# MULTI EDIT TOOLS

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# Introduction

Thank you for purchasing MultiEditTools.

This is a toolset that aims to speed up certain mundane tasks in the Unity editor, by allowing the same action to be performed on multiple objects, with an option to filter the selection with a search. Using the scene search window, an additional layer of searching is available.

As a warning, this tool is extremely powerful, so please back up your projects regularly, and be sure of any changes you make. Every feature has undo functionality, and as such, the developer will not be held liable for any loss incurred through inaccurate use. That being said, if you use this tool carefully and in the intended manner, you shouldn't encounter any problems.

Plans for future versions of this tool are in place, such as a preview and confirmation window, but any recommendations are encouraged. Please email stantonoosthuizen@gmail.com if you feel the need.

# Quick Start Guide

1) To start, import the Multi Edit Tools package.

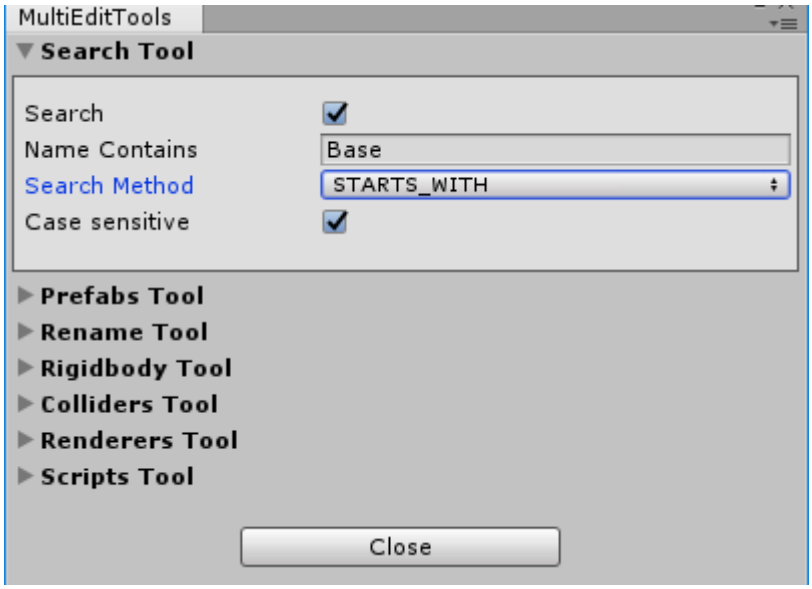
2) Open the Multi Edit Tools window by selecting “Multi Edit Tools” from the “Window” menu in Unity.

3) Select your game objects within the scene that you wish to edit.

4) Go to the required tools tab and perform your action (use search to filter objects within your selection to only specific names).

# Search Tool

The aim of this tool is to further filter the selection of game objects that you plan on editing in another window.




1) Check the Search checkbox to enable a search filter on your selected game objects.

