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For questions, issues, or feature requests, please email [KyleRhoadsBusiness@gmail.com](mailto:KyleRhoadsBusiness@gmail.com)

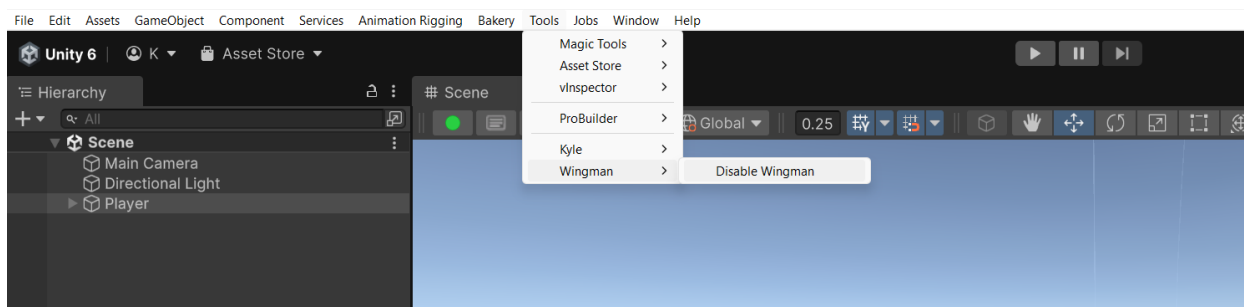
# General

## Basics

Wingman is a small editor utility that injects itself into Unity's inspector and allows for quickly isolating components, copying and pasting components, and searching for specific fields.

## Turning On/Off

Wingman will be enabled by default, but it can be completely disabled at any time by toggling the menu item "Disable Wingman", which is found at the top of the editor under Tools > Wingman > Disable Wingman. If you wish to enable it again, toggling the same menu item will reinitialize it.



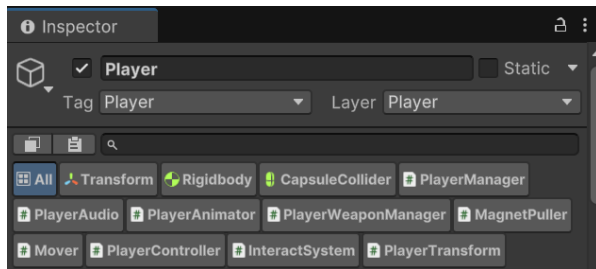
*Turning Wingman on and off*

## Persistent Data

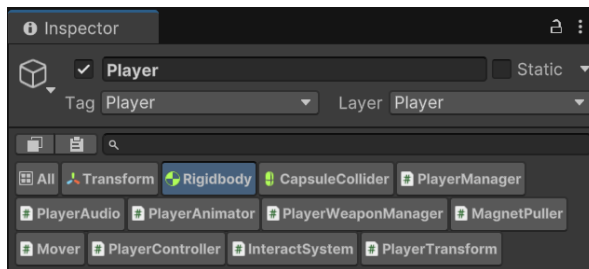
Wingman uses a scriptable object to temporarily store data during editor sessions that need to persist through domain reloads. This is an essential component that is created automatically by the utility. This file should be ignored by version control.

## Selection

By default, the button “All” is selected which will show the inspector as normal. However, if “All” is not selected, Wingman will only show the components you have selected in its window.



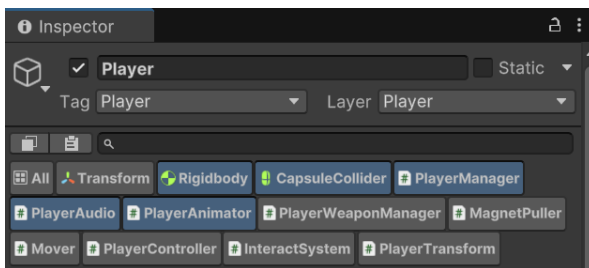
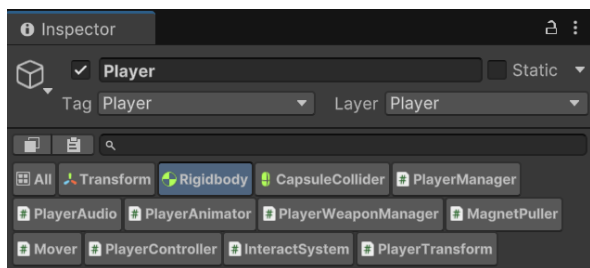
*All is selected, inspector is shown as normal*



