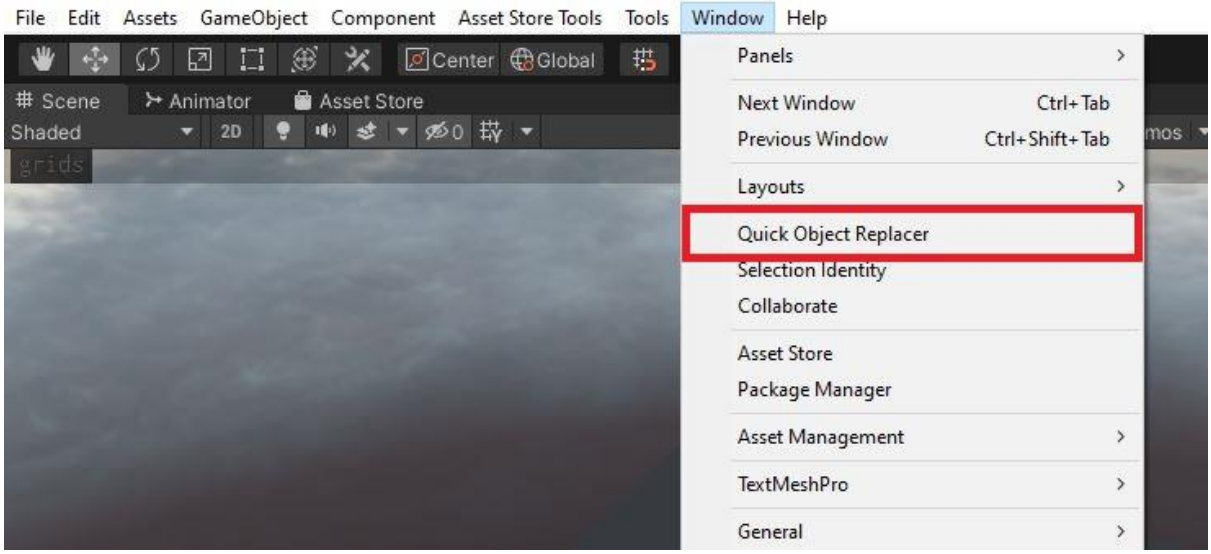
Quick Object Replacer Tool

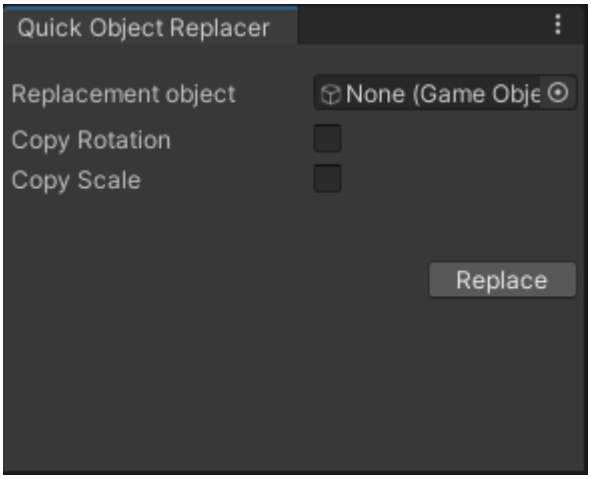
This is a tool that will aid in replacing the game-Objects in your scene while working in unity. The tool will let you select game-Objects in the scene and replace them with a different game-Object. The user will be able to choose if they would like to copy the rotation and scale from the selected game-Object so that they can keep their rotation & scale properties or replace these properties with the replacement object's transform properties. The tool also lets the user undo and redo the performed action using the tool. The user will be able to use an object from the scene or a prefab or a prefab variant as the replacement object.

Quick Object Replacer Tool Set-Up:

Once the tool has been imported into the project, the quick object replacer window can be opened by going to the Window menu and selecting the 'Quick Object Replacer' window.