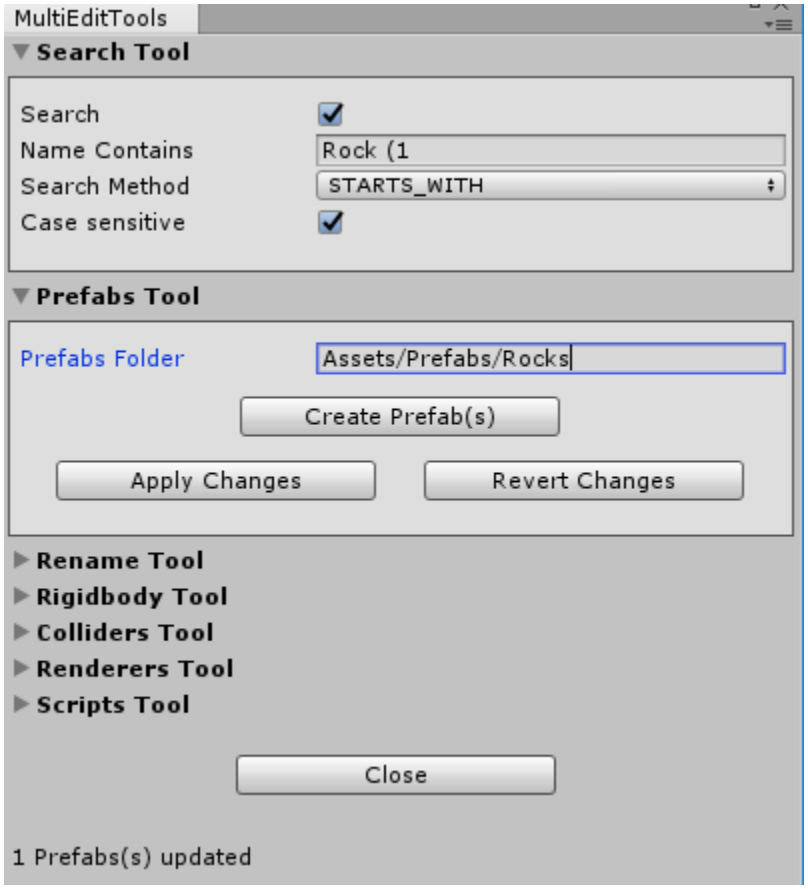
2) Enter the text to search for within the names of your selected game objects (note that this also filters child objects).

3) Use the Search Method dropdown to further limit searches. Using "CONTAINS" might sometimes lead to inaccuracies, so always be sure to be as specific as possible. E.g. If you want to find an object named "RockLow" and you use CONTAINS -> "rock", you may end up altering items that are named "RockHigh" also.

4) Check the "Case Sensitive" checkbox to ensure even further accuracy if required. This will only match searches based on the exact case used in the search text field.

# Prefabs Tool

The aim of this tool is to create, apply or revert multiple prefabs at once.




1) If you wish to create multiple new prefabs, select the game objects and enter a destination folder for the creation. "Assets/Prefabs" is the default destination.

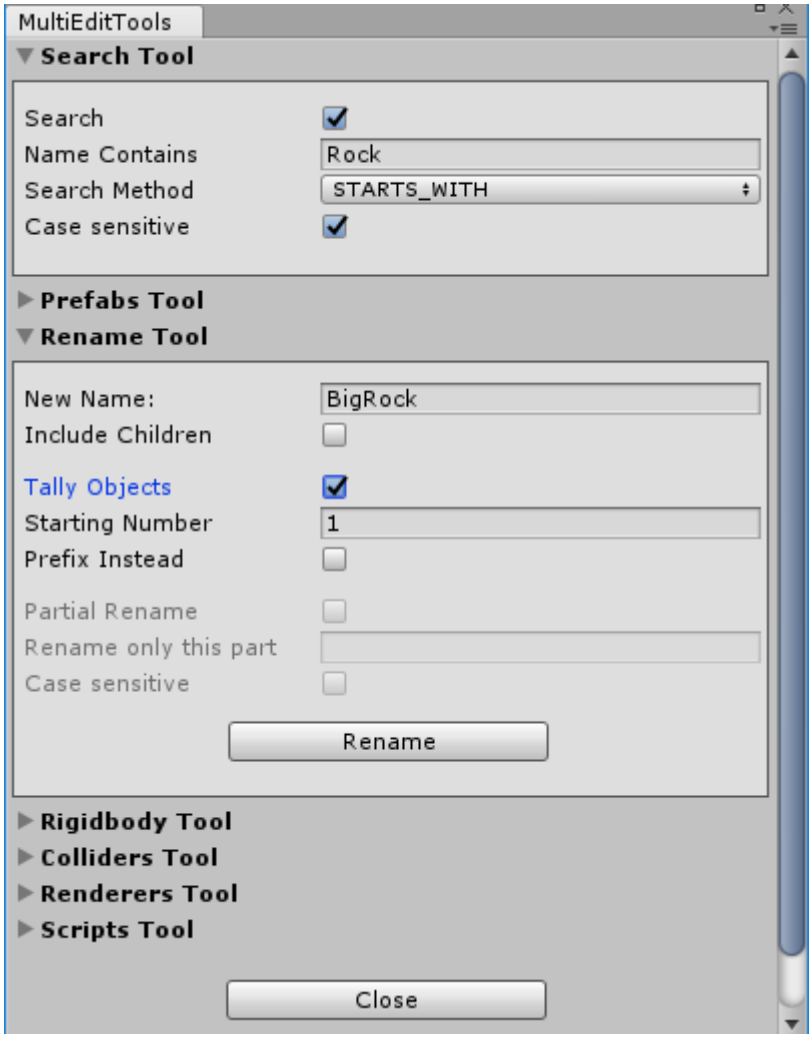
2) Click on the "Create Prefab(s)" button to create the required prefabs. The selection can also be filtered via the search, meaning that you can select a parent object such as "Environment", and only the "rocks" (if that was in the search) will be created as prefabs.

