in the Tomado Recipe Tutorial video.



Duplicate Special Tool Window

This section provides a detailed diagram of the Duplicate Special Tool editor window user interface (UI) below, and how to make proper use of all of them.



(A) Banner: This beautiful banner is displayed at the top of the editor window. The version number is also displayed at the bottom right corner, and it will be updated when this tool receives future patches/updates.

(B) Duplication Tools Menu: The main menu for the Duplicate Special tool. Each section in the menu provides a set of features to duplicate GameObjects, rename/enumerate duplicate names, group duplicate(s) under any GameObject in a scene, and arrange them in various shapes and forms. More info on each section will be explained later in the documentation.

- Go to [Number of Duplicates](#)
- Go to [Naming Conventions](#)
- Go to [Group Under](#)
- Go to [Transform](#)

(C) Editor Buttons: These are buttons to perform one of the following actions in the editor window.

Button:	Action Results:
Expand All Sections	Click this to expand all sections and show its contents.
Collapse All Sections	Click this to collapse all sections and hide its contents.
Documentation	<p>Click this to open the official documentation on how to use the Duplicate Special Tool.</p> <p>If you're reading this, you've successfully opened the official documentation for the Duplicate Special Tool.</p> <p>Congratulations! 😊</p>

(D) Information Box: Provides relevant information about the selected GameObject to duplicate.

Information:	Description:
Selected GameObject	The selected GameObject to duplicate.
Is Prefab?	True if the selected GameObject is a prefab. False if the selected GameObject is a standard GameObject.
Duplicate Count	The number of duplicates to create from the selected GameObject.
Name Template	The template which displays how duplicate GameObjects will be named and enumerated.
Group Under	The GameObject to group all duplicates under.

(E) Footer Bar: Provides quick access to either duplicating GameObjects or closing the editor window.

Button:	Action Results:
Duplicate	Duplicates multiple instances of the selected GameObject.  Note: This button is disabled if there's no GameObject selected in the Selected GameObject field.
Close	Closes the editor window.

 **Note:** This tool provides Undo support. Simply go to **Edit → Undo** or press **[Ctrl + Z]** to undo the previous action.

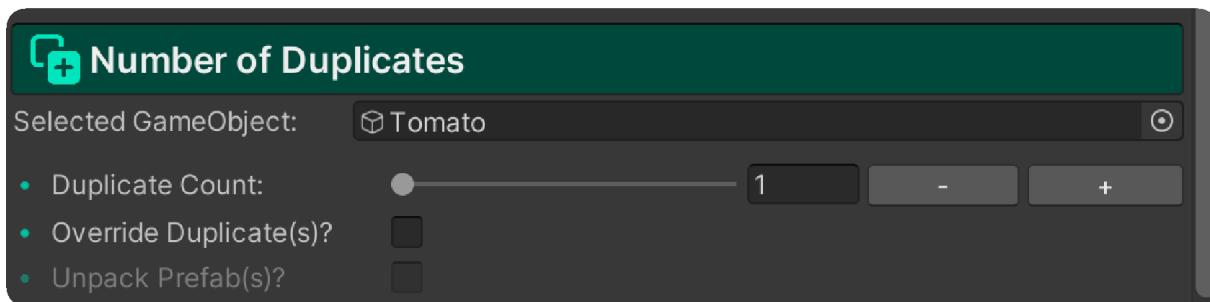


Number of Duplicates

Description

Set what GameObject you wish to duplicate, and duplicate up to 1000 GameObjects.

Features



Feature:	Description:
Selected GameObject	The selected GameObject to duplicate.
Duplicate Count	[Range: 1 - 1000] Specify the number of duplicates to create from the selected GameObject.
Override Duplicate(s)?	When enabled, it erases the previous set of duplicates upon clicking the [Duplicate] button. Very useful for quickly editing values without the need to undo and duplicate again with different values. If you want to see how overriding previous duplicates work, click this link: https://youtu.be/m1Qbr_htDr4
Unpack Prefab(s)?	When enabled, it will instantiate clone(s) of the prefab. If you want to preserve the prefab connection to the selected prefab, leave the checkbox unchecked. Note: This option is disabled if the selected GameObject is not a prefab.



Naming Conventions

Description

Customize how you rename or enumerate duplicated GameObjects.

Template

The **Name Template** help box can be seen at the bottom of the **Naming Conventions** section. It displays how duplicate GameObjects will be named and enumerated.