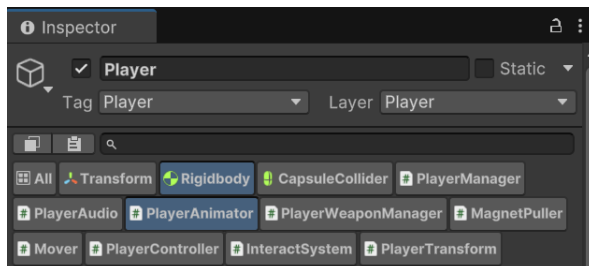
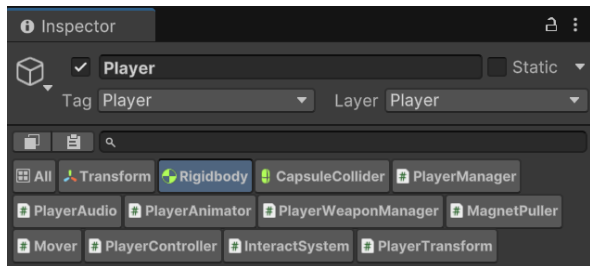
*Rigidbody is selected, inspector will only show that component.*

There are three ways to select components. Left clicking with the mouse will isolate one component at a time. If you would like to see more than one component you may **Shift + Left Click** or **Ctrl + Left Click** depending on how you would like to select the components.

**Shift + Left Click** will select the range of components from the last selected to the newly selected.



**Ctrl + Left Click** will add the newly selected component without deselecting other components.



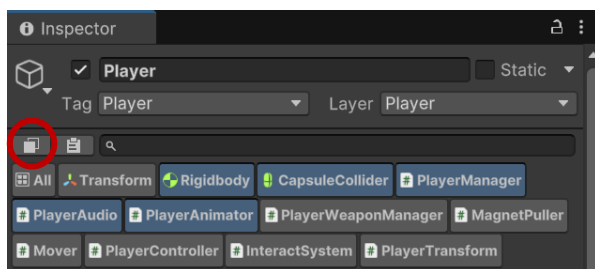
## Copy & Paste

Wingman allows for copying and pasting of multiple components at once. Whatever components are selected in the window when the copy button is clicked, will become copied to the clipboard. Similarly, when the paste button is clicked, the clipboard components will be pasted on the selected object.

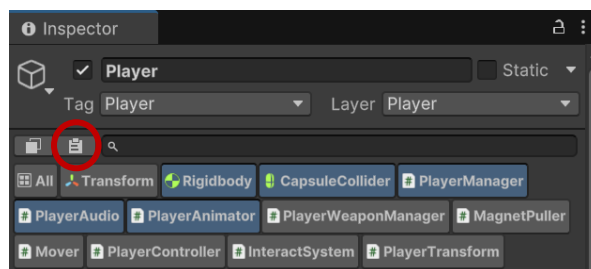
If the selected object already has a component that is being pasted, the clipboard's component values are pasted onto the existing component.

Wingman has its own clipboard that is sperate from Unity's clipboard. This means that you can still copy and paste components using Unity's context menus while Wingman is enabled.

The clipboard does not clear when pasting components. However, the clipboard is overwritten every time the copy button is pressed. All Wingman instances share the same clipboard.