3) To make a mass revert or apply action occur, simply click the relevant button. The selection can also be filtered via the search.

# Rename Tool

The aim of this tool is to assist with mass renaming of game objects. It allows for the either partial renaming, or full renaming with optional tallying of objects.

**To fully rename a list of selected game objects:**




1) Select the game objects in the scene. Be sure that they are the parent objects, or else be sure to check the “Include Children”

checkbox, but note that this would then match every child object (either with or without search filtering).

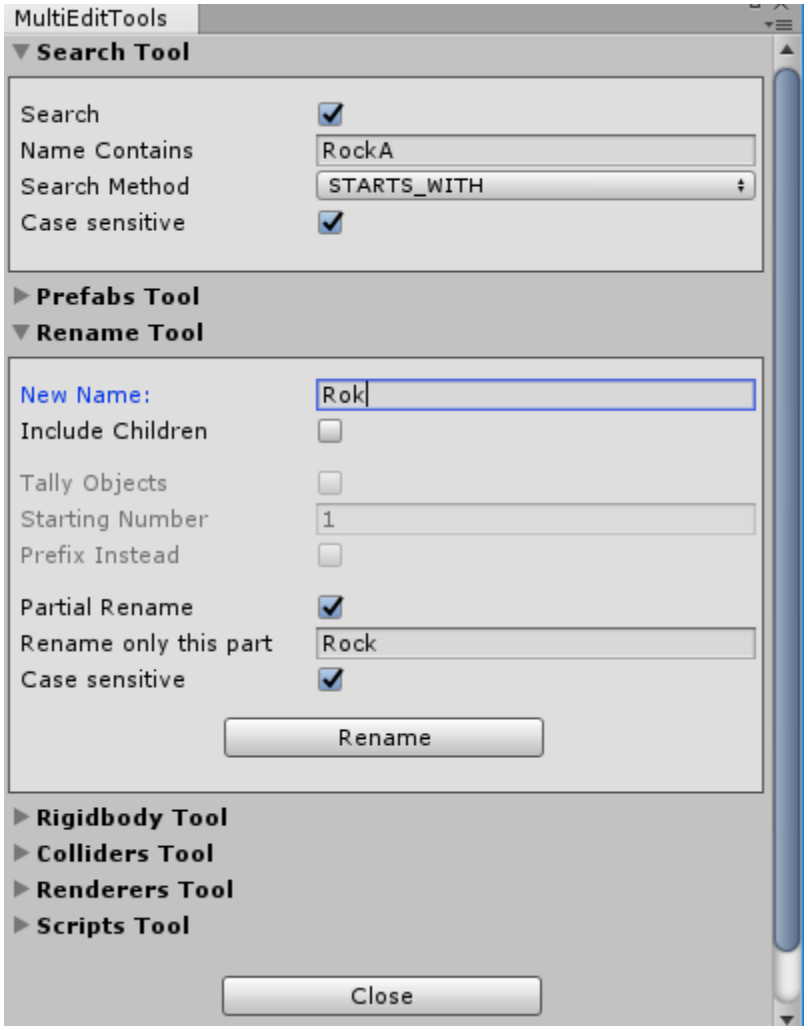
2) Enter the new object name in the “New Name” text box. Decide if you wish to rename children also (all will be renamed if **no** search filter is used, and only those that match the search will be renamed if a search filter is used), by checking the “Include Children” checkbox.