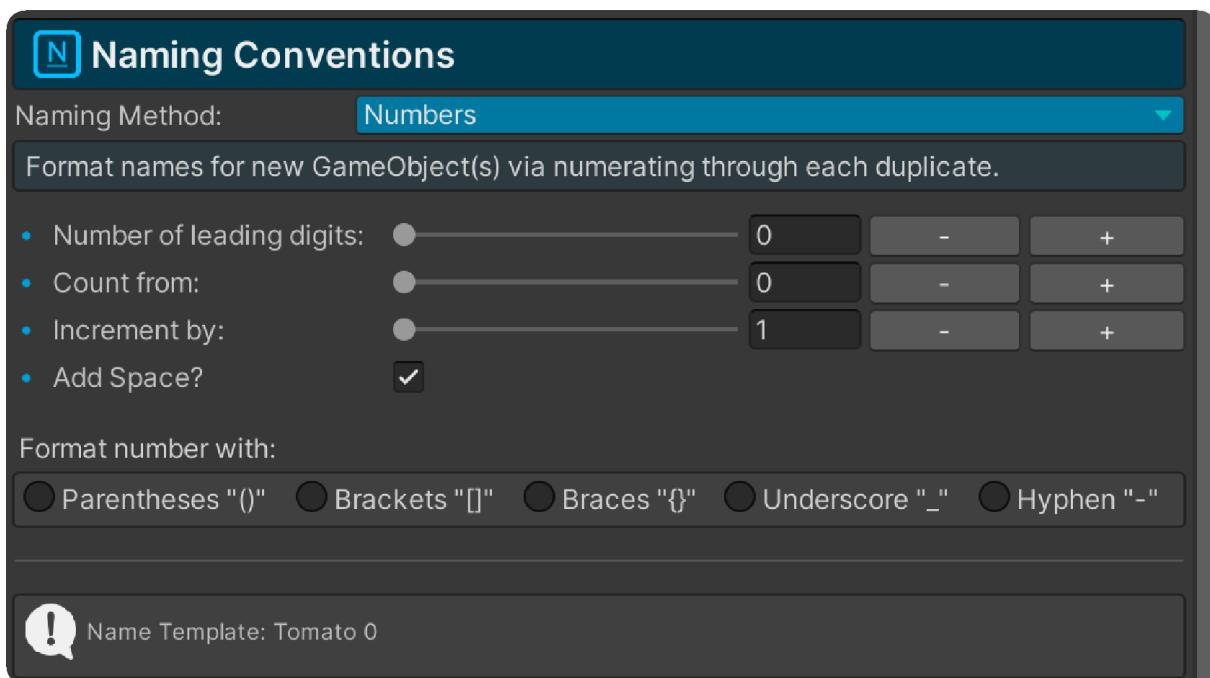
Name Template: Tomato 0

Naming Methods

There are two (2) methods to format the names of new duplicates. Select **Numbers** if you want to simply add a suffix number to each duplicate. Select **Custom** if you want full customization options for naming all duplicates (e.g. prefixes, replacing names, etc.).

1. Numbers

Format names for new GameObject(s) via numerating through each duplicate.



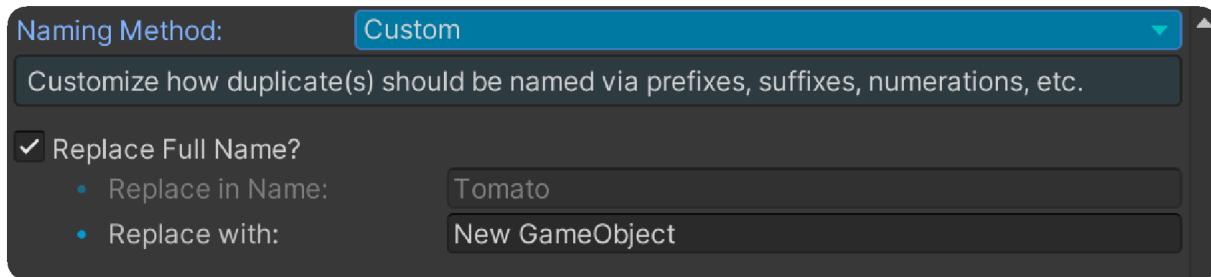
Features

Feature:	Description:
Number of leading digits	[Range: 0 - 10] Specify the number of leading digits to add after each duplicate's name.
Count from	[Range: 0 - 100] Specify the starting number to count from.
Increment by	[Range: 0 - 10] Specify the number to increment by.
Add Space?	Enable this to add a space between the name and the number (suffix).
Format number with	Format the incremental number of each duplicate with a punctuation mark. There are five (5) options to format the number with: <ul style="list-style-type: none"> • Parentheses "()" • Brackets "[]" • Braces "{}" • Underscore "_" • Hyphen "-"

2. Custom

Customize how duplicate(s) should be named via prefixes, suffixes, numerations, etc.

Features



Feature:	Description:
Rename Full Name?	Enable this to set a new name for all duplicates.
Replace in Name	[READ-ONLY] The selected GameObject's name to replace.
Replace with	Type in a word to set a new name for all duplicates.

Prefix:

 Add Space?

 Numerate Prefix?

- Number of leading digits: 0 - +
- Count from: 0 - +
- Increment by: 1 - +

 Format number with:

 Parentheses "()" Brackets "[]" Braces "{}" Underscore "_" Hyphen "-"

Feature:	Description:
Prefix	Type in a word to add before each duplicate's name.
Add Space?	Enable this to add a space between the name and the number (prefix).
Numerate Prefix?	Enable this to enumerate through all duplicates' prefix names by number.
Number of leading digits	[Range: 0 - 10] Specify the number of leading digits to add before each duplicate's name.
Count from	[Range: 0 - 100] Specify the starting number to count from.
Increment by	[Range: 0 - 10] Specify the number to increment by.
Format number with	Format the incremental number (prefix) of each duplicate with a punctuation mark. There are five (5) options to format the number with: <ul style="list-style-type: none"> • Parentheses "()" • Brackets "[]" • Braces "{}" • Underscore "_" • Hyphen "-"

Suffix:

 Add Space?

 Numerate Suffix?

- Number of leading digits: 0 - +
- Count from: 0 - +
- Increment by: 1 - +

 Format number with:

 Parentheses "()" Brackets "[]" Braces "{}" Underscore "_" Hyphen "--"

Feature:	Description:
Suffix	Type in a word to add after each duplicate's name.
Add Space?	Enable this to add a space between the name and the number (suffix).
Numerate Suffix?	Enable this to enumerate through all duplicates' suffix names by number.
Number of leading digits	[Range: 0 - 10] Specify the number of leading digits to add after each duplicate's name.
Count From	[Range: 0 - 100] Specify the starting number to count from.
Increment By	[Range: 0 - 10] Specify the number to increment by.
Format number with	Format the incremental number (suffix) of each duplicate with a punctuation mark. There are five (5) options to format the number with: <ul style="list-style-type: none"> • Parentheses "()" • Brackets "[]" • Braces "{}" • Underscore "_" • Hyphen "--"



Group Under

Description

Easily group hundreds of duplicate GameObjects under any GameObject in a scene.

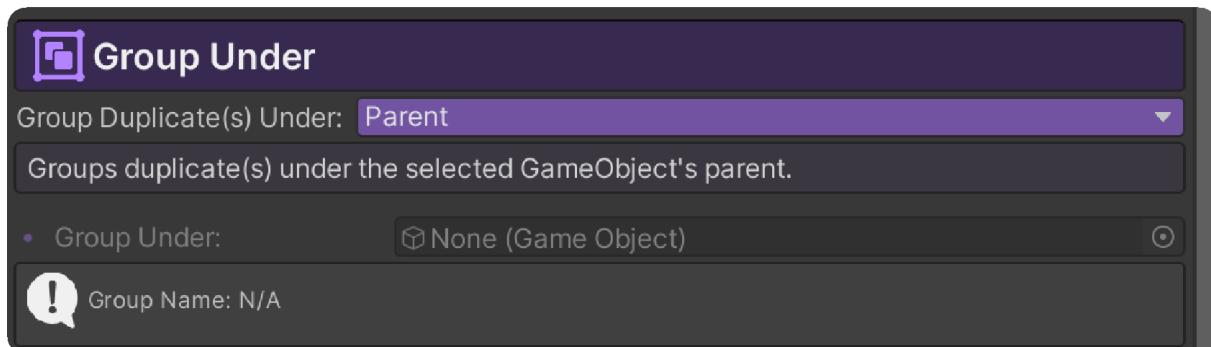
Group Duplicate(s) Under

There are five (5) methods to group new duplicate GameObjects under.