*Copy Button*

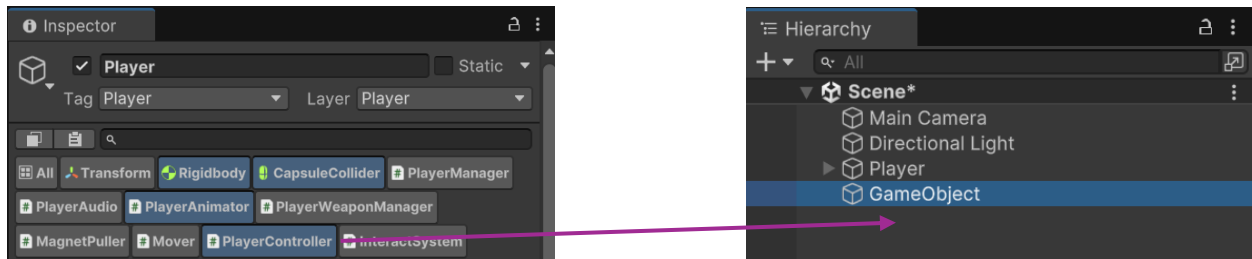


*Paste Button*

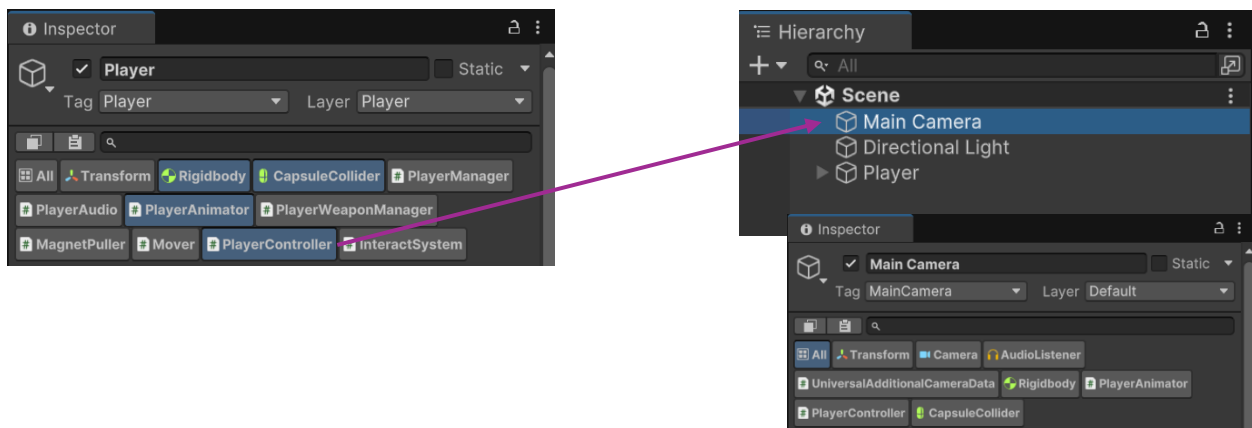
## Drag and Drop

The only drag and drop supported by Wingman is from its container to the hierarchy window. To initiate a drag, you must be over a component button. There are two different behaviors.

**Dragging onto Blank Space** will create a new GameObject with the dragged components.



**Dragging onto a GameObject** will copy the dragged components to that GameObject.

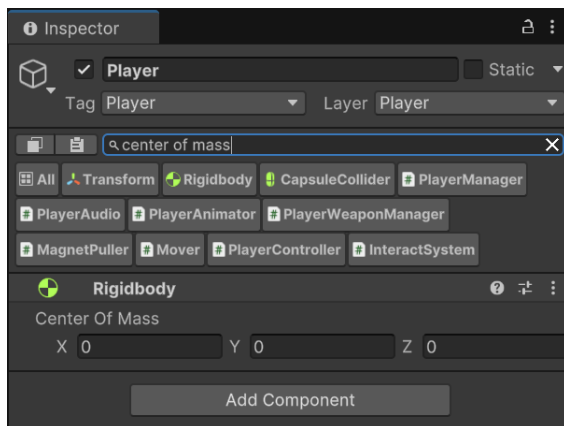


## Searching

Using the search bar in the Wingman window allows for greater isolation as it will only display matching or similar fields with the search string. When typing into the search bar, searches are automatically performed, and the results are shown below the Wingman container. If nothing is found from the search, the inspector will show all components and fields.

**Note: When searching, fields are drawn using Unity's GUI class. Fields modified by custom inspectors will still be drawn but may have a different appearance. Custom inspectors will appear correctly when not searching.**

*Found a single match*



*No matches found, shows all instead*



### Different Ways of Clearing the Search

- Selecting a component such as “All”
- Clicking the X icon to the far right of the search
- Pressing Ctrl + A followed by Backspace