3) If you wish to include tallying in front of or behind the new name, check the “Tally Objects” checkbox, and enter a starting integer (the default is 1). Objects renamed will have the starting number added to their name, which will be incremented by one with every object renamed. Checking the “Prefix Instead” checkbox will ensure that the tally number will be added in front of the new name instead of behind it.

4) Click the “Rename” button to rename all of the matching game objects.

5) If a mistake was made and is immediately visible, click “Edit” under the Unity menu, and the undo rename option will be available.

**To partially rename a list of selected game objects:**




1) Use this option if you only wish to change a portion of the game object name. Note that tallying is not available with this option.

2) Select the game objects in the scene. Be sure that they are the parent objects, or else be sure to check the "Include Children" checkbox, but note that this would then match every child object (either with or without search filtering).

3) Enter the new object name in the "New Name" text box. Decide if you wish to rename children also (all will be renamed if **no** search filter is used, and only those that match the search will

be renamed if a search filter is used), by checking the “Include Children” checkbox.

4) Check the “Partial Rename” checkbox, which will ensure that the entire object name is not changed.

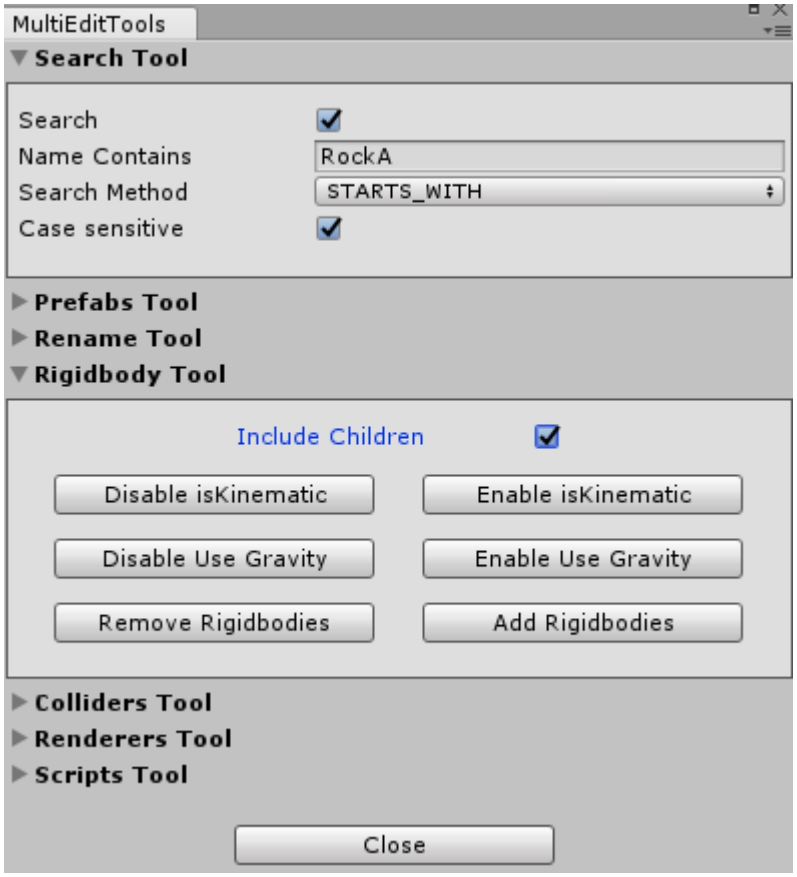
5) Enter the text that you wish to replace into the text box next to the text saying “Rename only this part”. Check the “Case Sensitive” checkbox if you wish to be more accurate.

6) Click the “Rename” button to partially rename all of the matching game objects.