1. Parent

Groups duplicate(s) under the selected GameObject's parent.

Features

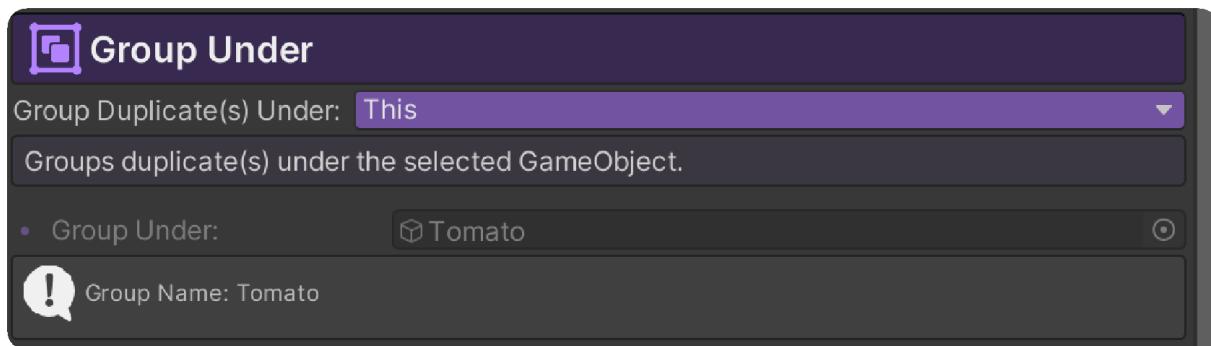


Feature:	Description:
Group Under	[READ-ONLY] The GameObject to group all duplicates under. Note: If the selected GameObject does not have a parent, this field will be set to None.

2. This

Groups duplicate(s) under the selected GameObject.

Features



Feature:	Description:
Group Under	[READ-ONLY] The GameObject to group all duplicates under. This field is always set to the selected GameObject.

3. GameObject

Groups duplicate(s) under the specified GameObject.

Features

The screenshot shows a configuration panel titled "Group Under". At the top, there is a purple header bar with the title "Group Under" and a small icon. Below the header, the text "Group Duplicate(s) Under:" is followed by a dropdown menu set to "GameObject". A descriptive text box below the dropdown states "Groups duplicate(s) under the specified GameObject.". Underneath, a list item "• Group Object:" is followed by a dropdown menu containing "Food Group". At the bottom left is a warning icon with the text "Group Name: Food Group".

Feature:	Description:
Group Object	All duplicates will be grouped under the group object.

4. World

Groups duplicate(s) in the world.

Features

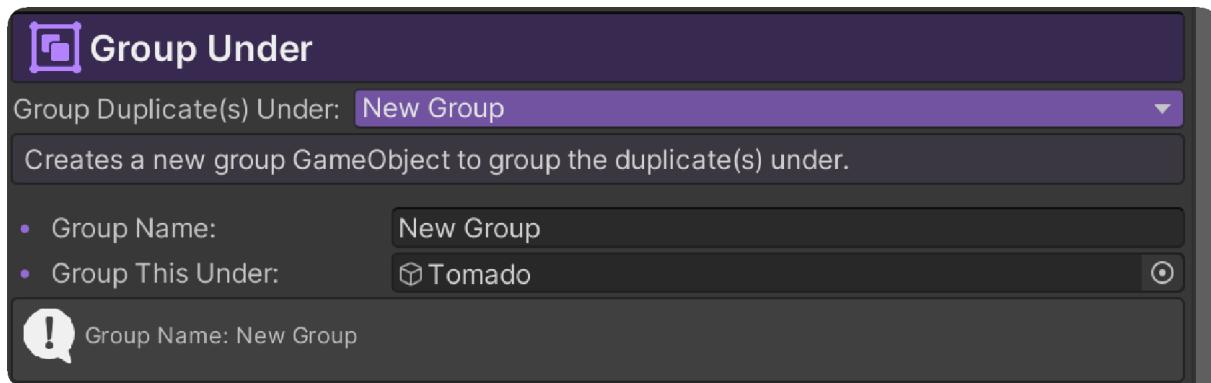
The screenshot shows a configuration panel titled "Group Under". At the top, there is a purple header bar with the title "Group Under" and a small icon. Below the header, the text "Group Duplicate(s) Under:" is followed by a dropdown menu set to "World". A descriptive text box below the dropdown states "Groups duplicate(s) in the world.". Underneath, a list item "• Group Under:" is followed by a dropdown menu containing "None (Game Object)". At the bottom left is a warning icon with the text "Group Name: N/A".

Feature:	Description:
Group Under	[READ-ONLY] The GameObject to group all duplicates under. This field is always set to None.

5. New Group

Creates a new group GameObject to group the duplicate(s) under.

Features



Feature:	Description:
Group Name	The name of the new group.
Group This Under	The GameObject to group the new group of duplicates under.

Transform

Description

Easily group hundreds of duplicate GameObjects under any GameObject in a scene.

Transform Modes

There are five (5) modes to choose from to set the position, rotation, and scale of newly created duplicates.

1. Line

Set the position, rotation, and scale of all duplicates along a line.

