Replace Prefabs and Objects Editor Tool

By: jandd661 Support: jandd661@gmail.com

Quick Start Guide

Thank you for purchasing this tool. I hope you find it useful. This tool is meant to provide an easy way to search for and replace many prefabs or objects at once.

NOTE: Even though this tool is fully integrated into the standard "undo" system in Unity, it is advised to save your project prior to running any mass replacement operation.

Overview
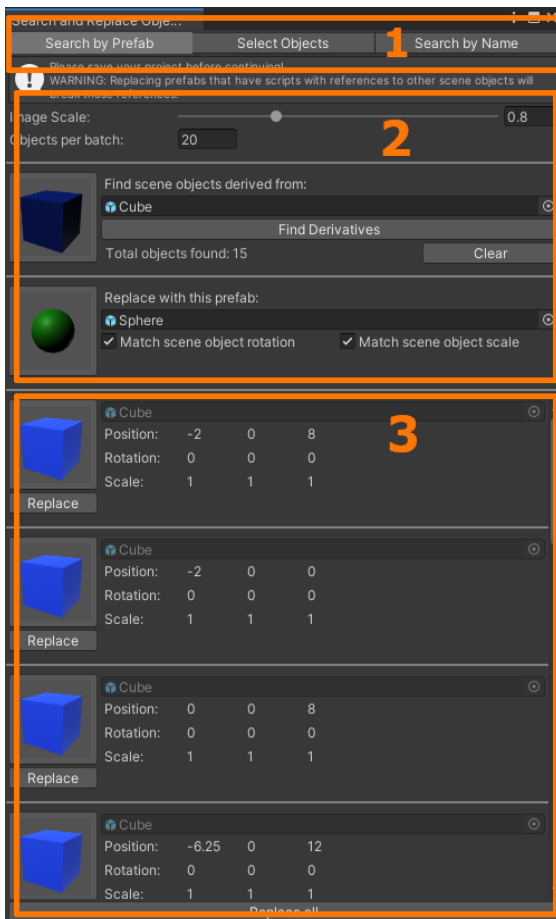
Section 1:

- *Select by Prefab* – Select objects by searching for a prefab entered into the "Find scene objects derived from" box.

- *Select Objects* – Select objects to be replaced by selecting them in the Hierarchy view.

- *Search by Name* – Find objects in the scene by searching their name.

Section 2:

- This area contains the options for the type of search/selection you are performing. As well as the "Replace with this prefab" selection box.

Section 3:

- The scene objects found based on your choices from section 1 and 2.

1. Objects with a warning have child objects not part of the prefab.
   These objects will be unparented from the target object and reparented to the root of the new prefab.
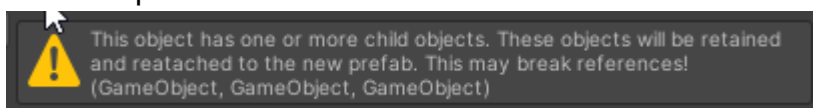
Replace Prefabs and Objects Editor Tool

2. Click the object image to focus the scene view on that object.

3. Click "*Replace*" to replace just that object.

4. Click "*Replace All*" to replace all the objects in the list.

5. The replacement works in batches defined in Section 2 "Objects per batch." To replace all the objects, you may need click *"Replace All"* several times depending on the batch size.

Please report any bugs to jandd661@gmail.com