7) If a mistake was made and is immediately visible, click “Edit” under the Unity menu, and the undo rename option will be available.

# Rigidbody Tool

The aim of this tool is to assist with editing multiple rigidbodies, sometimes found on child objects of a parent.




The buttons are self-explanatory and basic to understand. The important things to remember is that the actions only take place on the parent objects selected, unless “Include Children” is checked.

**Disable isKinematic** -> Set the rigidbodies to not be kinematic (physics will affect the rigidbody).

**Enable isKinematic** -> Set the rigidbodies to be kinematic (physics will not affect the rigidbody).

**Disable Use Gravity** -> Gravity will not affect the rigidbody.

**Enable Use Gravity** -> Gravity will affect the rigidbody.

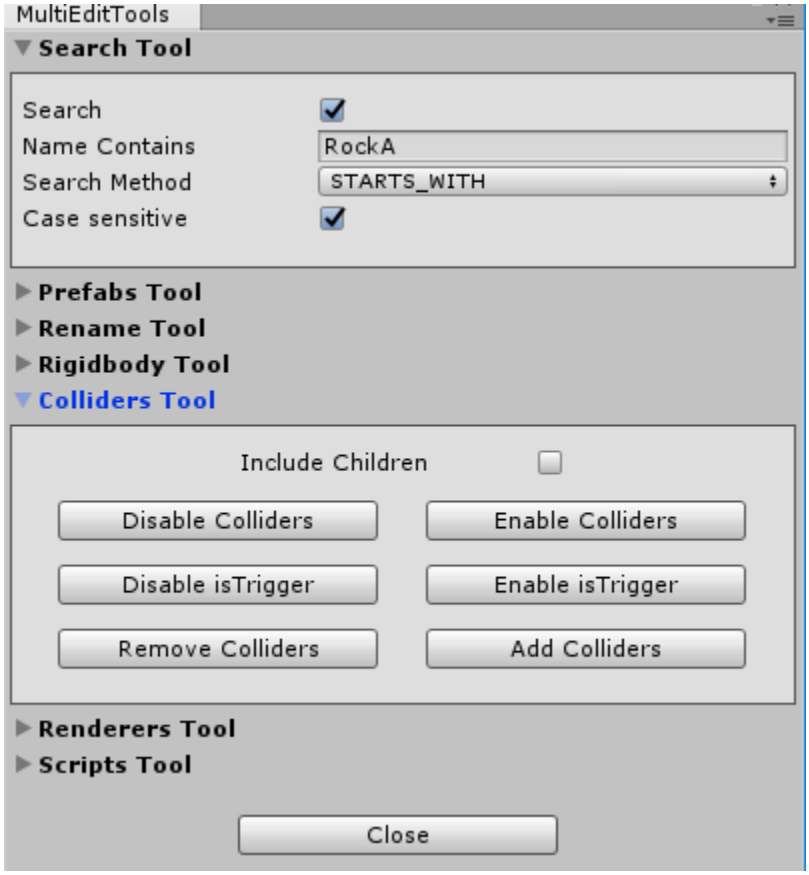
**Remove Rigidbodies** -> Rigidbodies found will be removed from game objects if found.

**Add Rigidbodies** -> Rigidbodies will be added to game objects if none are present.

Note that as with all other tools, the Rigidbody tool works with or without search filtering, meaning that you can perform complex operations, such as selecting a host of parent game objects, and use a search filter so that only their child objects that match the search can have their rigidbodies altered/added/removed. Future plans include mass editing of Rigidbody properties.

# Colliders Tool

The aim of this tool is to assist with editing multiple colliders, sometimes found on child objects of a parent.




The buttons are self-explanatory and basic to understand. The important things to remember is that the actions only take place on the parent objects selected, unless “Include Children” is checked.