Features

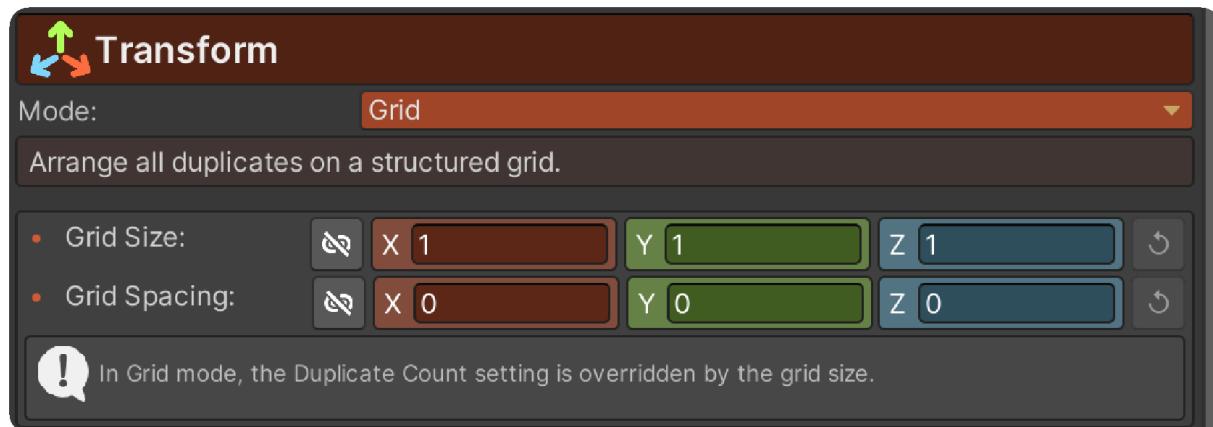


Feature:	Description:
Translate (Offset)	<p>[Default: (X: 0.0, Y: 0.0, Z: 0.0)] Move duplicate(s) in the desired direction at a given distance.</p> <p>Click the Link  button to link the axes & set uniform position values for all axes.</p> <p>Click the Reset  button to reset the position values to the default values.</p> <p> Note: The Reset button is enabled only when this property's values are not equal to its default values.</p>
Rotate (Offset)	<p>[Default: (X: 0.0, Y: 0.0, Z: 0.0)] Rotate duplicate(s) around a given axis/axes.</p> <p>Click the Link  button to link the axes & set uniform rotation values for all axes.</p> <p>Click the Reset  button to reset the rotation values to the default values.</p> <p> Note: The Reset button is enabled only when this property's values are not equal to its default values.</p>
Scale (Offset)	<p>[Default: (X: 0.0, Y: 0.0, Z: 0.0)] Scale duplicate(s) on a given axis/axes.</p> <p>Click the Link  button to link the axes & set uniform scale values for all axes.</p> <p>Click the Reset  button to reset the scale values to the default values.</p> <p> Note: The Reset button is enabled only when this property's values are not equal to its default values.</p>

2. Grid

Arrange all duplicates on a structured grid.

Features



Feature:	Description:
Grid Size	<p>[Default: (X: 1, Y: 1, Z: 1)], [Range: 1 - 10] for XYZ Specify the size of the grid.</p> <p>Click the Link button to link the axes & set uniform grid size values for all axes.</p> <p>Click the Reset button to reset the grid size values to the default values.</p> <p> Note: The Reset button is enabled only when this property's values are not equal to its default values.</p>
Grid Spacing	<p>[Default: (X: 0.0, Y: 0.0, Z: 0.0)] Specify the spacing between the duplicates.</p> <p>Click the Link button to link the axes & set uniform grid spacing values for all axes.</p> <p>Click the Reset button to reset the grid spacing values to the default values.</p> <p> Note: The Reset button is enabled only when this property's values are not equal to its default values.</p>



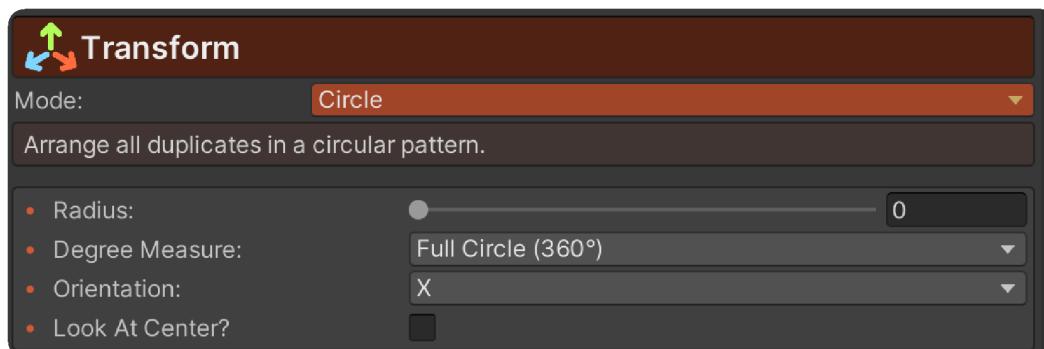
In Grid mode, the Duplicate Count setting is overridden by the grid size.

When in Grid mode, the **Duplicate Count** setting is overridden by the **Grid Size** setting.

3. Circle

Arrange all duplicates in a circular pattern.

Features



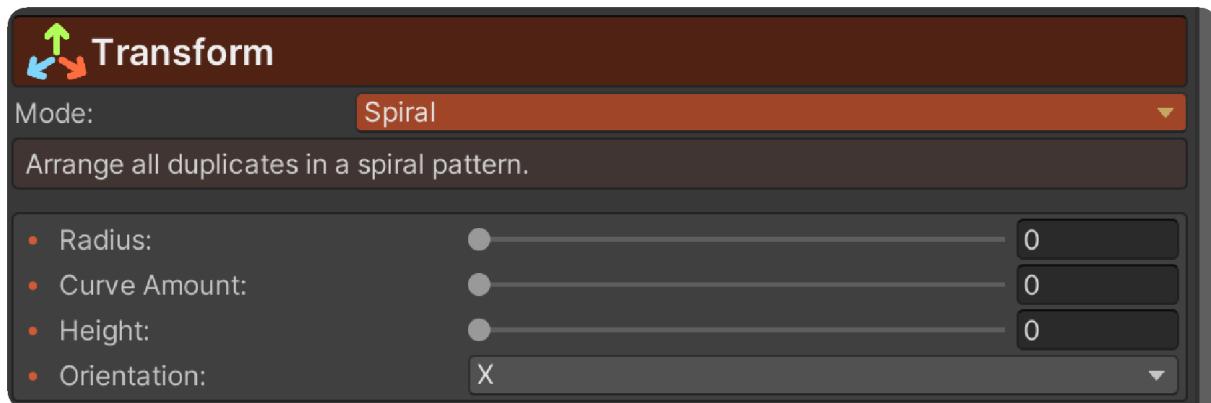
Feature:	Description:
Radius	[Range: 1 - 1000] Specify the distance from the center of the circular pattern.
Degree Measure	Specify the degree measure of the circular pattern. There are four (4) options to set the circular pattern's degree measure: <ul style="list-style-type: none">• Full Circle (360°)• Three Quarter Circle (270°)• Semicircle (180°)• Quarter Circle (90°)
Orientation	Specify how the circular group of duplicates is aligned on a given axis. There are three (3) orientations to choose from: <ul style="list-style-type: none">• X• Y

	<ul style="list-style-type: none"> • Z
Look At Center?	When enabled, all duplicates will look at the center of the circular pattern.

