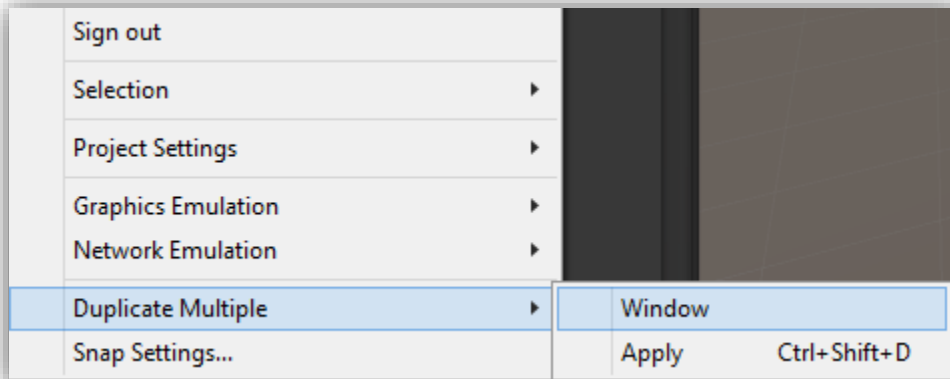


Manual

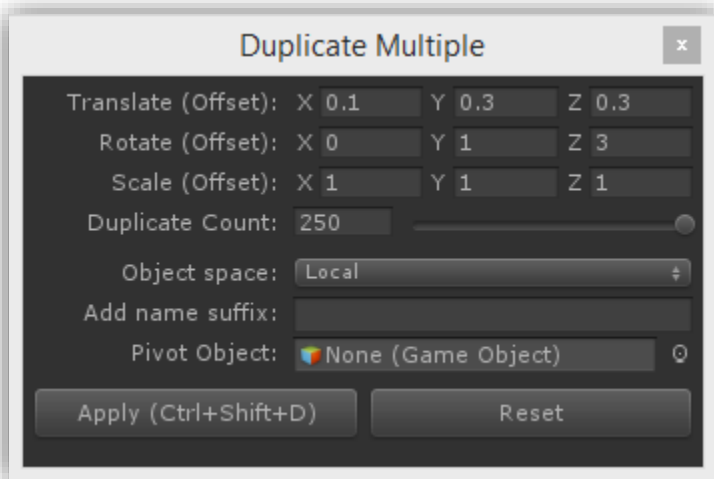
Duplicate Multiple

Where to find the plugin in Unity 3D

Upon installation, you can find the Duplicate Multiple functionality within the Edit -> Duplicate Multiple tab.



How to use the plugin

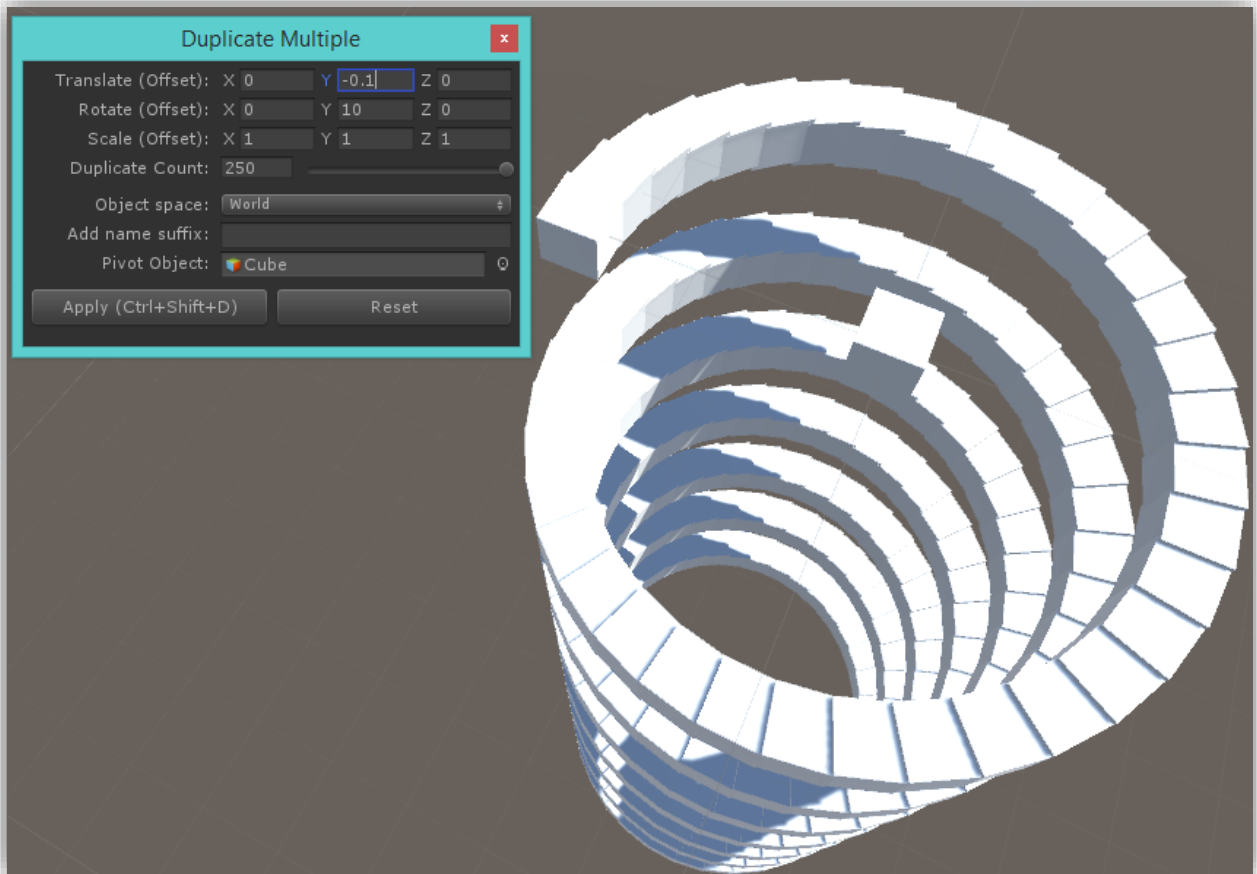


- **Translate, Rotate and Scale** will apply offset towards each new instantiated object.
- **Duplicate Count** stands for the amount of times you want to duplicate the object
- **Object Space** set this to world if you want rotations and scale to be dependent on the world instead of the parent object.
- **Add name suffix** will add a suffix to the instantiated object name
- **Pivot Object** will use the object as an anchor for the offset.

Example:

I made a cube, that was 3.5 units away from the center object, on the x axis.

After applying this configuration, an y rotation of 10 units would be applied to each new instance. As well as a decrease in height of -0.1 units.



Enjoy.

In case you have any questions regarding this plugin. You can contact me at:
info@low-scope.com