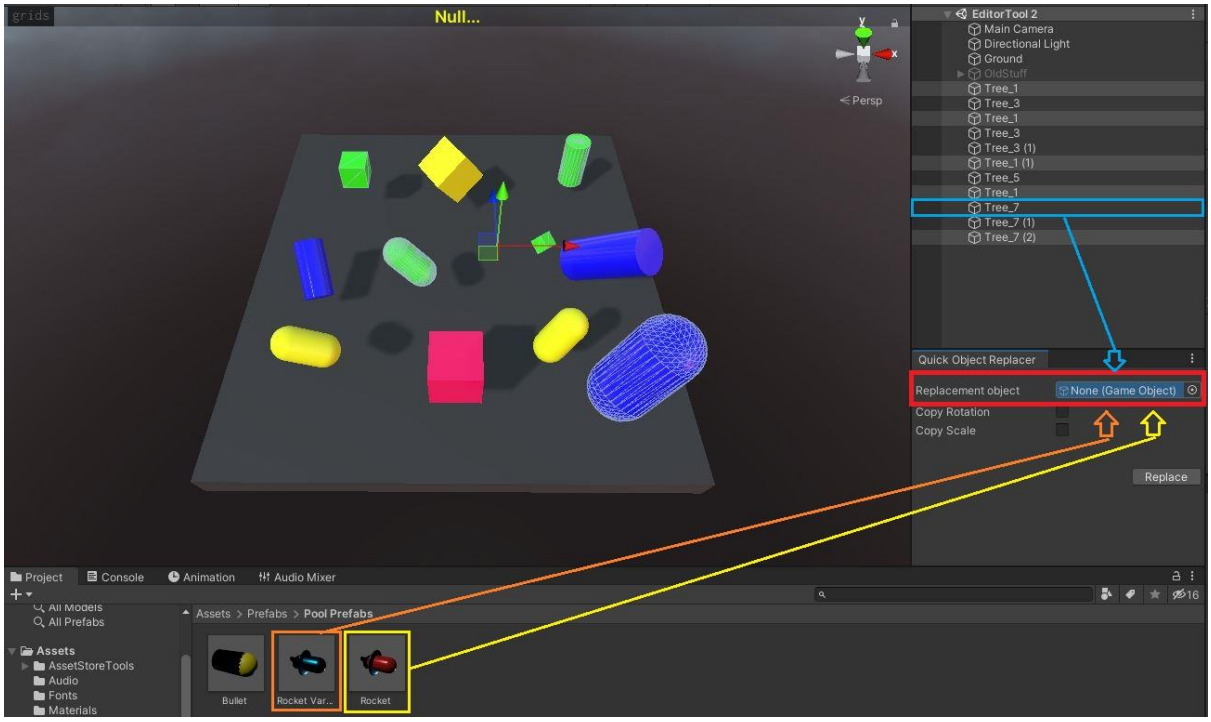


The window will look something like the image to the right. It can be docked just like any other window in unity. Now the tool is ready to be used.

