

# EditorPlayOverride & EasyMultiplatforms

How many times did you developed your game and had your music driving you crazy but you still want to hear the sound effects? How many times the character respawn caused you problems?

When you developed for multiple platforms how complicated it was to set graphics elements differently for each build?

This easy script will allow you to change your scene for specific platforms (editor included) it will do it automatically on start before all other scripts!

You can disable lights in mobile and add particles effects for PC in just a few clicks!

The following are a short list of the common changes people use it for

1. Stop music during editor for testing of other sounds.
2. Disable sound effects from instantiated prefabs.
3. Change player spawn point for testing.
4. Disable performance systems like lights, particles, models, shadows... (This will also allow faster testing).
5. Enable different graphics on mobile.
6. Enable cheats system in editor mode only

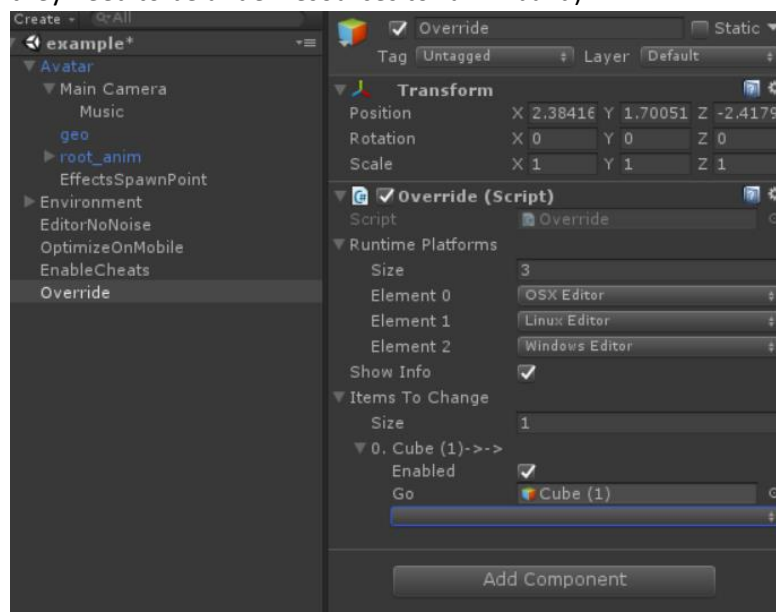
If you want a free trial please contact me through

<https://abnormalcreativity.wixsite.com/home>

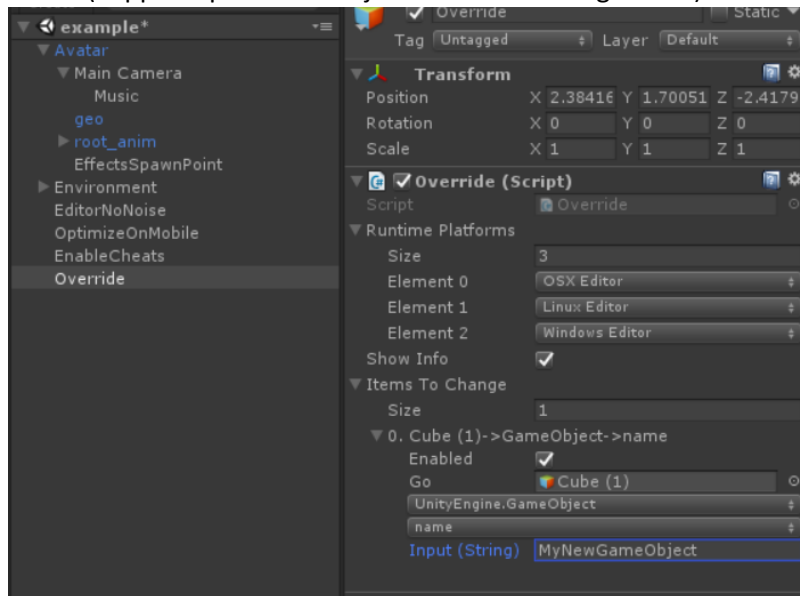
To see the example open OverrideInEditor -> Example -> Scene -> NoNoise&MultiPlafrom and enable "EditorNoNoise".

Instructions:

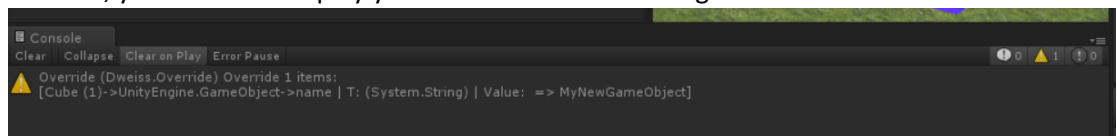
1. Create GameObject and add the Override script to it.
2. Choose your GameObject that you want it to affect (Prefab are also an option but they need to be under resources to run in build)



3. Open the dropdown list and choose component inside the game object.
4. Open the next dropdown list and choose the property/field/function that you want to call (Supports primitives objects and Vector3 right now)



5. That's it, you're done. On play you can see the override log:



More info:

1. This will automatically setup to run before other scripts.
2. The time of execution event is more costly than other simple scripts so use it wisely.
3. Disable "ShowInfo" for less debug messages
4. Open the example scene and disable/enable EditorNoNoise for example