4. Spiral

Arrange all duplicates in a spiral pattern.

Features

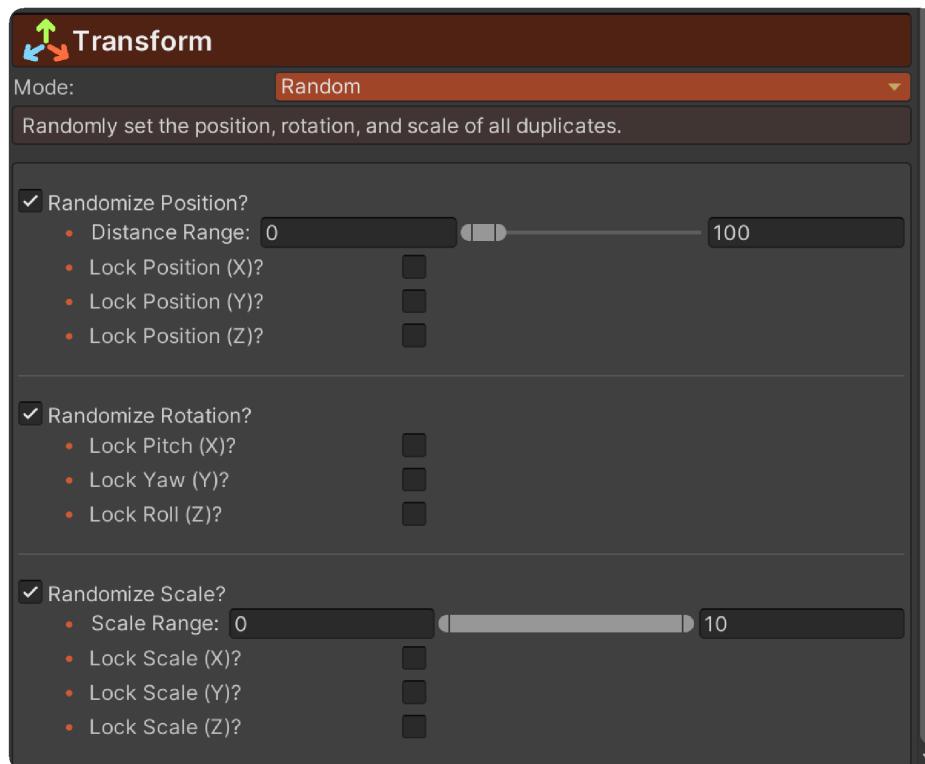


Feature:	Description:
Radius	[Range: 1 - 1000] Specify the distance from the center of the spiral pattern.
Curve Amount	[Range: 1 - 100] Specify the curve amount of the spiral pattern.
Height	[Range: 1 - 1000] Specify the height of the spiral pattern.
Orientation	Specify how the spiral group of duplicates is aligned on a given axis. There are three (3) orientations to choose from: <ul style="list-style-type: none"> • X • Y • Z

5. Random

Randomly set the position, rotation, and scale of all duplicates.

Features



Feature:	Description:
Randomize Position?	Enable this to allow randomizing the position of all duplicates.
Distance Range	[Range: 1 - 1000] Specify the minimum and maximum distance duplicates are spawned away from the selected GameObject.
Lock Position (X)?	When enabled, it locks each duplicate's X-position value, and it's unaffected by randomization.
Lock Position (Y)?	When enabled, it locks each duplicate's Y-position value, and it's unaffected by randomization.
Lock Position (Z)?	When enabled, it locks each duplicate's Z-position value, and it's unaffected by randomization.

	it's unaffected by randomization.
Randomize Rotation?	Enable this to allow randomizing the rotation of all duplicates.
Lock Rotation (X)?	When enabled, it locks each duplicate's X-rotation value, and it's unaffected by randomization.
Lock Rotation (Y)?	When enabled, it locks each duplicate's Y-rotation value, and it's unaffected by randomization.
Lock Rotation (Z)?	When enabled, it locks each duplicate's Z-rotation value, and it's unaffected by randomization.
Randomize Scale?	Enable this to allow randomizing the scale of all duplicates.
Scale Range	[Range: 1 - 10] Specify the minimum and maximum scale of all duplicates.
Lock Scale (X)?	When enabled, it locks each duplicate's X-scale value, and it's unaffected by randomization.
Lock Scale (Y)?	When enabled, it locks each duplicate's Y-scale value, and it's unaffected by randomization.
Lock Scale (Z)?	When enabled, it locks each duplicate's Z-scale value, and it's unaffected by randomization.