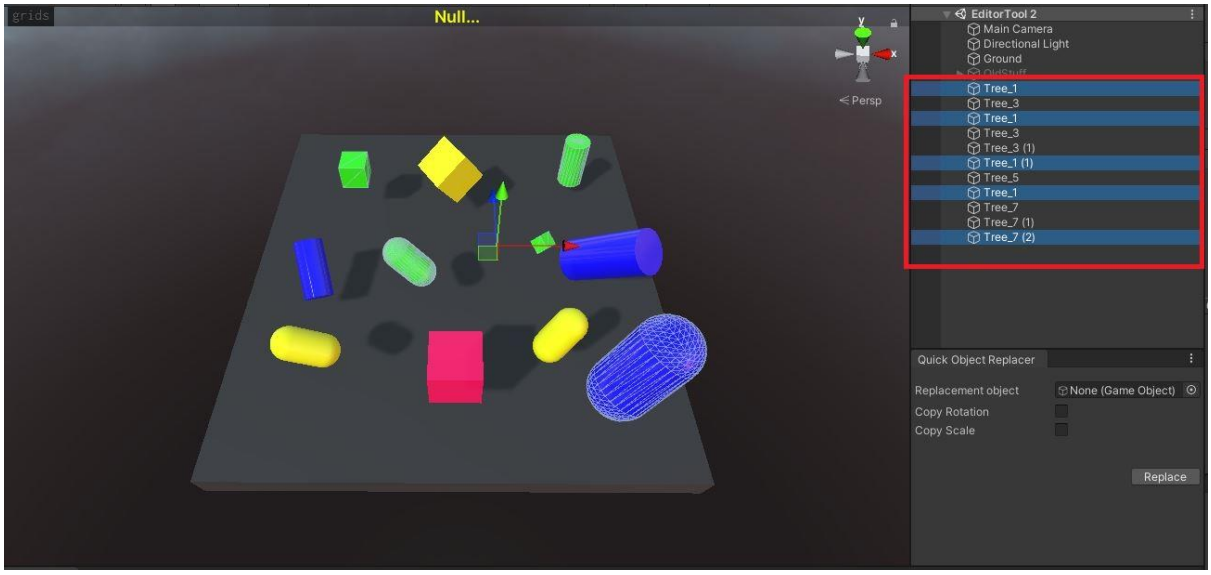


Replacing Objects Using The Tool:

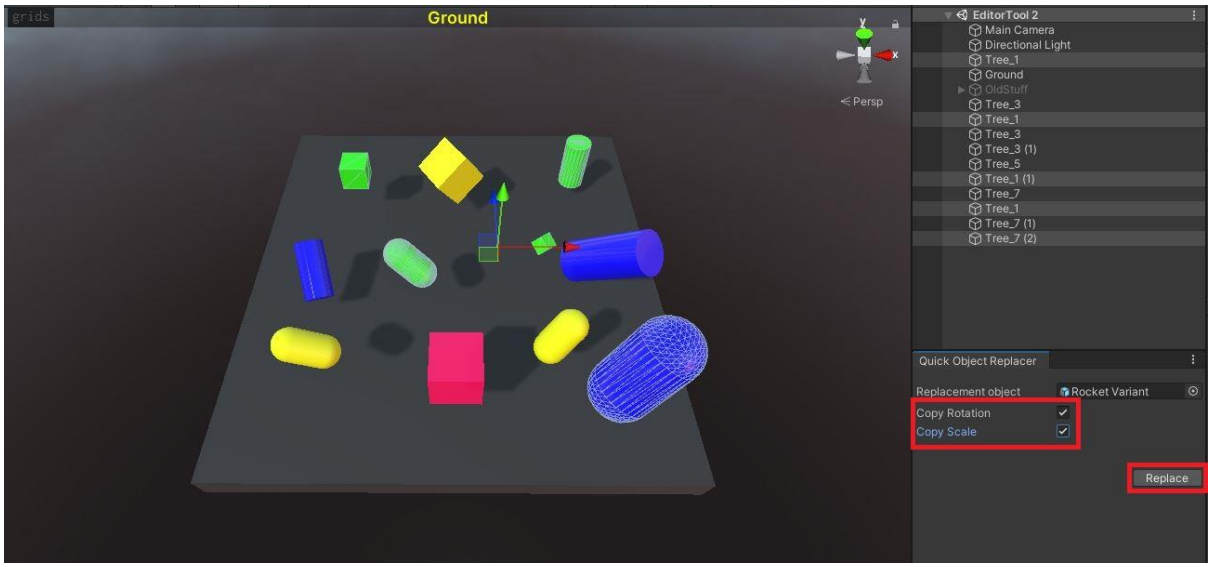
First, drag and drop a game-Object from the scene, or a prefab/prefab-variant, from the content browser into the Replacement object slot. In the image below blue is an object in the scene, yellow is the prefab, and orange is the prefab-variant. For this demo, we shall be using the prefab-variant.



Next, select the objects that need to be replaced.



Finally, we can choose if we would like to copy the rotation and scale of the selected objects to the replacement object when they are replaced with it or use the scale and rotation of the replacement object. This can be done using the two checkboxes with the names ‘Copy Rotation’ and ‘Copy Scale’. For this demo, we shall copy both of those properties from the replacement object. With boxes ticked as needed by the user, click the replace button to replace the selected object.



Here, below is the result after the replacement:

When replacing if an object was a child of a different game object this child-parent relationship will be preserved (meaning it will still be the child of the game object after replacement).

Undo & Redo:

If the user replaces the wrong object, then the user can use the undo shortcut to undo the replacement. In Windows, it would be Control(Ctrl)+Z, and on macOS that would be Command+Z.

If the user later decides they want it back after undoing, then the user can use the redo shortcut to redo the replacement. In Windows, it would be Control(Ctrl)+Y and on macOS Shift+Command+Z.