**Disable Colliders** -> All colliders are disabled.

**Enable Colliders** -> All colliders are enabled.

**Disable isTrigger** -> All colliders are set to not be trigger colliders.

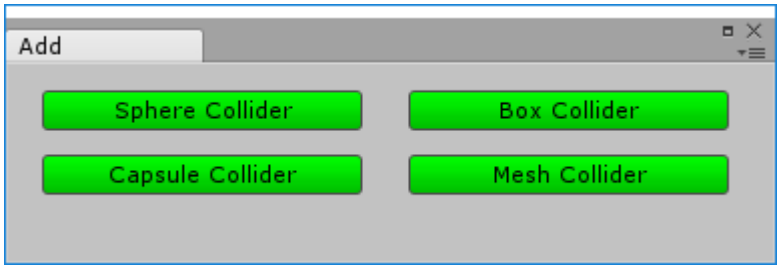
**Enable isTrigger** -> All colliders are set to be trigger colliders.

**Remove Colliders** -> Remove a specific type of collider.

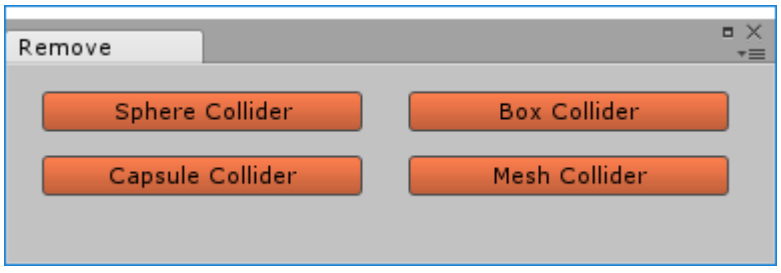
**Add Colliders** -> Add a specific type of collider.

Colliders can be disabled/enabled, and isTrigger can be changed on multiple objects. Clicking either “Add Colliders” or “Remove Colliders” will open another window, whereby you select what type of collider you wish to add/remove. The different colored buttons are as a backup, so that you always can be sure of whether you’re adding or removing colliders. A collider will not be added if the transform already contains a collider of that type.

The “Add Collider” button will open this window:



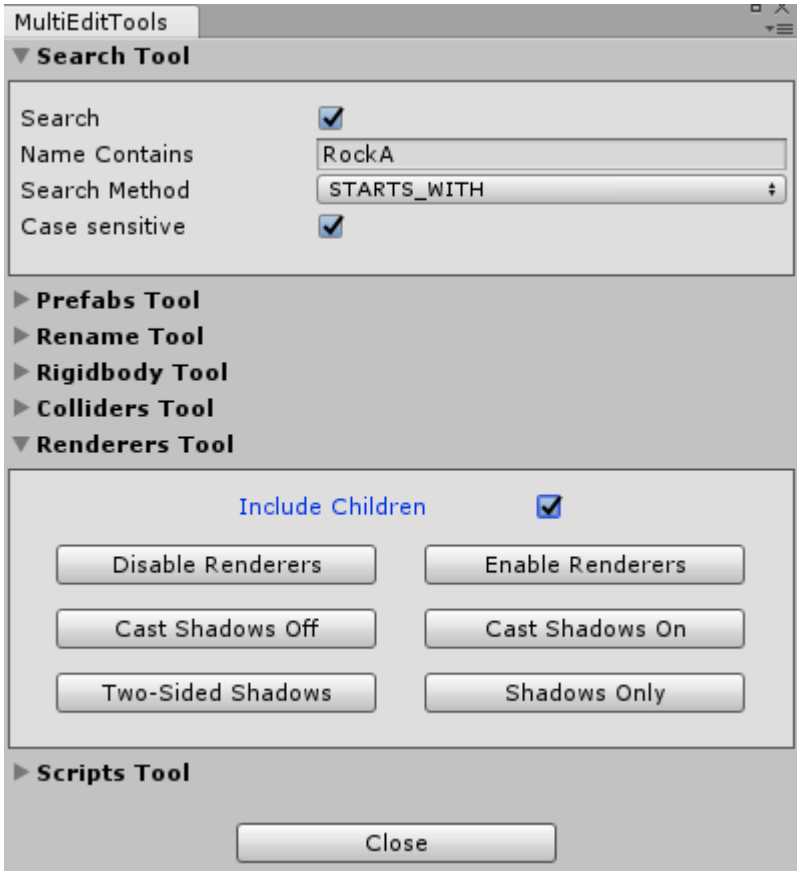

The “Remove Collider” button will open this window:




This means that you can add or remove specific types of colliders from all game objects selected, which can be filtered via search, and also allow all child game objects to be included in this action. Powerful indeed!