Tomato Recipe

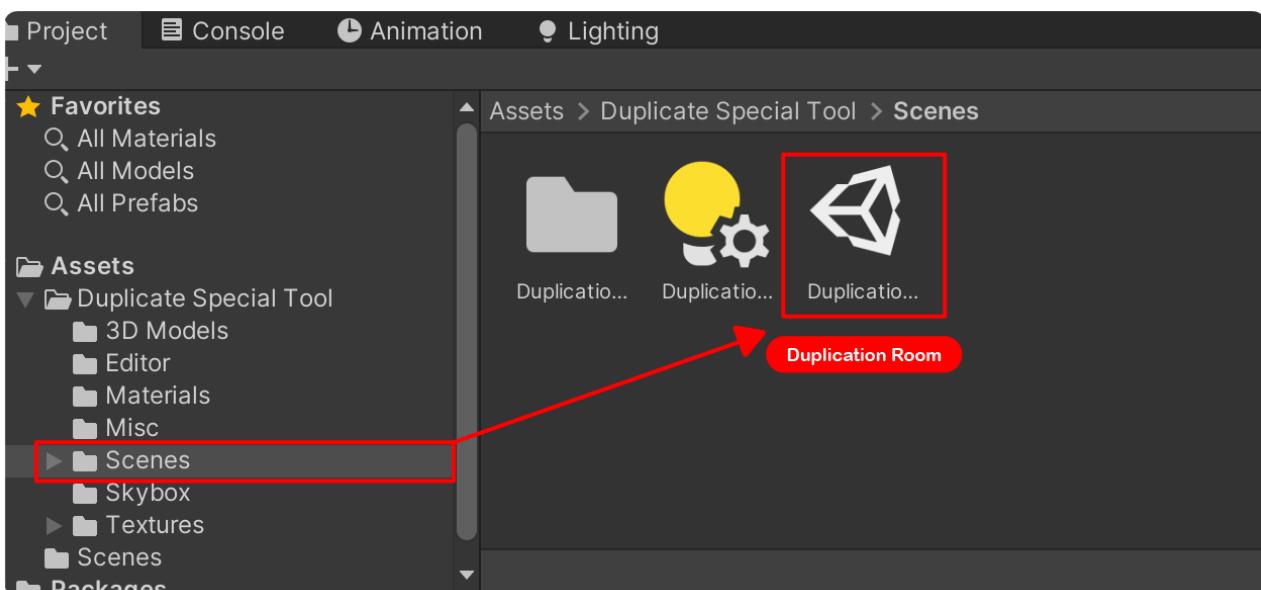
Click on the link below to see how to make a **Tomado**, and see the basic features of the **Duplicate Special Tool**.

Link: <https://www.youtube.com/watch?v=qxrkZS1rSkQ>

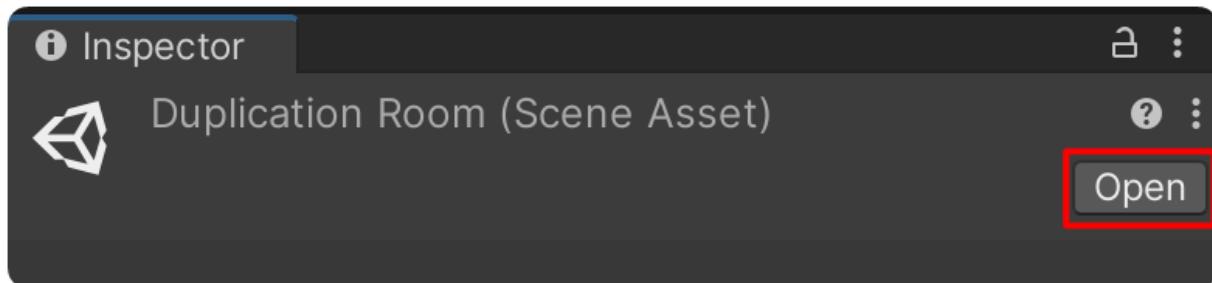
Before we start making a Tomado, follow the steps below to open the **Duplication Room** and set up the scene.

This package includes a test scene called **Duplication Room**. For the purposes of demonstrating the tool in a less boring environment, we'll be using the **Duplication Room** to make the **Tomado** recipe.

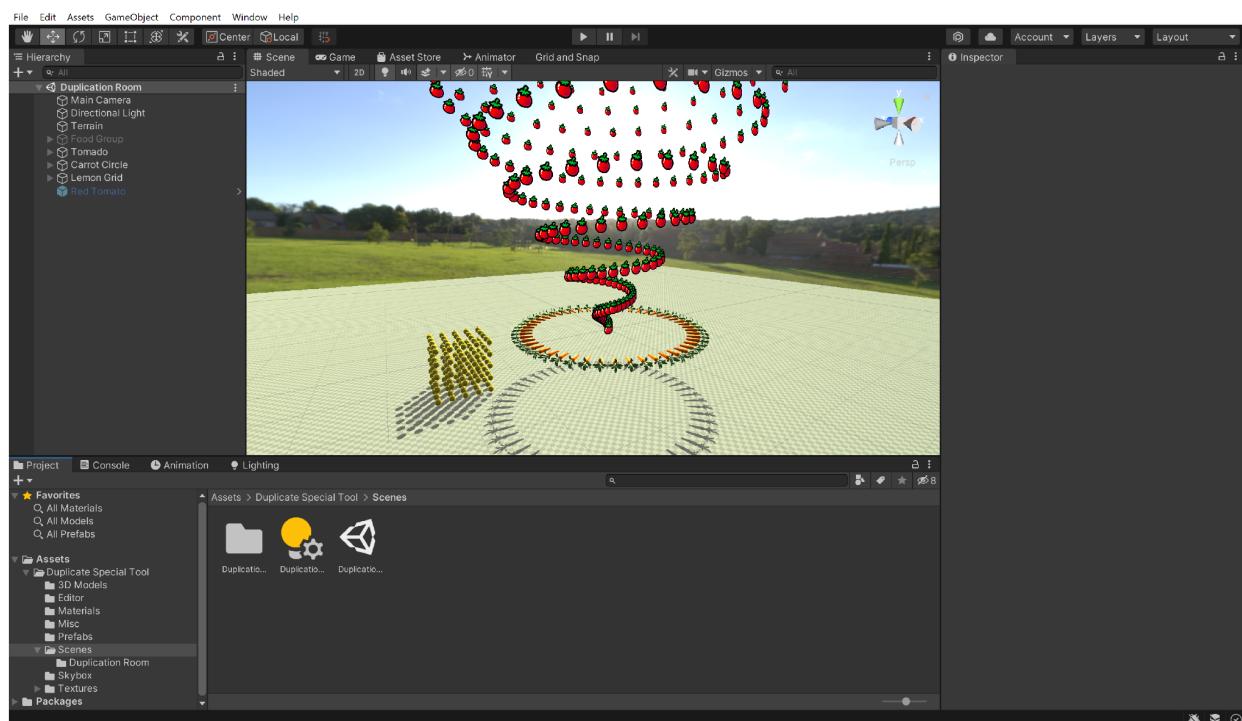
1. In the Project window, go to **Assets** → **Duplication Special Tool** → **Scenes**.



