

Persistent Components Manual

Thank you for purchasing Persistent Components!

If you have any problems, please do not hesitate to mail us (support@brokenvector.net).

Please rate our product on the Unity Asset Store if you like it.

Broken Vector on Twitter: https://twitter.com/Broken_vector

Featured assets:

- Free Low Poly Pack: <https://goo.gl/SsLsIG>

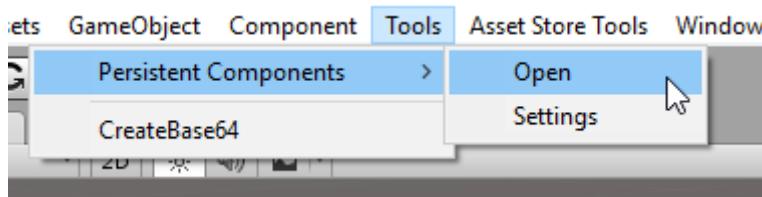
- Low Poly Tree Pack: <https://goo.gl/VKSJ0W>

- Persistent Components: <https://goo.gl/cfXq01>

Also check out our other assets: <https://goo.gl/UdEEHz>

Start Persistent Components

To open the window navigate to Tools -> Persistent Components -> Open.



Mark a component as persistent

There are multiple ways to mark a component as “persistent”:

1. Drag the Component into the dark-grey area of the persistent components window
2. Drag the GameObject of that component into the dark-grey area (will add all components from that GameObject)
3. Right click in the Hierarchy-window and select “make persistent”
4. Right click in the Inspector-window on a component to toggle its persistent state
5. Click the gear on the top right edge of the component in the Inspector-window to toggle its persistent state
6. Use the “make persistent” button in the custom inspector

To 6.:

For some scripts (the ones which are not using a custom inspector) you will see a bar below the component title in the Inspector. Press “Make Persistent” to mark the component as persistent.

Read more about custom inspectors here: <http://docs.unity3d.com/Manual/editor-CustomEditors.html>

You can disable the component bars in the settings.

To remove a component from the list, just press the red ‘x’.

Support: support@brokenvector.net

Settings

To open the settings window, navigate to Tools -> Persistent Components -> Settings.

“show custom inspector”

Here you can enable / disable the Inspector-bar (custom inspector).

“components stay persistent”

If you disable this setting, after exiting PlayMode all components marked as persistent, will be unmarked.