# Renderers Tool

The aim of this tool is to assist with editing multiple renderers, sometimes found on child objects of a parent.




The buttons are self-explanatory and basic to understand. The important things to remember is that the actions only take place on the parent objects selected, unless “Include Children” is checked.

**Disable Renderers** -> The object will not be rendered.

**Enable Renderers** -> The object will be rendered.

**Cast Shadows Off** -> The object will not cast shadows.

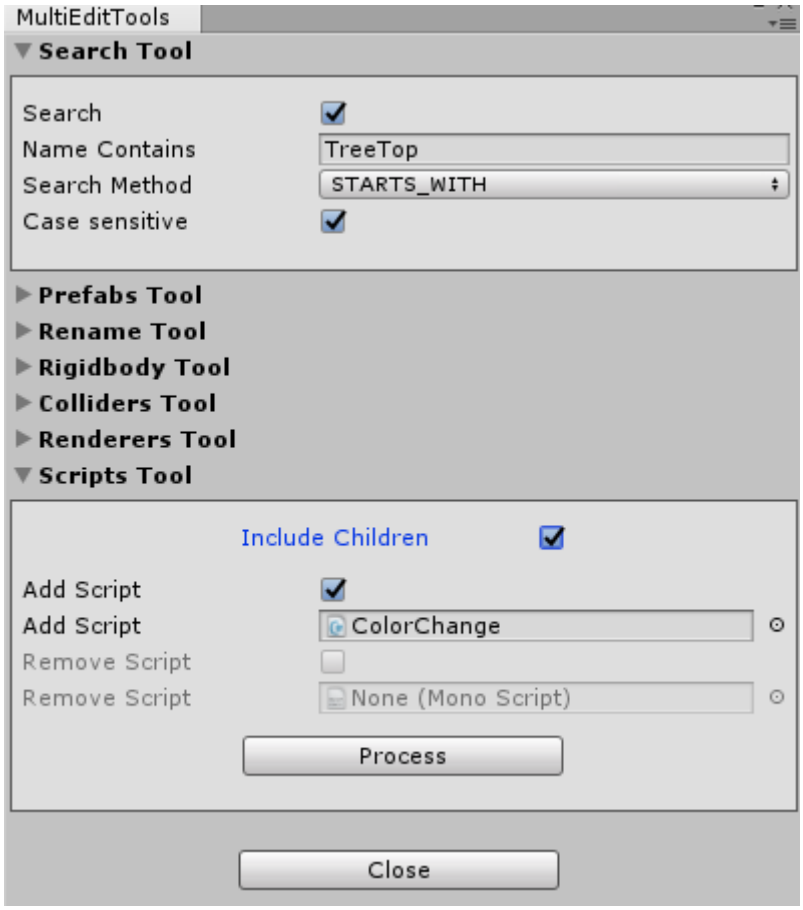
**Cast Shadows On** -> The object will cast shadows.

**Two-Sided Shadows** -> Shadows are cast from this object, treating it as two-sided.

**Shadows Only** -> Object casts shadows, but is otherwise invisible in the scene.

# Scripts Tool

The aim of this tool is to assist with the mass addition or removal of certain scripts.




1) To add a script, simply check the "Add Script" checkbox and choose the required script (drag and drop also works).
2) Use the search filter to narrow the search, and check the "Include Children" checkbox if you wish to include child game objects in the action.
3) Click on the "Process" button to add the script to all relevant game objects.

To remove scripts, simply repeat the above steps, but this time use the "Remove Script" section instead.