2. Double-click on the **Duplication Room** to open it.
 - a. Alternatively, you can click on the **Duplication Room** and click **Open** in the Inspector.

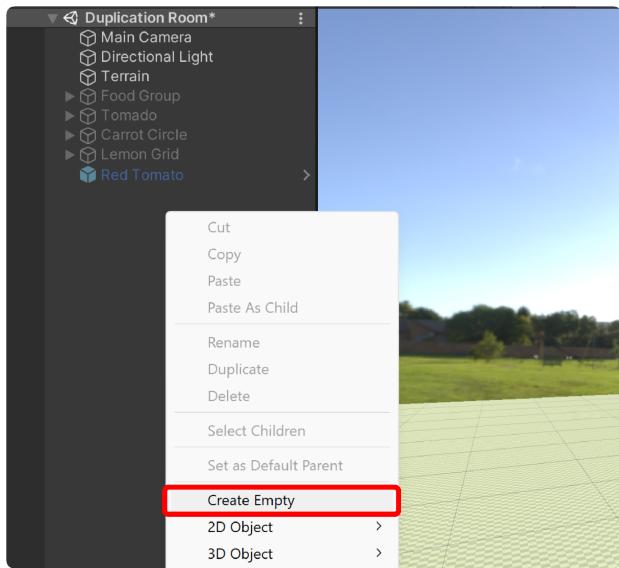


If your scene looks like the image below, you've successfully opened the **Duplication Room**.



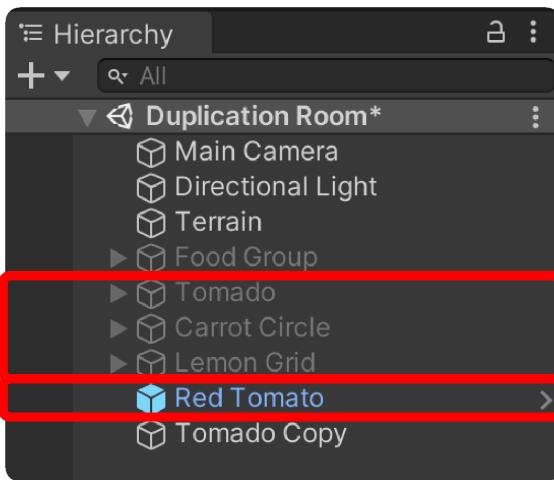
3. In the Hierarchy window, select the following GameObjects and hide them:
 - Tomato
 - Carrot Circle
 - Lemon Grid

4. Right-click on the Hierarchy window, and click **Create Empty**.

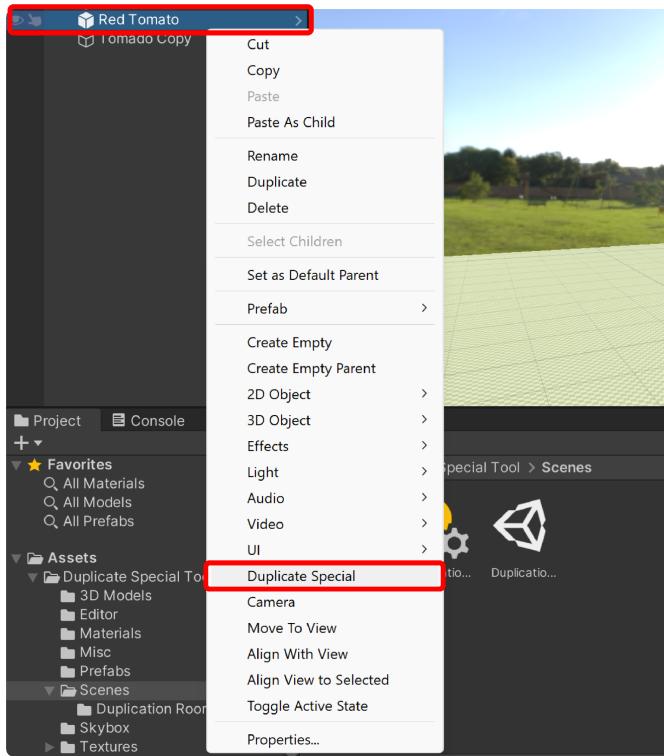


5. While the newly created **GameObject** is selected, rename it to “**Tomado Copy**”.

6. In the Hierarchy window, select **Red Tomato** and make it visible.



7. While the **Red Tomato** is selected, right-click on it to open a context menu seen below.



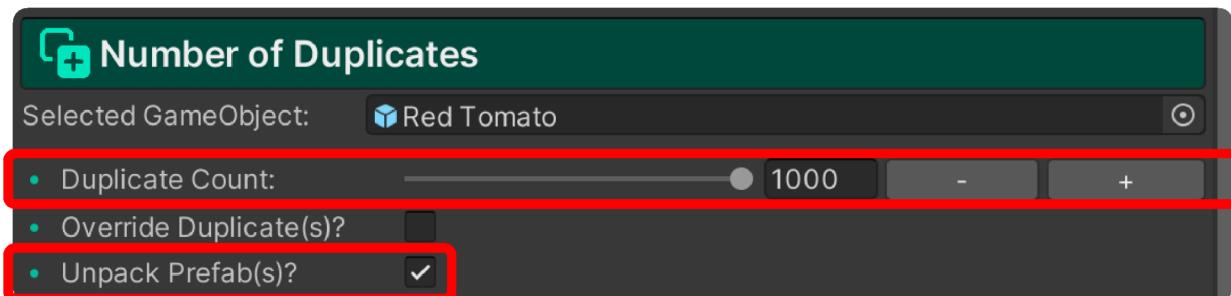
8. Click **Duplicate Special**.

Follow the steps below to make a Tomado.

1. Under **Number of Duplicates**, perform the following actions.

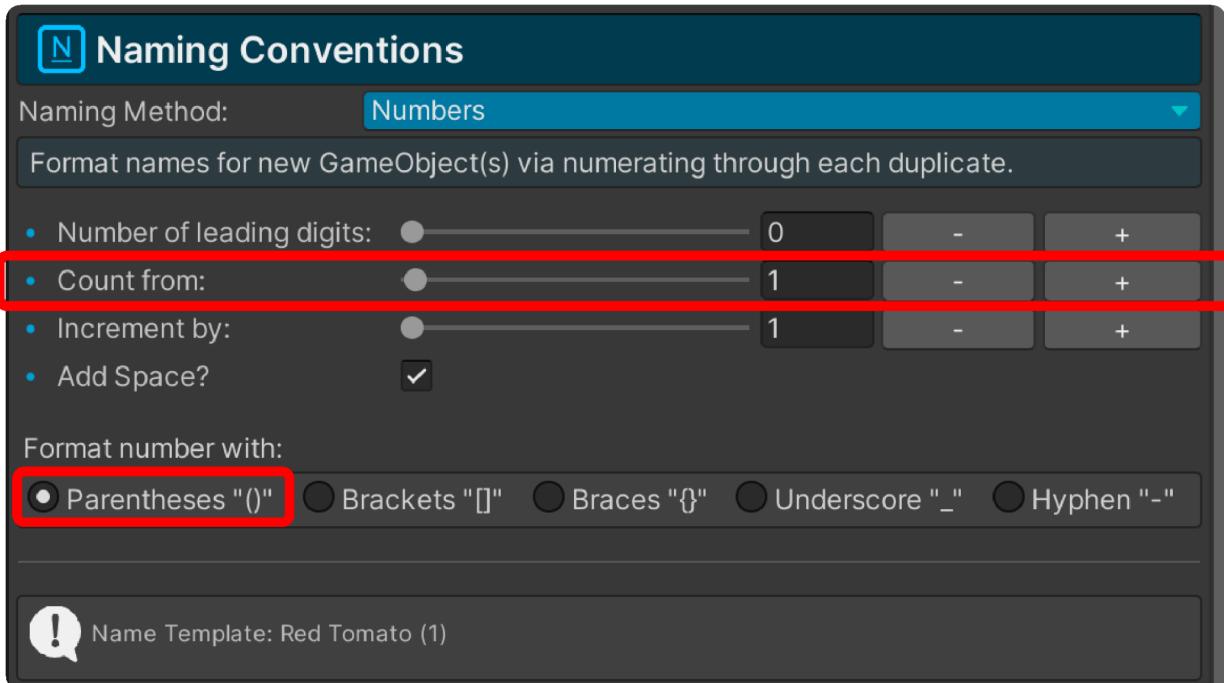
- Set **Duplicate Count** to 1000.
- Check **Unpack Prefab(s)?**.

Note: This option is disabled if the selected GameObject is not a prefab.



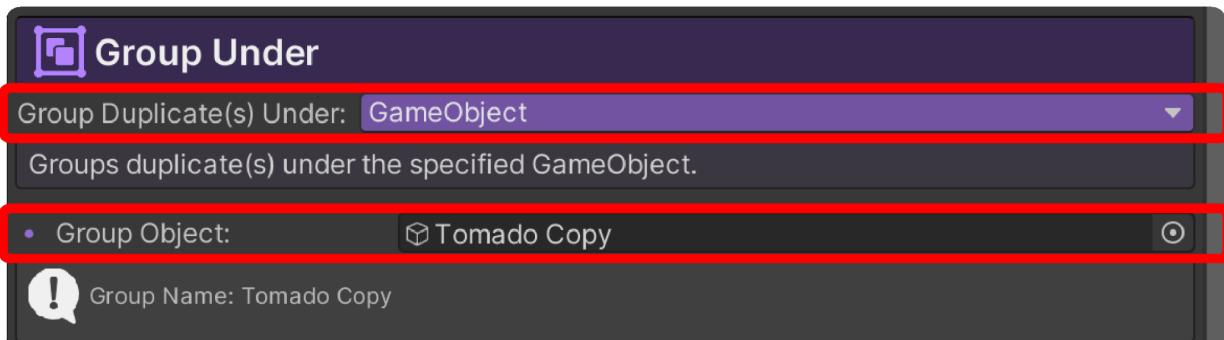
2. Under **Naming Conventions**, perform the following actions.

- Set **Count from** to 1.
- Under **Format Number with**, select **Parentheses “()”**.



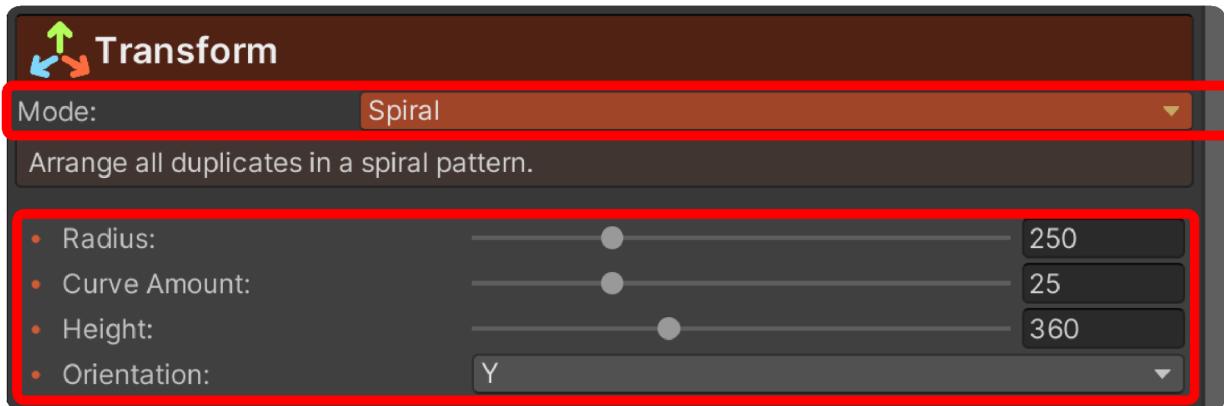
3. Under **Group Under**, perform the following actions.

- Open the **Group Duplicate(s) Under** menu and click **GameObject**.
- Drag **Tomato Copy** from the Hierarchy window into the **Group Object** field.



4. Under **Transform**, perform the following actions.

- a. Open the **Mode** menu and click **Spiral**.
- b. Set **Radius** to 250.
- c. Set **Curve Amount** to 25.
- d. Set **Height** to 360.
- e. Set **Orientation** to Y.



5. Click **Duplicate**.

